

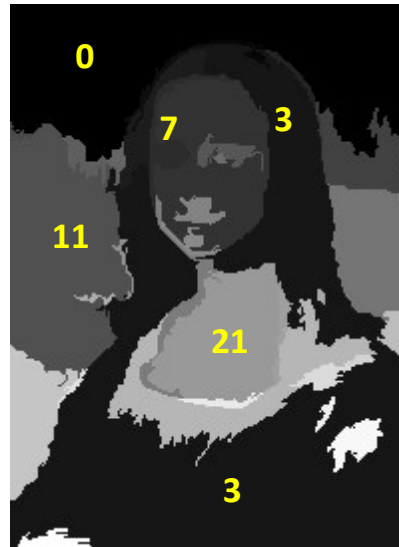
# Basic Image Manipulation

# What is segmentation?

- Segmentation divides an image into groups of pixels
- Pixels are grouped because they share some local property (gray level, color, texture, motion, etc.)



boundaries



labels



pseudocolors



mean colors

**(different ways of displaying the output)**

algorithm used: Pedro F. Felzenszwalb and Daniel P. Huttenlocher, Efficient Graph-Based Image Segmentation, IJCV, 59(2), 2004

S. Birchfield, Clemson Univ., ECE 847, <http://www.ces.clemson.edu/~stb/ece847>

# Segmentation

- *Segmentation = partitioning*  
Divide image based on pixel similarity
  - Divide spatiotemporal volume based on image similarity (shot detection)
  - Figure / ground separation (background subtraction)
  - Regions can be overlapping (layers)

# Foreground / background separation

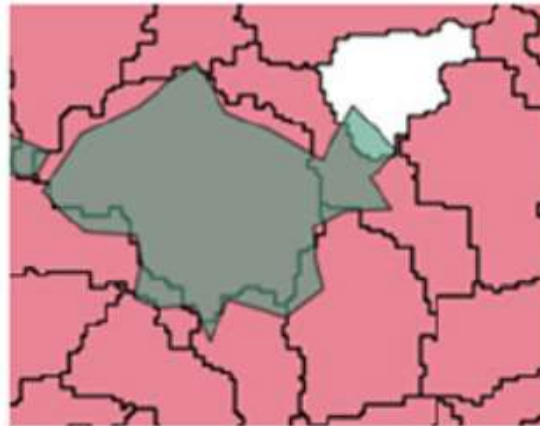


Background subtraction provides figure-ground separation,  
which is a type of segmentation

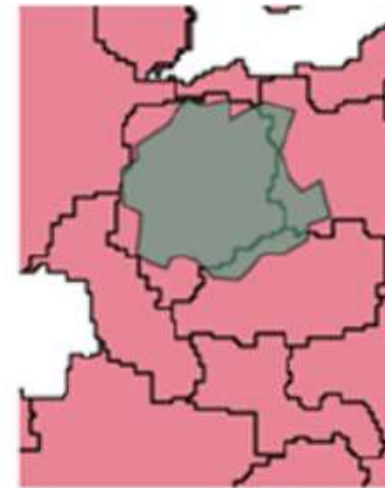
# Oversegmentation vs undersegmentation



Over-  
segmentation



Under-  
segmentation



Under-  
segmentation

Oversegmentation versus Undersegmentation. The green polygons are the manually digitized polygons that were overlaid on multiresolution segmentation polygons (shown in pink).

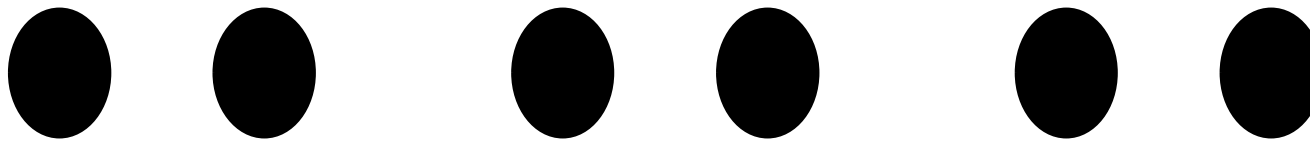
An experiment:

**What do you see?**



**Just six dots**

Now what do you see?



**Three groups of dot pairs**

**Why?**

**Dots that are close together (“proximity”)  
are grouped together by the human visual system**

And now?



**Again, three groups of dot pairs**

**Why?**

**Dots are similar in appearance (“similarity”)**



How about now?



Again, three groups of dot pairs

**Why?**

Dots move similarly (“common fate”)

Last one

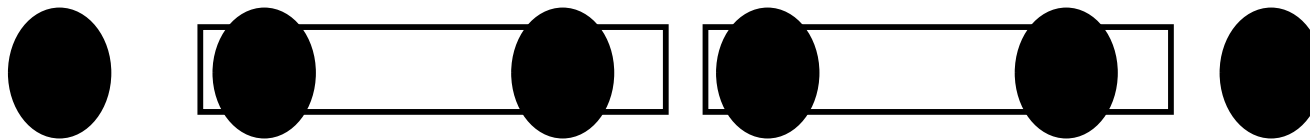


Again, three groups of dots

**Why?**

Dots are enclosed together (“common region”)

But wait!

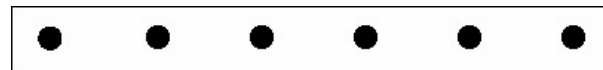


**Note that the “common region” can overwhelm  
the “proximity” tendency**

# Gestalt psychology

Gestalt school of psychologists emphasized grouping as the key to understanding visual perception.

Recall: Context affects how things are perceived



Not grouped



Proximity



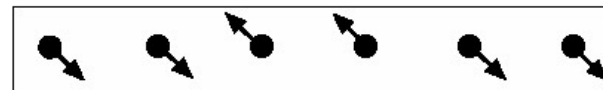
Similarity

*gestalt* – whole or group

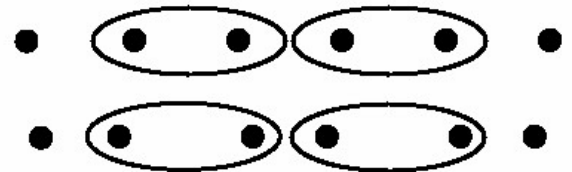


Similarity

*gestalt qualitat* – set of internal relationships that makes it a whole

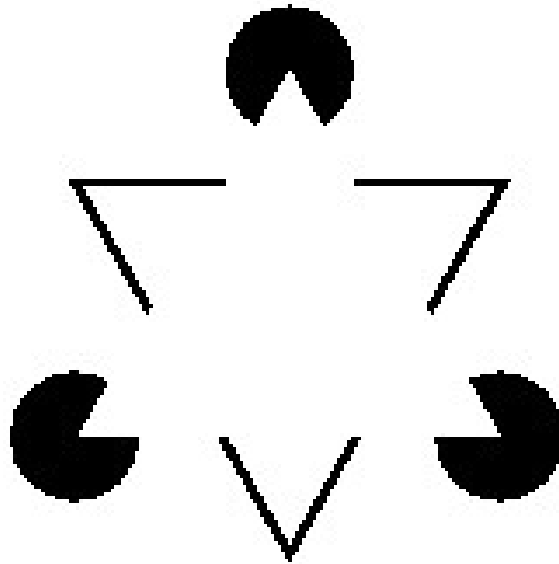


Common Fate



Common Region

Can you see anything invisible?



These are **illusory contours**, formed by grouping the circles

**This is the well-known Kanizsa triangle**

# Segmentation as partitioning

- A *partition* of image is collection of sets  $S_1, \dots, S_N$  such that

$$I = S_1 \cup S_2 \dots \cup S_N \quad (\text{sets cover entire image})$$

$$S_i \cap S_j = \emptyset \text{ for all } i \neq j \quad (\text{sets do not overlap})$$

- A *predicate*  $H(S_i)$  measures region *homogeneity*

$$H(R) = \begin{cases} \text{true} & \text{if pixels in region } R \text{ are similar} \\ \text{false} & \text{otherwise} \end{cases}$$

- We want
  1. Regions to be homogeneous

$$H(S_i) = \text{true for all } i$$

2. Adjacent regions to be different from each other

$$H(S_i \cup S_j) = \text{false for all adjacent } S_i, S_j$$

# Region growing

- Start with (random) seed pixel as cluster
- Repeat:
  - Aggregate neighboring pixels that are similar to cluster model
  - Update cluster model with newly incorporated pixels
- This is a generalized floodfill
- When cluster stops growing, begin with new seed pixel and continue
- An easy cluster model:
  - Store mean and covariance of pixels in cluster
  - Use Mahalanobis distance to cluster  
This leads to a natural threshold, e.g.,  $\pm 2.5 \sigma$
  - Update mean and covariance efficiently by keeping track of  $\text{sum}(x)$  and  $\text{sum}(x^2)$
- One danger: Since multiple regions are not grown simultaneously, threshold must be appropriate, or else early regions will dominate

```
GROWSINGLEREGION(I, O, p, label)
1  model.INITIALIZE( I(p) )
2  frontier.push(p)
3  O(p)  $\leftarrow$  label
4  while NOT frontier.isEmpty() do
5      p  $\leftarrow$  frontier.pop()
6      for q  $\in$   $\mathcal{N}$ (p) do
7          if model.ISSIMILAR( I(q) )
8              then frontier.push(q)
9                  O(q)  $\leftarrow$  label
10                 model.UPDATE( I(q) )
```

# Region growing results





# Balloons

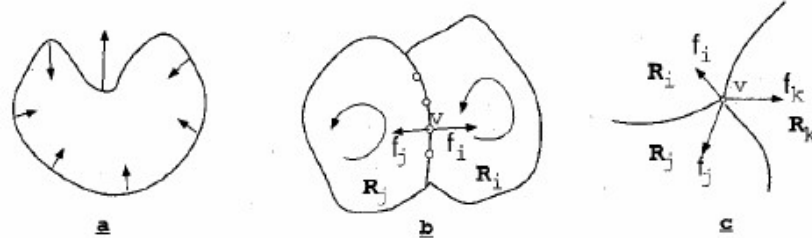
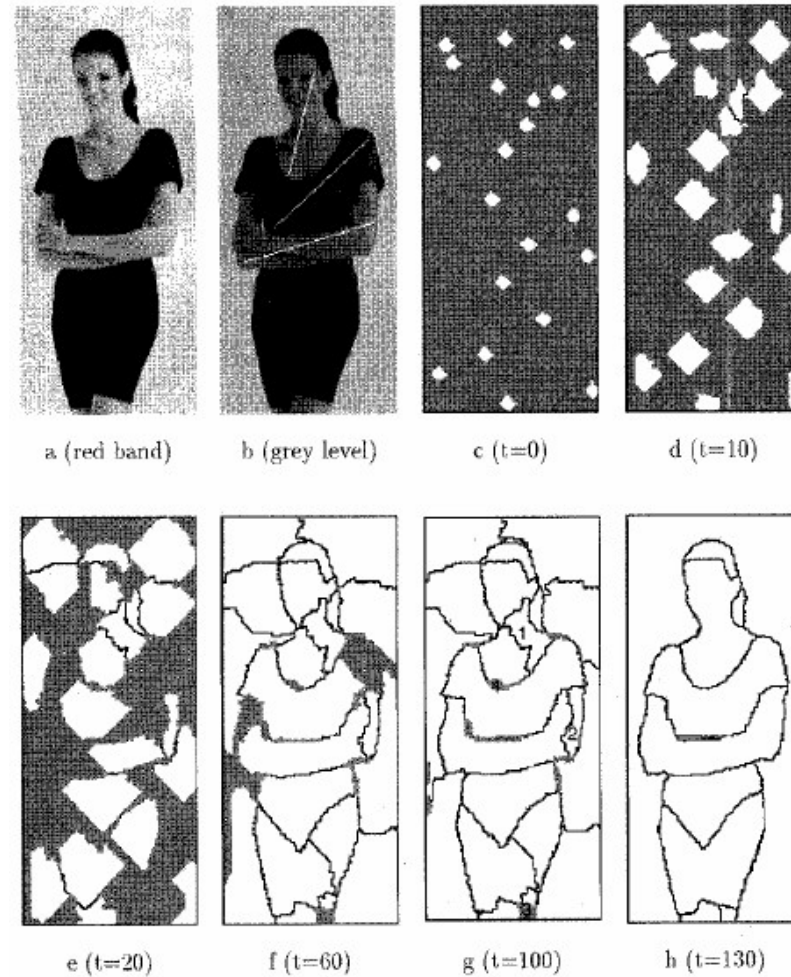


Fig. 2. The forces acting on the contour: (a) the smoothing force, (b) the statistics force at a boundary point, (c) the statistics force at a junction point.

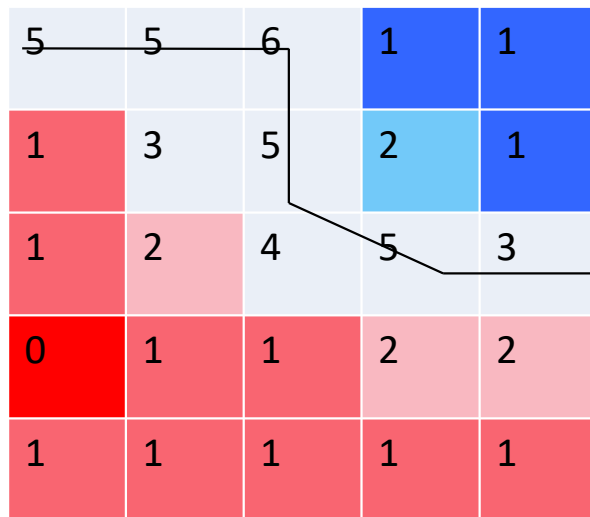


S. C. Zhu and A.L Yuille, **Region Competition**: Unifying Snake/balloon, Region Growing and Bayes/MDL/Energy for Multi-band Image Segmentation. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, vol.18, no.9, pp.884-900, Sept. 1996.

# Watershed

- Smooth the image
- Run an edge detector (get gradient magnitude = edge strength)
- Create a 'seed' at each local min i.e. where there is no edge.
- Essentially, the idea is to 'flood' the image, marking each pixel as it goes 'underwater'

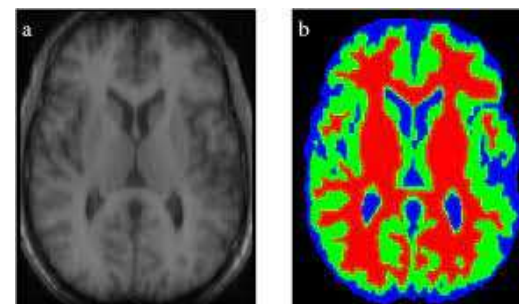
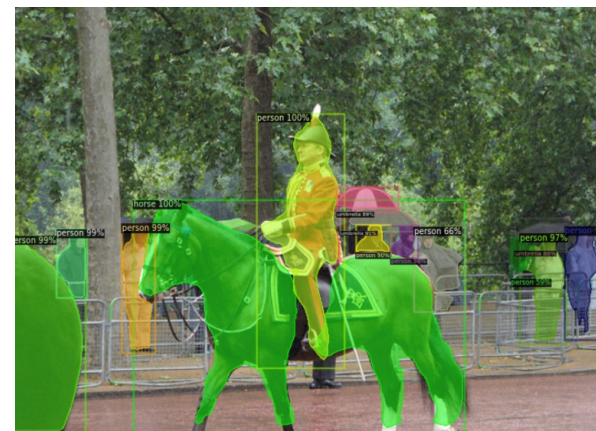
# Watershed Example



```
val = 0
While (unmarked pixels exist){
  for(pixel in image)
    if (pixel.val = val)
      if 2 neighbors are different
        pixel is border
      else if no neighbors are marked
        pixel is seed
    else
      mark pixel = neighbor
    val++
}
```

# Displaying & Representing Regions

- Overlays (for display)
  - Use bright colors to show regions over greytone image
  - Color border pixels to contrast (e.g. white, red)
- Labeled image
  - Each region has a unique identifier (e.g. integer)
  - In a copy of the image, set each pixel value to its region label
  - For display, use well-separated values (grey or color)



# Segmentation examples



from Pedro F. Felzenszwalb and Daniel P. Huttenlocher, Efficient Graph-Based Image Segmentation, IJCV, 59(2), 2004  
<http://people.cs.uchicago.edu/~pff/segment/>

# More examples

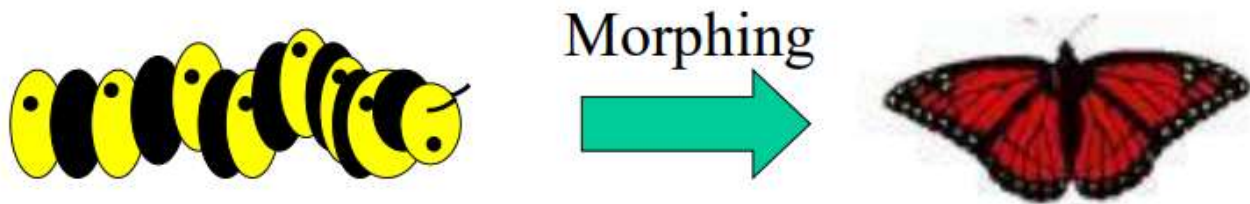


\* Pictures from Mean Shift: A Robust Approach toward Feature Space Analysis, by D. Comaniciu and P. Meer <http://www.caip.rutgers.edu/~comanici/MSPAMI/msPamiResults.html>



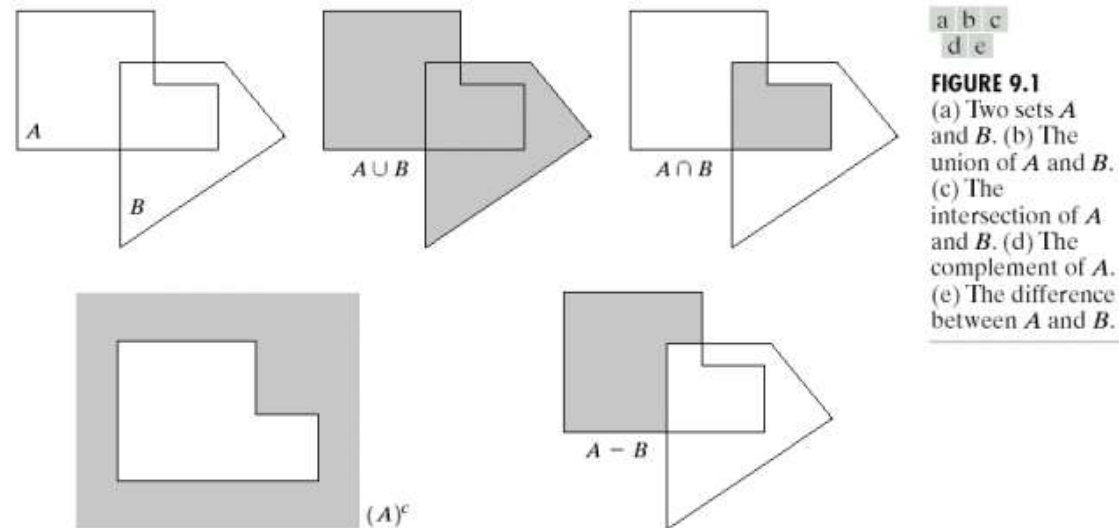
# What are Morphological Operations?

- Morphological operations come from the word “morphing” in Biology which means “changing a shape”.
- Image morphological operations are used to manipulate object shapes such as thinning, thickening, and filling
- Binary morphological operations are derived from set operations.



# Basic Set Operations

- Concept of a set in binary image morphology: Each set may represent one object. Each pixel  $(x,y)$  has its status: belong to a set or not belong to a set.

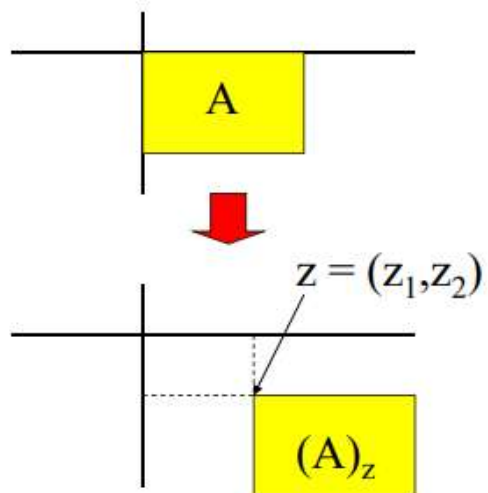




# Translation and Reflection Operations

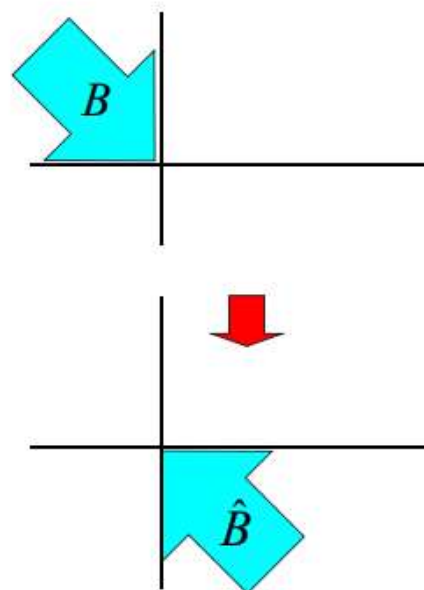
Translation

$$(A)_z = \{c \mid c = a + z, \text{ for } a \in A\}$$



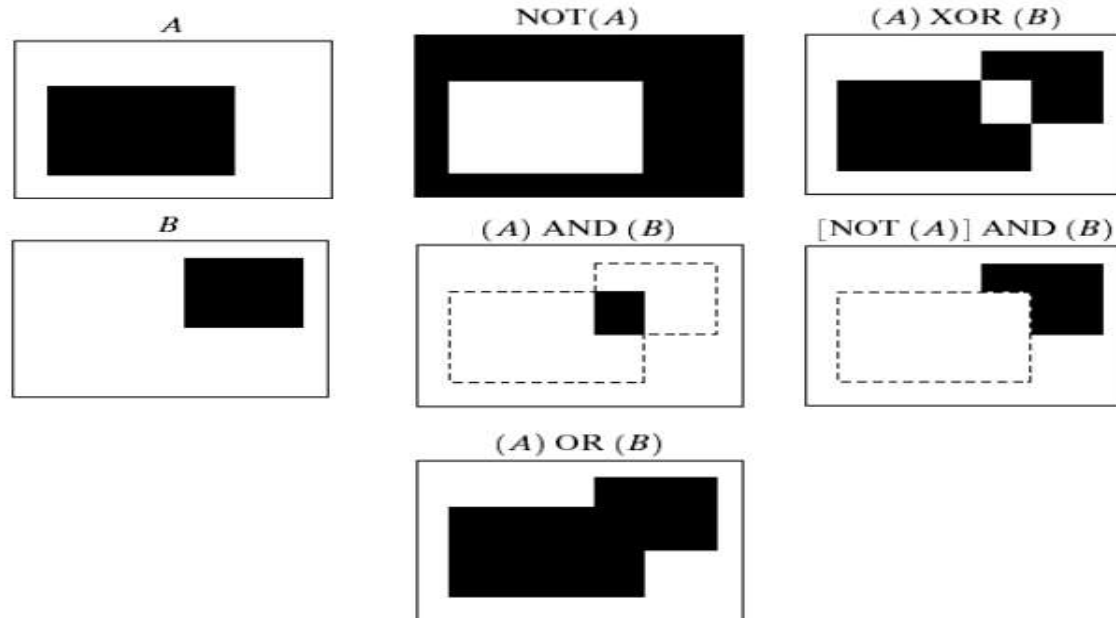
Reflection

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



# Logical Operations

$p$	$q$	$p \text{ AND } q$ (also $p \cdot q$ )	$p \text{ OR } q$ (also $p + q$ )	NOT ( $p$ ) (also $\bar{p}$ )
0	0	0	0	1
0	1	0	1	1
1	0	0	1	0
1	1	1	1	0



# Dilation Operations

- This equation is based on obtaining the reflection of B about its original and shifting this reflection by z. The dilation of A by B is the set of all displacement, z, such that  $\hat{B}$  and A overlap by at least one element.

$$A \oplus B = \{z | (\hat{B})_z \cap A \neq \phi\}$$

$\phi$  = Empty set

Dilate means “extend”

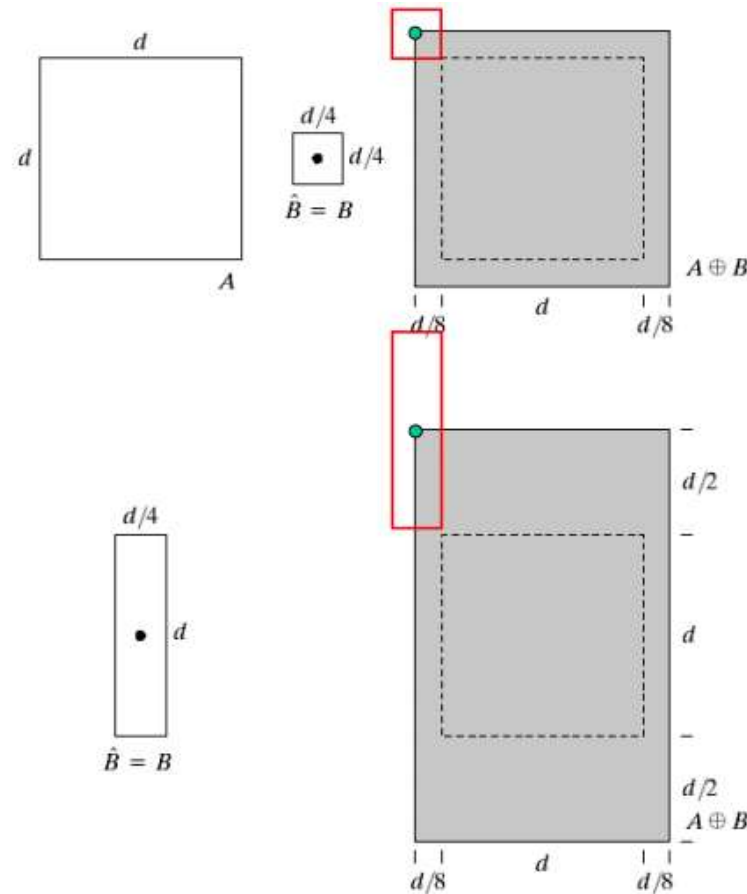
A = Object to be dilated

B = Structuring element

- Set B is commonly referred to as the structuring element

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

# Dilations



$\phi$  = Empty set

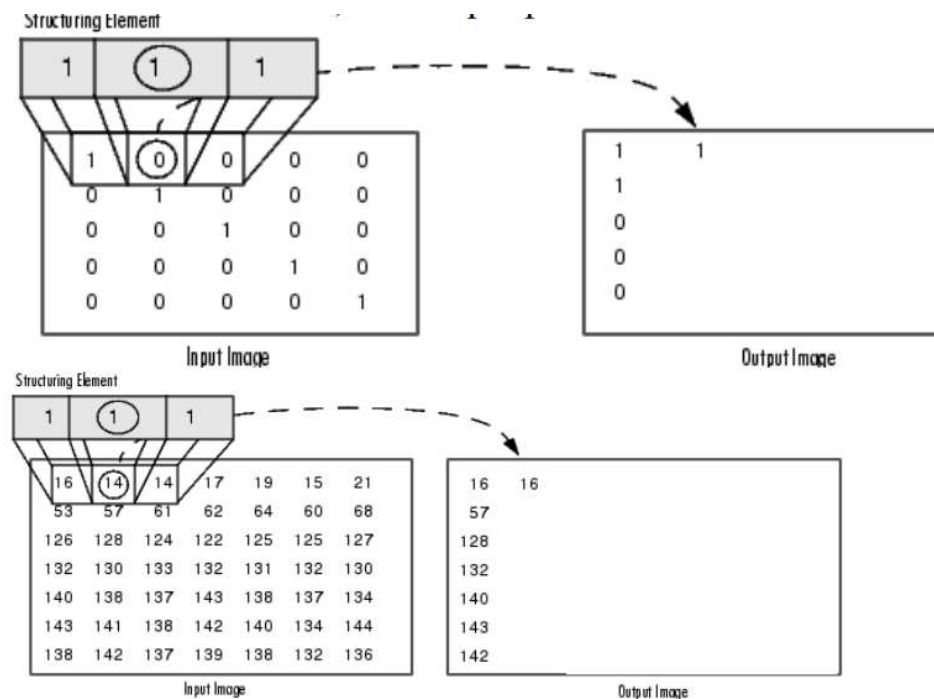
Dilate means “extend”

$A$  = Object to be dilated

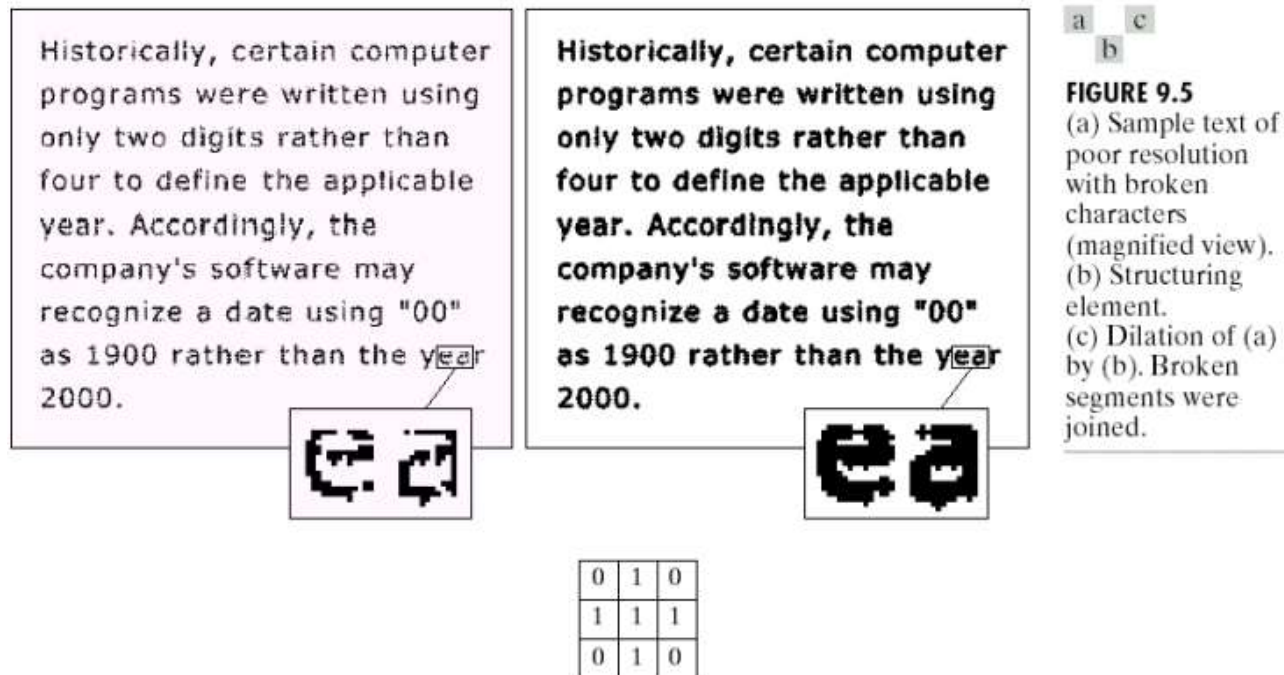
$B$  = Structuring element

# Dilations

- Dilation: The value of the output pixel is the maximum value of all the pixels in the input pixel's neighborhood. In a binary image, if any of the pixels is set to the value 1, the output pixel is set to 1



# Applications



“Repair” broken characters

# Applications

Dilation is an operation that “grows” or “thickens” objects in a binary image. The specific manner and extent of this thickening is controlled by a shape referred to as a structuring element

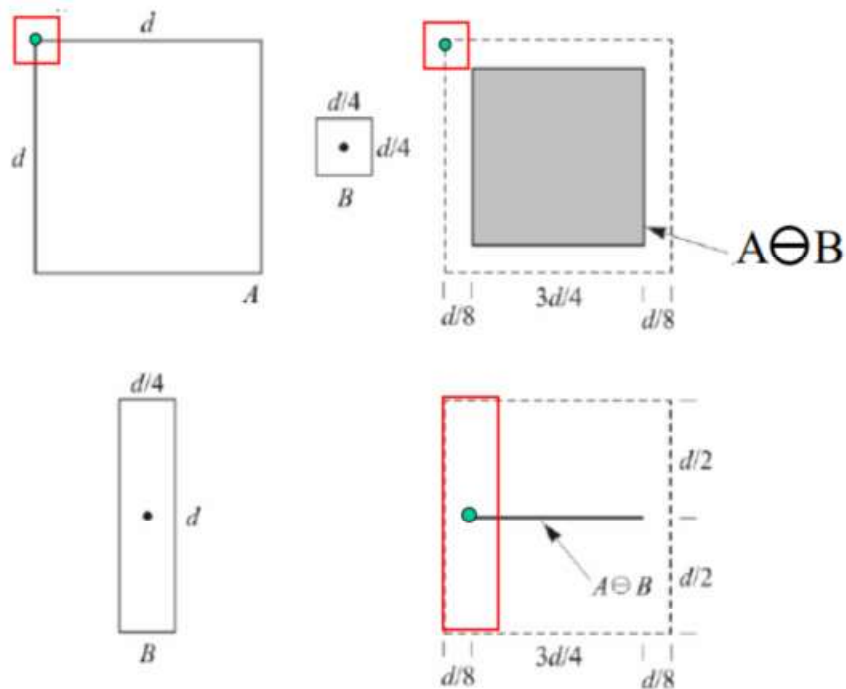
Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.

**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.**

# Erosion Operation

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

- The Erosion of A by B is the set of all points z such that B, translated by z is contained in A.



Erosion means “trim”

A = Object to be eroded  
B = Structuring element

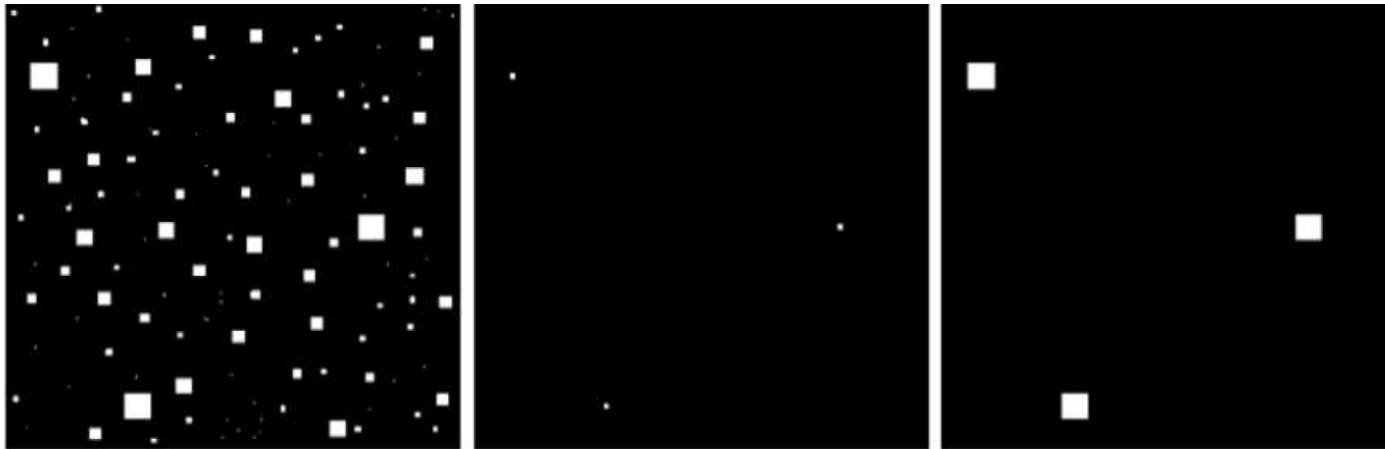


# Erosion Operation

- Erosion: The value of the output pixel is the minimum value of all the pixels in the input pixel's neighborhood. In a binary image, if any of the pixels is set to 0, the output pixel is set to 0

# Example: Application of Dilation and Erosion

- Remove small objects such as noise
  - Remember! Erosion “shrinks” or “thins”
  - objects in binary image.



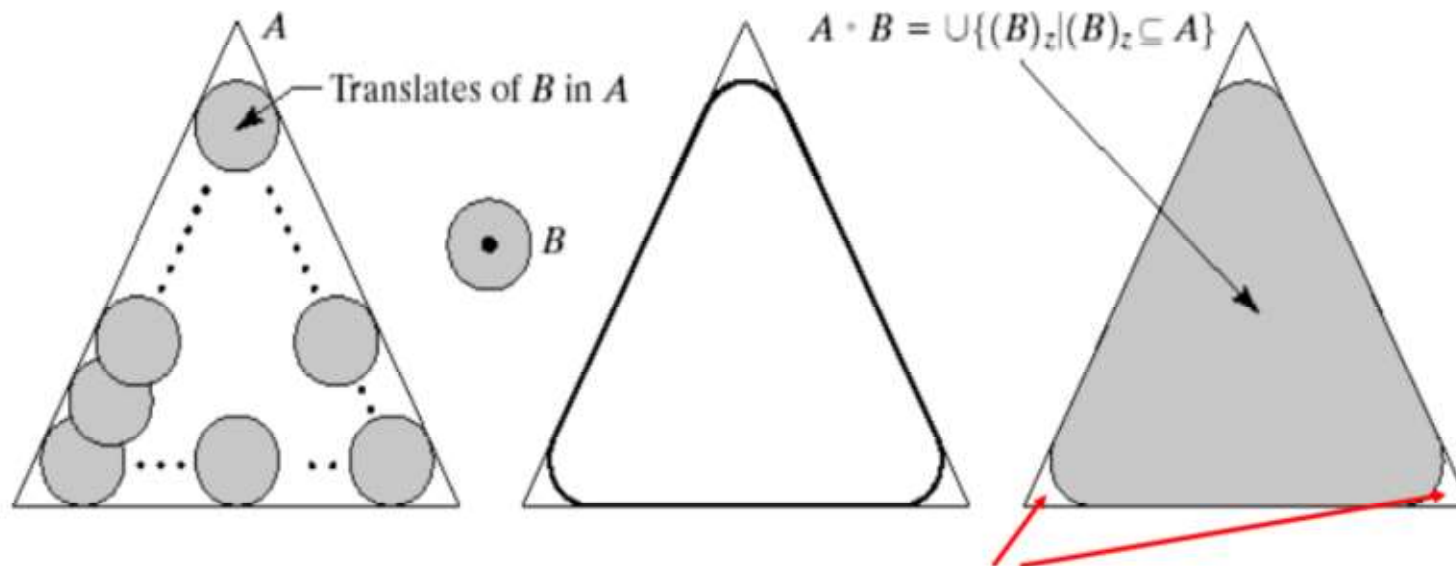
a b c

**FIGURE 9.7** (a) Image of squares of size 1, 3, 5, 7, 9, and 15 pixels on the side. (b) Erosion of (a) with a square structuring element of 1's, 13 pixels on the side. (c) Dilation of (b) with the same structuring element.

# Opening Operation

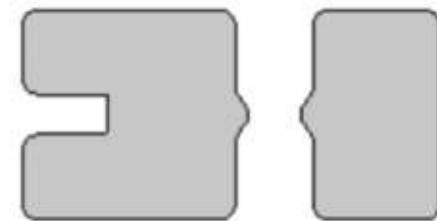
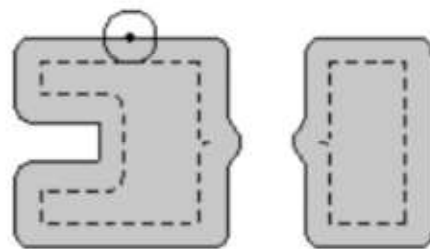
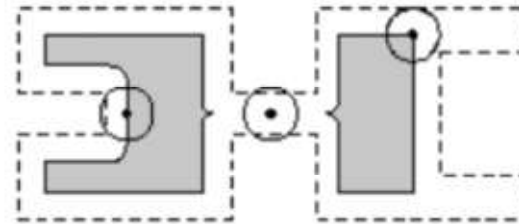
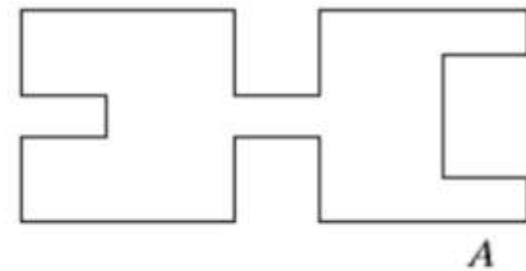
$$A \circ B = (A \ominus B) \oplus B$$

= Combination of all parts of A that can completely contain B



Opening eliminates narrow and small details and corners.

# Example of Opening

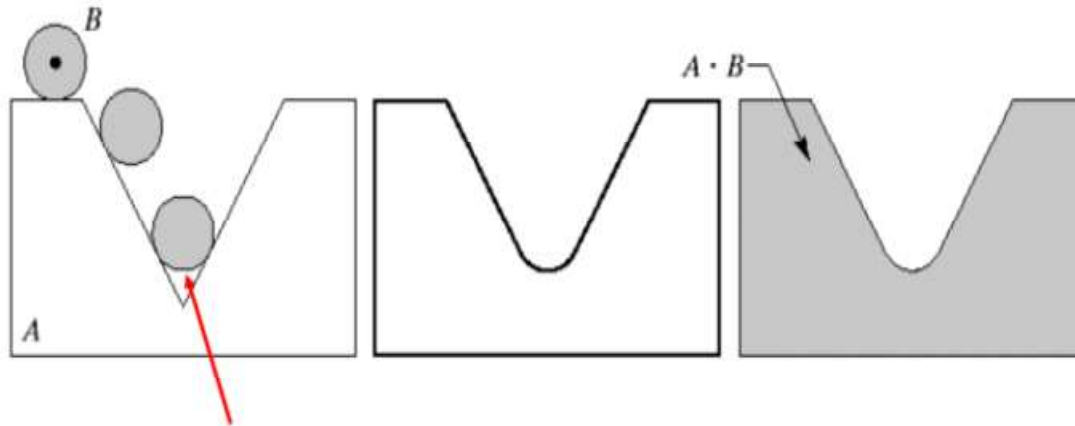


$$A \circ B = (A \ominus B) \oplus B$$

(Images from Rafael C. Gonzalez and Richard E. Wood, Digital Image Processing, 2nd Edition)

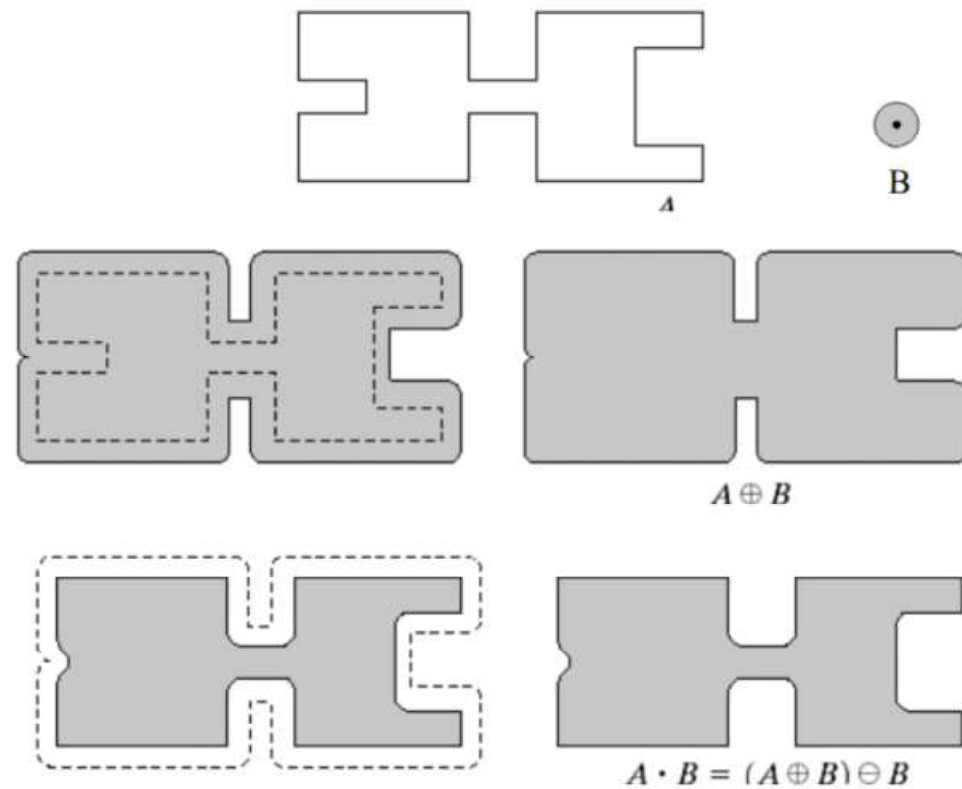
# Closing Operation

$$A \bullet B = (A \oplus B) \ominus B$$



Closing fills narrow gaps and notches

# Example of Closing



Images from Rafael C.  
Gonzalez and Richard E.  
Wood, Digital Image  
Processing, 2nd Edition

# Boundary Extraction

- The boundary of set A, denoted by  $\beta(A)$ , can be obtained by first eroding A by B (suitable structuring element) and then performing the set difference between A and its erosion.

