

# Introduction

- What is image segmentation?
  - Technically speaking, image segmentation refers to the decomposition of a scene into **different** components (thus to facilitate the task at higher levels such as object detection and recognition)
  - Scientifically speaking, segmentation is a **hypothetical** middle-level vision task performed by neurons between low-level and high-level cortical areas
- There is no ground truth to a segmentation task (an example is given in the next slide)

# Dilemma



input



result 1



result 2

What do we mean by “DIFFERENT” objects?

Another example: when we look at trees at a close distance, we consider each of them as a different object; but as we look at trees far away, they merge into one coherent object (woods)

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**Applications:** Finding tumors, veins, etc. in medical images, finding targets in satellite/aerial images, finding people in surveillance images, summarizing video, etc.

- Methods: Thresholding, K-means clustering, etc.

# Overview of Segmentation Techniques

Edge-based

Color-based

Texture-based

Disparity-based

Motion-based

Document images

Medical images

Range images

Biometric images

Texture images

## Segmentation strategy

### Edge-based

- Assumption: different objects are separated by edges (grey level discontinuities)
- The segmentation is performed by identifying the grey level gradients
- The same approach can be extended to color channels

### Region-based

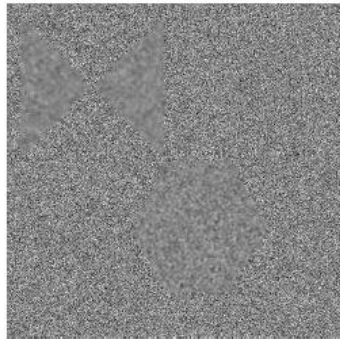
- Assumption: different objects are separated by other kind of perceptual boundaries
  - neighborhood features
- Most often texture-based
  - Textures are considered as instantiations of underlying stochastic processes and analyzed under the assumptions that stationarity and ergodicity hold
- Method
  - Region-based features are extracted and used to define “classes”

# Edge-based Techniques

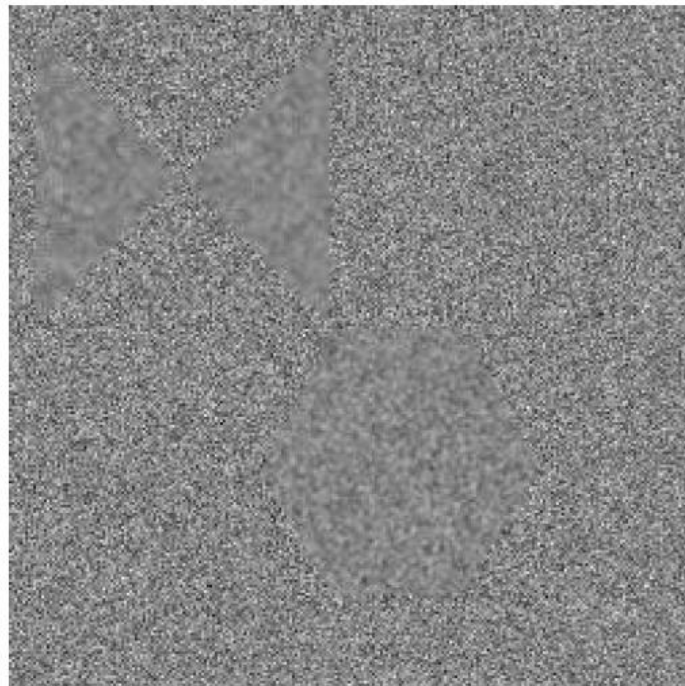


## Examples

original

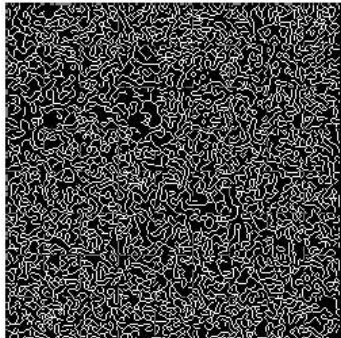


zoomed

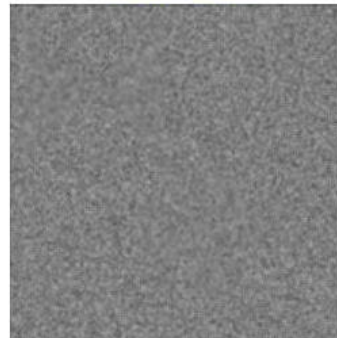


## Examples

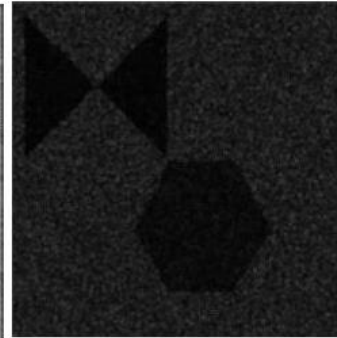
Canny



block mean



block std





# Image Segmentation

## Contour-based

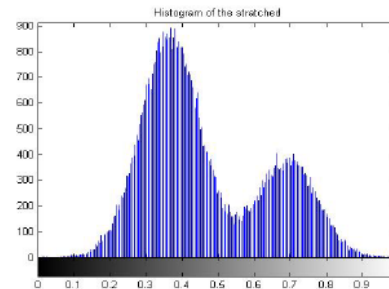
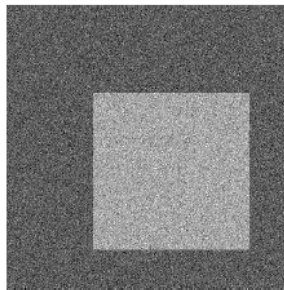
- Discontinuity
  - The approach is to partition an image based on *abrupt changes* in gray-scale levels.
  - The principal areas of interest within this category are detection of isolated points, lines, and edges in an image.

## Region-based

- Similarity, homogeneity
- The principal approaches in this category are based on
  - thresholding,
  - region growing
  - region splitting/merging
  - clustering in feature space

# Thresholding

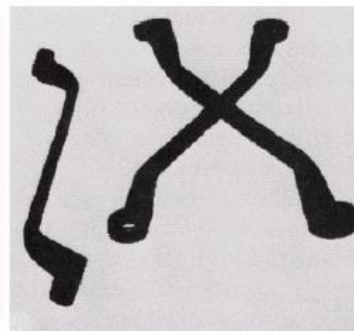
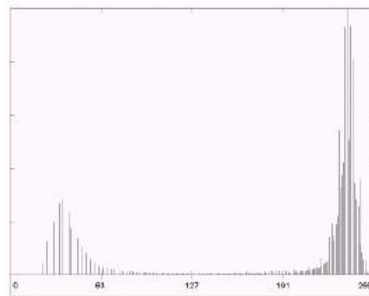
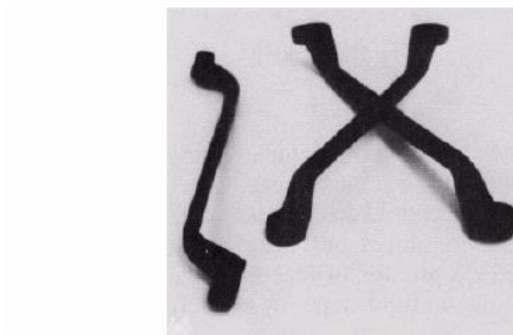
- Image model
  - The objects in the image differ in the graylevel distribution
    - Simplest: object(s)+background
  - The spatial (image domain) stochastic parameters (i.e. mean, variance) are sufficient to characterize each object category
    - rests on the ergodicity assumption
  - Easily generalized to multi-spectral images (i.e. color images)



## Thresholding

- Individual pixels in an image are marked as “object” pixels if their value is greater than some threshold value and as “background” pixels otherwise → *threshold above*
  - assuming an object to be brighter than the background
  - Variants
    - *threshold below*, which is opposite of threshold above;
    - *threshold inside*, where a pixel is labeled "object" if its value is between two thresholds
    - *threshold outside*, which is the opposite of threshold inside
  - Typically, an object pixel is given a value of “1” while a background pixel is given a value of “0.” Finally, a binary image is created by coloring each pixel white or black, depending on a pixel's label.

## Thresholding

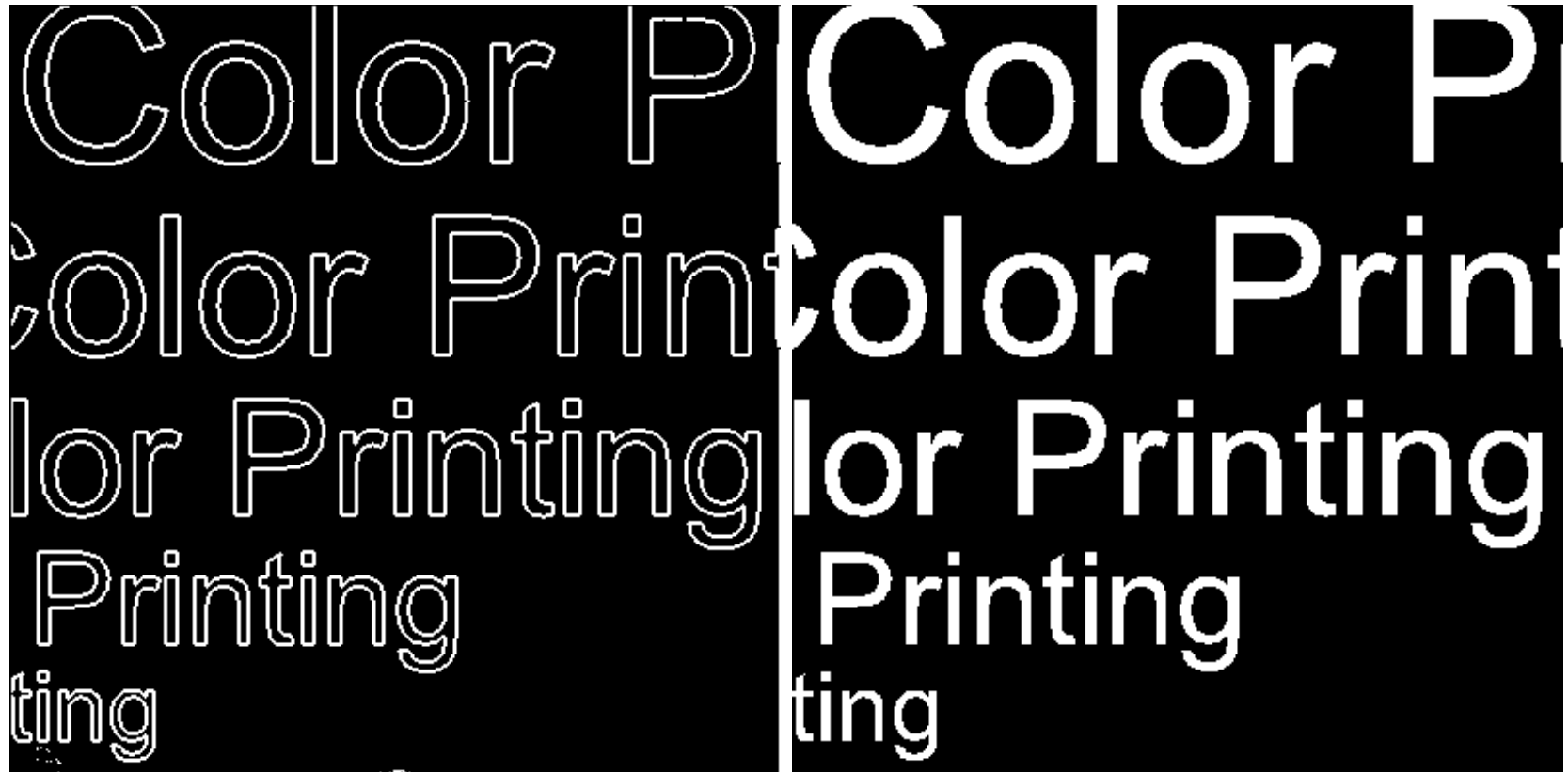


a  
b c

**FIGURE 10.28**

(a) Original image. (b) Image histogram. (c) Result of global thresholding with  $T$  midway between the maximum and minimum gray levels.

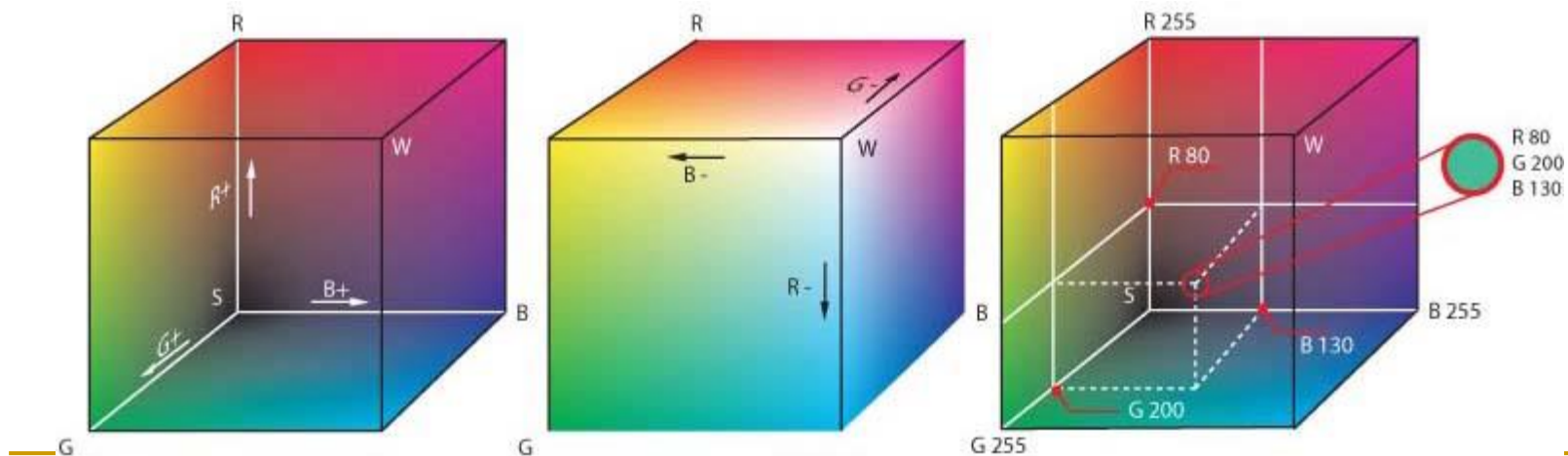
## Region-Filling



# Color-Based Techniques

## ■ Color representations

- ❑ Device dependent: RGB (displaying) or CMYK (printing)
- ❑ Device independent: CIE XYZ or CIELAB ( $L^*a^*b^*$ )



# Color Space Conversion

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \frac{1}{b_{21}} \begin{bmatrix} b_{11} & b_{12} & b_{13} \\ b_{21} & b_{22} & b_{23} \\ b_{31} & b_{32} & b_{33} \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix} = \frac{1}{0.17697} \begin{bmatrix} 0.49 & 0.31 & 0.20 \\ 0.17697 & 0.81240 & 0.01063 \\ 0.00 & 0.01 & 0.99 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

Analog TV

$$\begin{bmatrix} Y \\ I \\ Q \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ 0.595716 & -0.274453 & -0.321263 \\ 0.211456 & -0.522591 & 0.311135 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

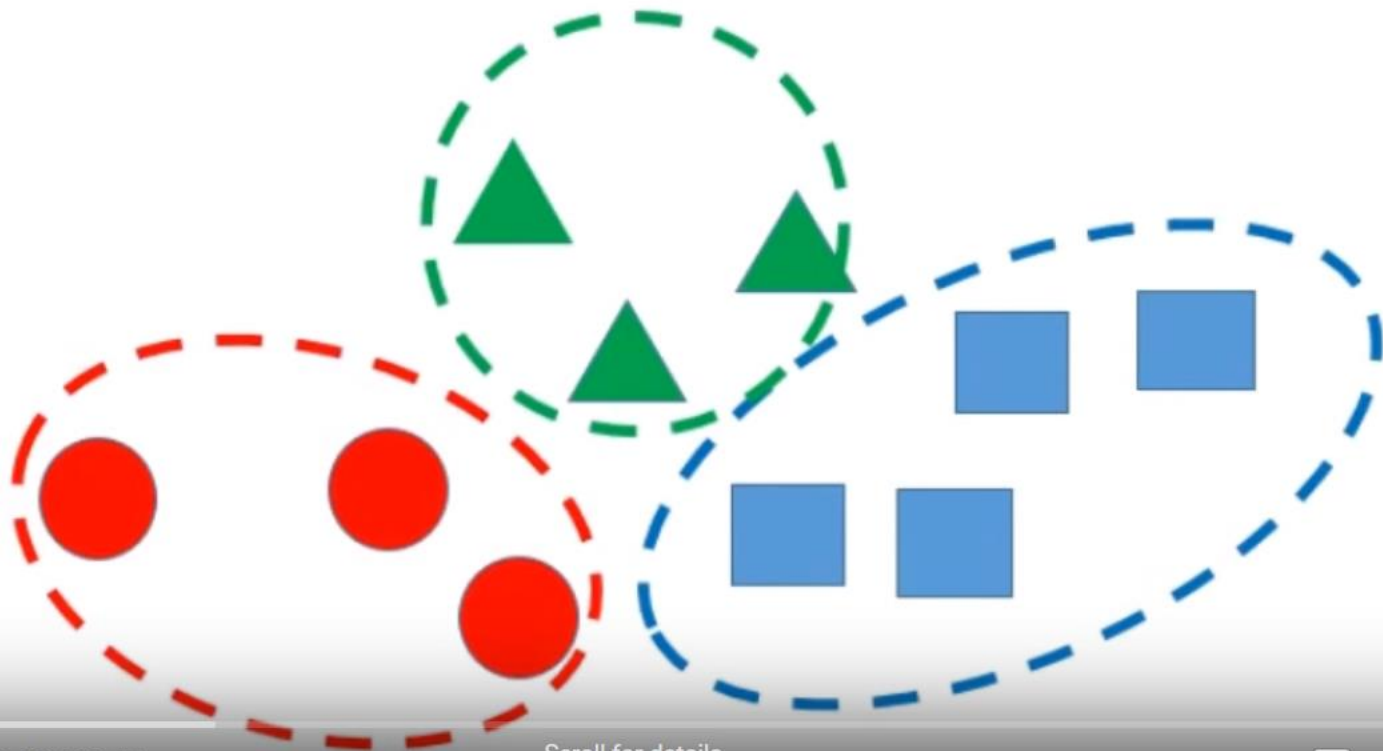
Digital TV(MPEG)

$$\begin{bmatrix} Y' \\ U \\ V \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ -0.14713 & -0.28886 & 0.436 \\ 0.615 & -0.51499 & -0.10001 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

# Clustering: Clustering is a grouping

Introduction to Clustering and K-means Algorithm

## Clustering!



The diagram illustrates clustering with three groups of shapes, each enclosed by a dashed line of the same color. The first group, outlined in red, contains three red circles. The second group, outlined in green, contains three green triangles. The third group, outlined in blue, contains four blue squares. The shapes are arranged such that the groups are distinct and non-overlapping, demonstrating the concept of grouping similar objects.

0:50 / 10:47

Scroll for details

CC

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# Cont.

- “You need to know the question you are trying to answer”

*- Jason Bell (2015)*

*[1] Bell, 2015, Machine Learning: Hands-On for Developers and Technical Professionals*

- *How to make computer do this automatically for us?*

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# Cont.



Mathematics is the language in which God has  
written the universe.

(Galileo Galilei)

# Cont.





## Clustering Articles





Divide Characters in 2 groups



A

B

Proceed to Discussion

Type what is so similar in Group A

Type what is so similar in Group B

Scroll for details

Divide Simpsons' in 2 groups



A

B

A

B



School Employees

Females

Males

# Data Clustering via Kmeans

## K-Means Clustering

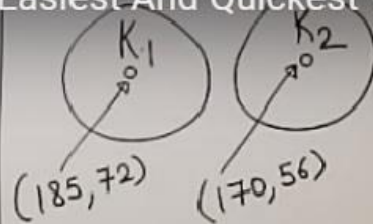
1. Partition the data points into K clusters randomly. Find the centroids of each cluster.
2. For each data point:
  - Calculate the distance from the data point to each cluster.
  - Assign the data point to the closest cluster.
3. Recompute the centroid of each cluster.
4. Repeat steps 2 and 3 until there is no further change in the assignment of data points (or in the centroids).

# Data Clustering via Kmeans

Algorithm Explained With an Example Easiest And Quickest Way Ever In Hindi

K-means Algorithm

	Height	weight
①	185	72
②	170	56
③	168	60
④	179	68
⑤	182	72
⑥	188	77
⑦	180	71
⑧	180	70
⑨	183	84
⑩	180	88
⑪	180	67
⑫	177	76

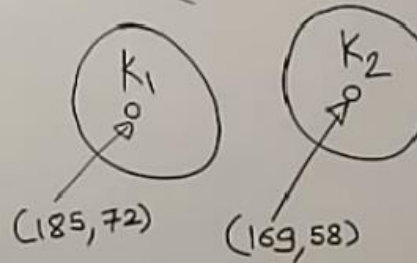


$$K_1 \rightarrow \sqrt{(168-185)^2 + (60-72)^2}$$

$$= \sqrt{20^2 + 80^2} = 4.48$$

New Centroid Calculation :-

$$\text{for } K_2 = \left( \frac{170+168}{2}, \frac{60+56}{2} \right) = (169, 58)$$



E.D for  $K_1 = \sqrt{(179-185)^2 + (68-72)^2}$

$$= (6.32)$$

$K_2 = \sqrt{(179-169)^2 + (68-58)^2}$

$$= 14.14$$

Euclidean Distance

$$\sqrt{(X_0 - X_c)^2 + (Y_0 - Y_c)^2}$$

$K_1 \rightarrow \{1, 4, 5, 6, 7, 8, 9, 10, 11, 12\}$

$K_2 \rightarrow \{2, 3\}$

## K-Means: Within and Between Cluster

$$T = \frac{1}{2} \sum_{i=1}^N \sum_{j=1}^N d(x_i, x_j)$$

$$T = \frac{1}{2} \sum_{k=1}^K \sum_{C(i)=k} \left( \sum_{C(j)=k} d(x_i, x_j) + \sum_{C(j) \neq k} d(x_i, x_j) \right)$$

$$T = W(C) + B(C)$$

Within

Cluster

Between

Clusters



5:00 / 10:47

Scroll for details





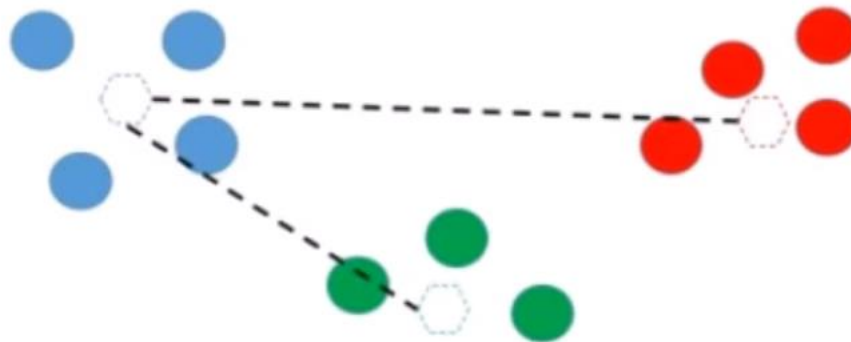
# Data Clustering via Kmeans

Introduction to Clustering and K-means Algorithm



## Within and Between Cluster Distances

$B(C)$  Distances **B**etween Clusters



5:29 / 10:47

Scroll for details



# Data Clustering via Kmeans

Introduction to Clustering and K-means Algorithm



## Within and Between Cluster Distances

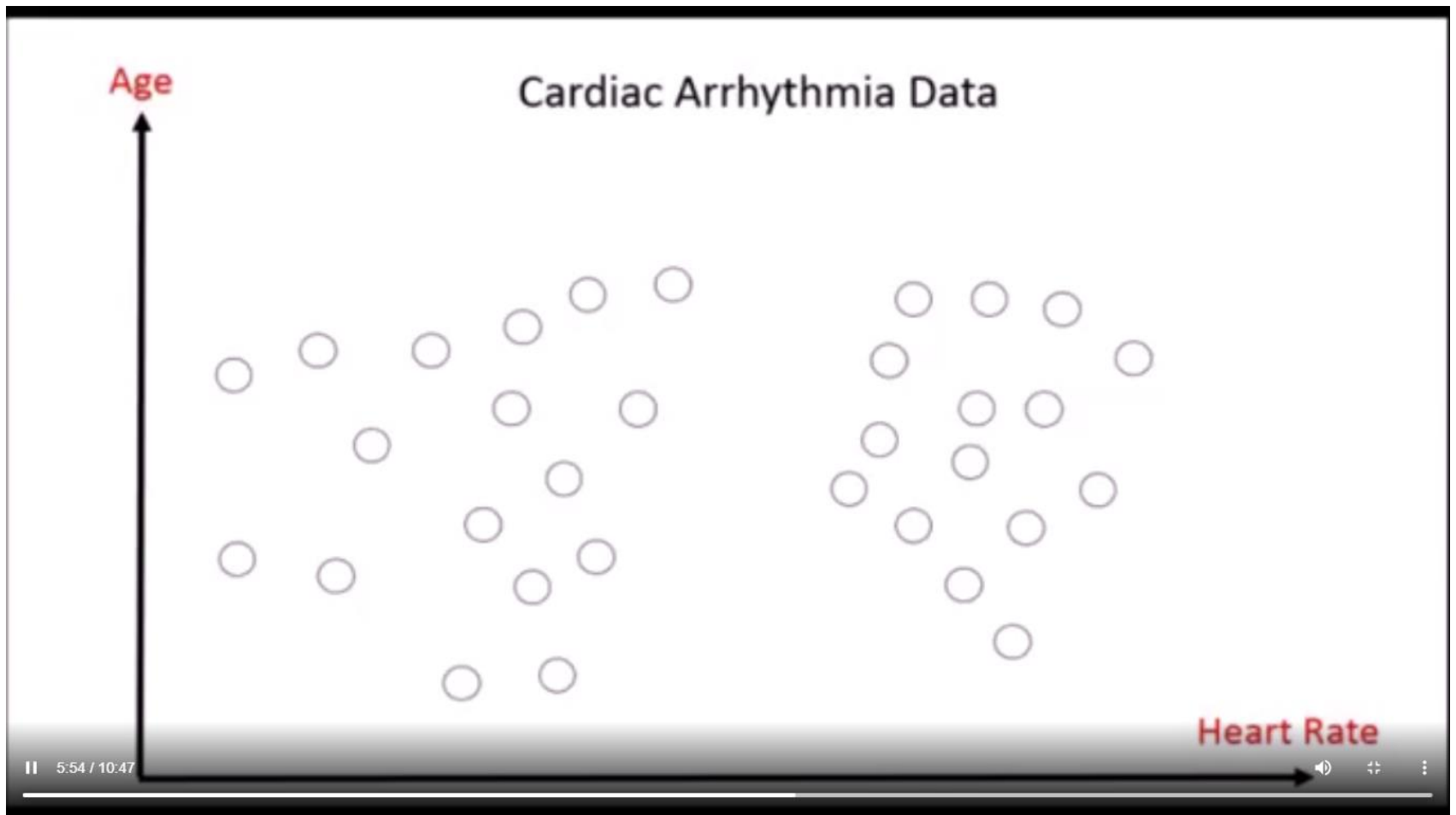
$W(C)$  Distances **W**ithin Cluster



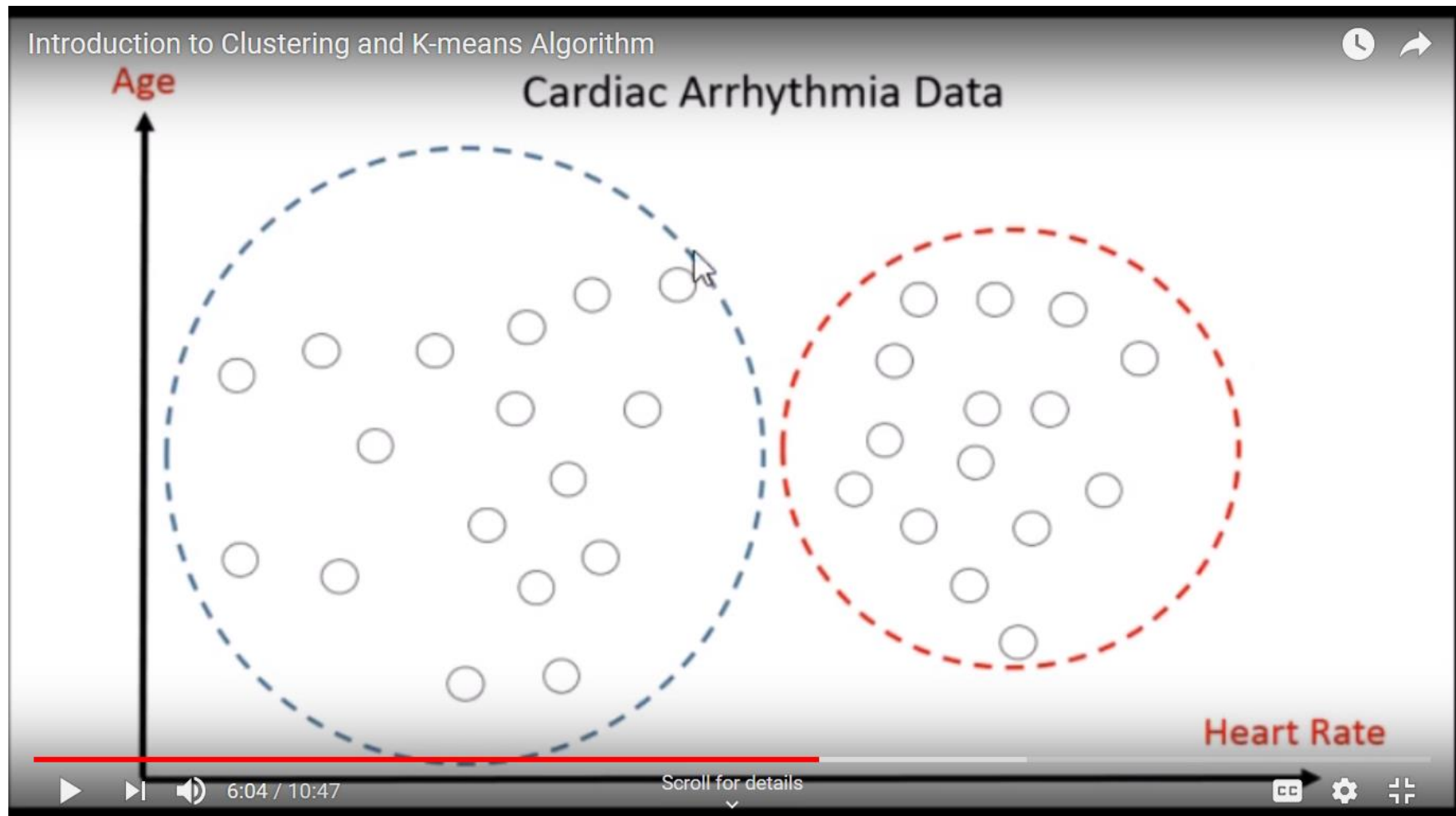
5:40 / 10:47

Scroll for details

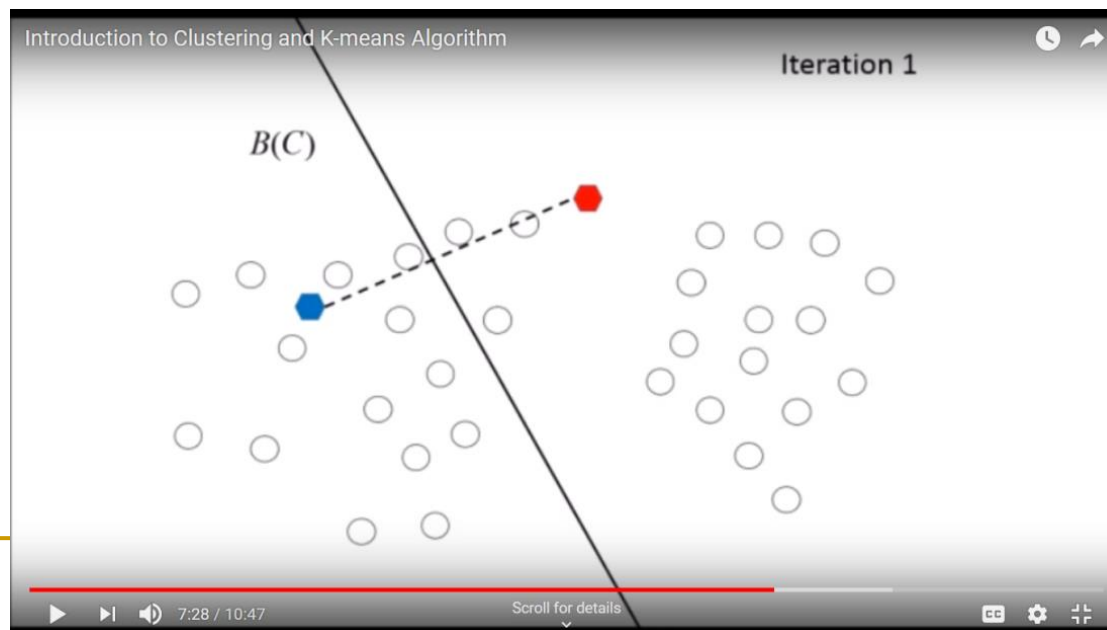
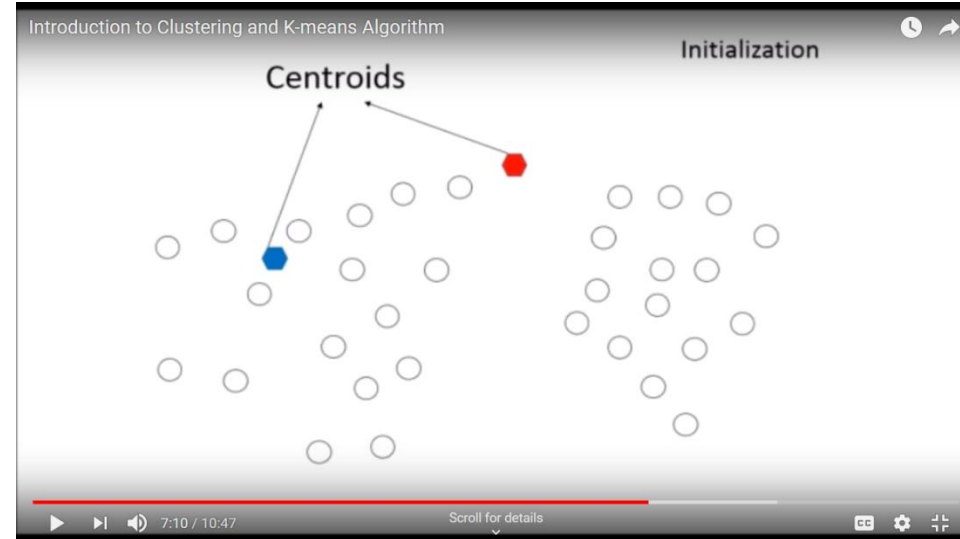
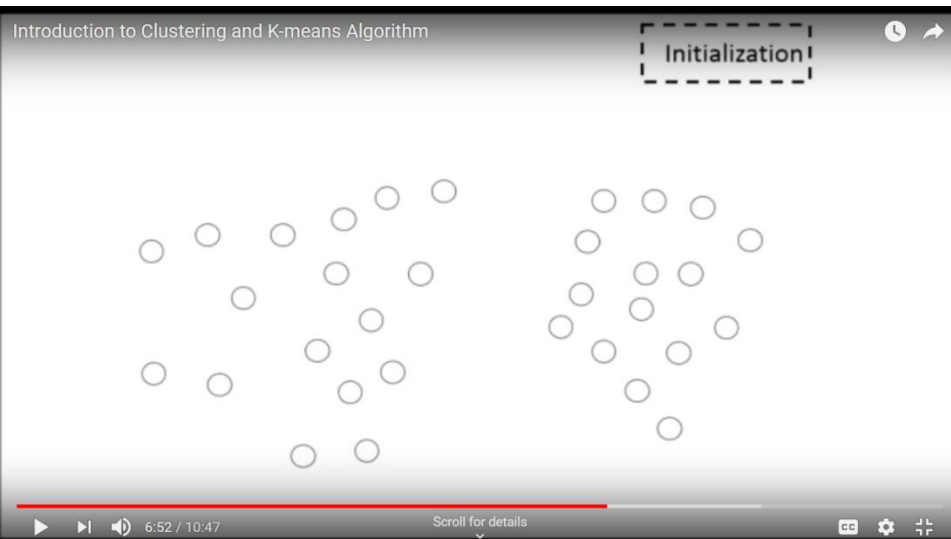


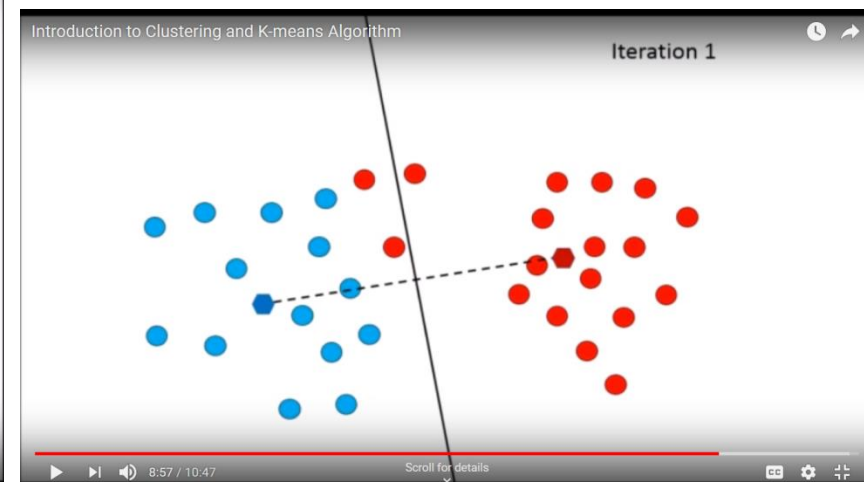
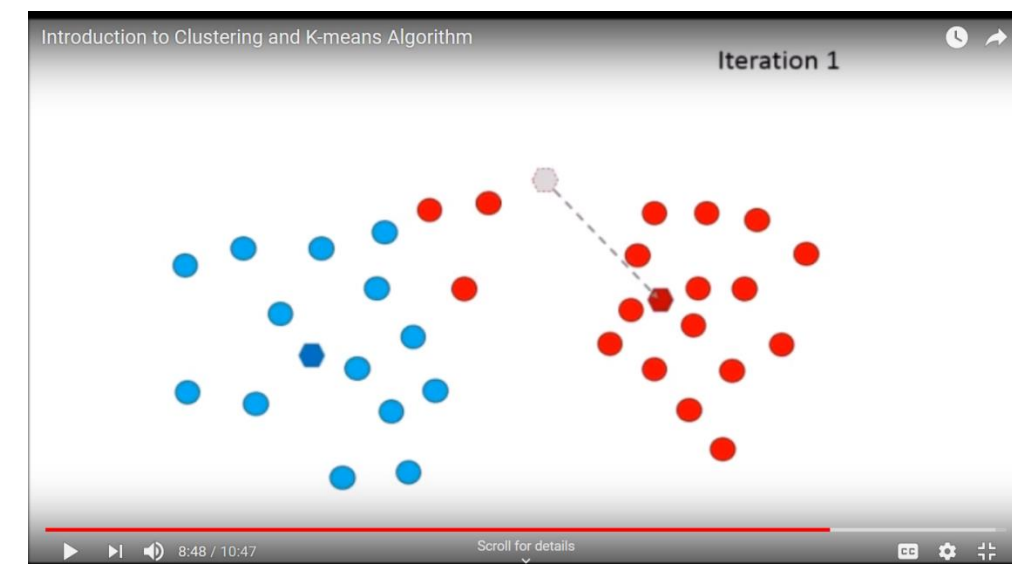
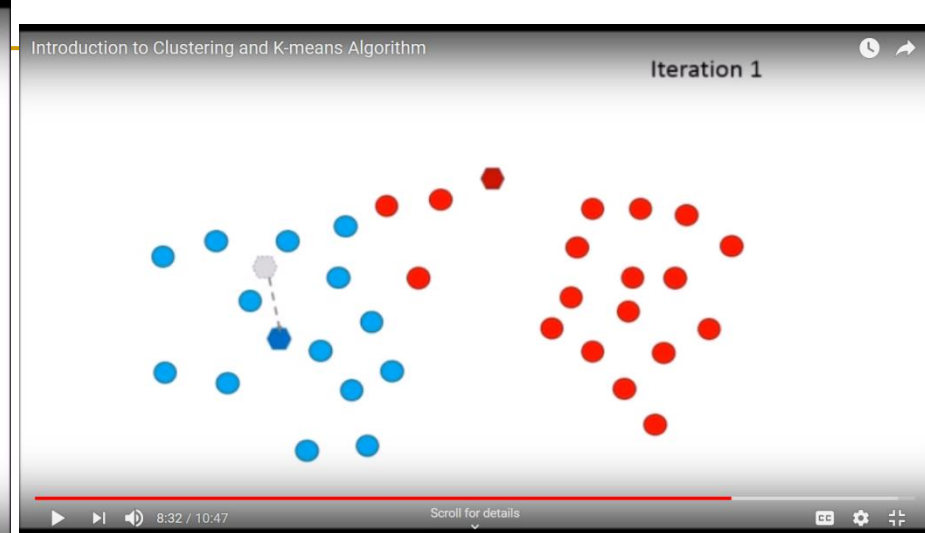
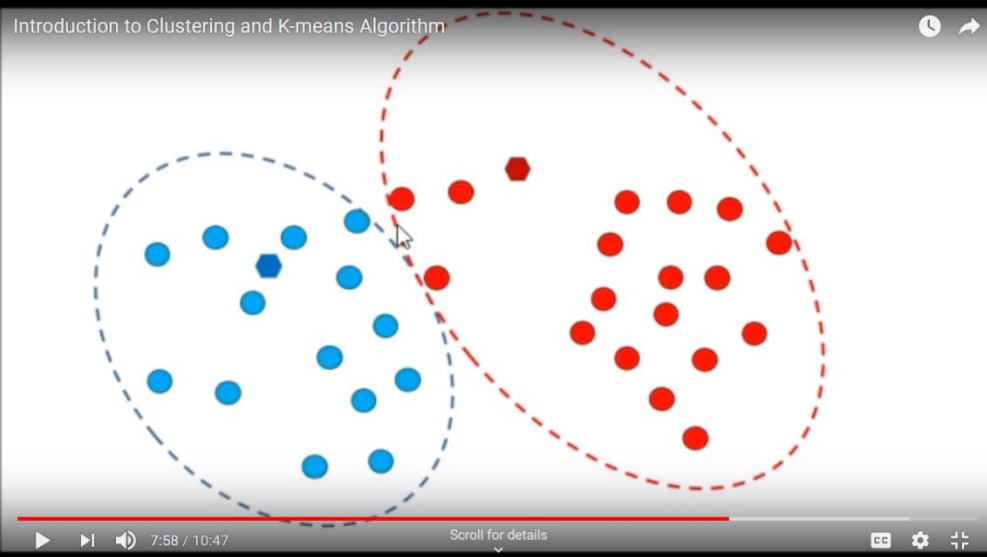


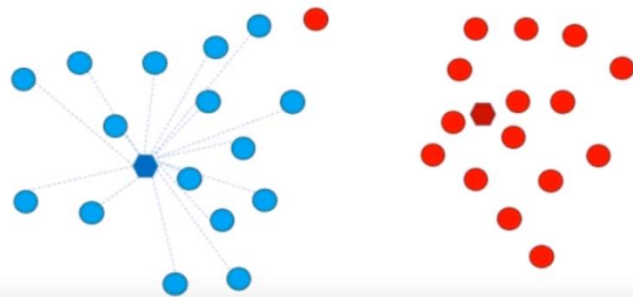
# Data Clustering via Kmeans



# Data Clustering via Kmeans







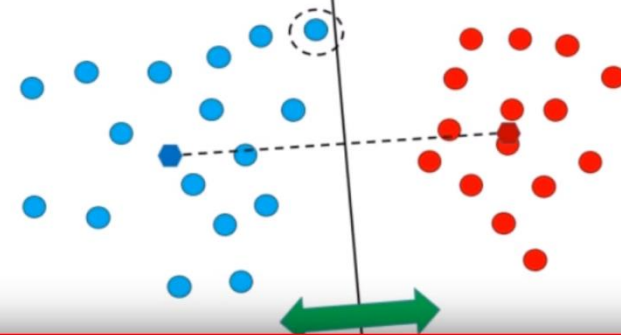
9:32 / 10:47

Scroll for details

CC

Settings

Full Screen



9:45 / 10:47

Scroll for details

CC

Settings

Full Screen

## Quiz

- When should K-means stop iterating?

- ☐ Always when all the points have been classified in the right clusters
- ☐ Only when a certain number of iterations have been reached
- ☐ When the centroids and thus the boundaries changes no more than a small tolerance value

Submit

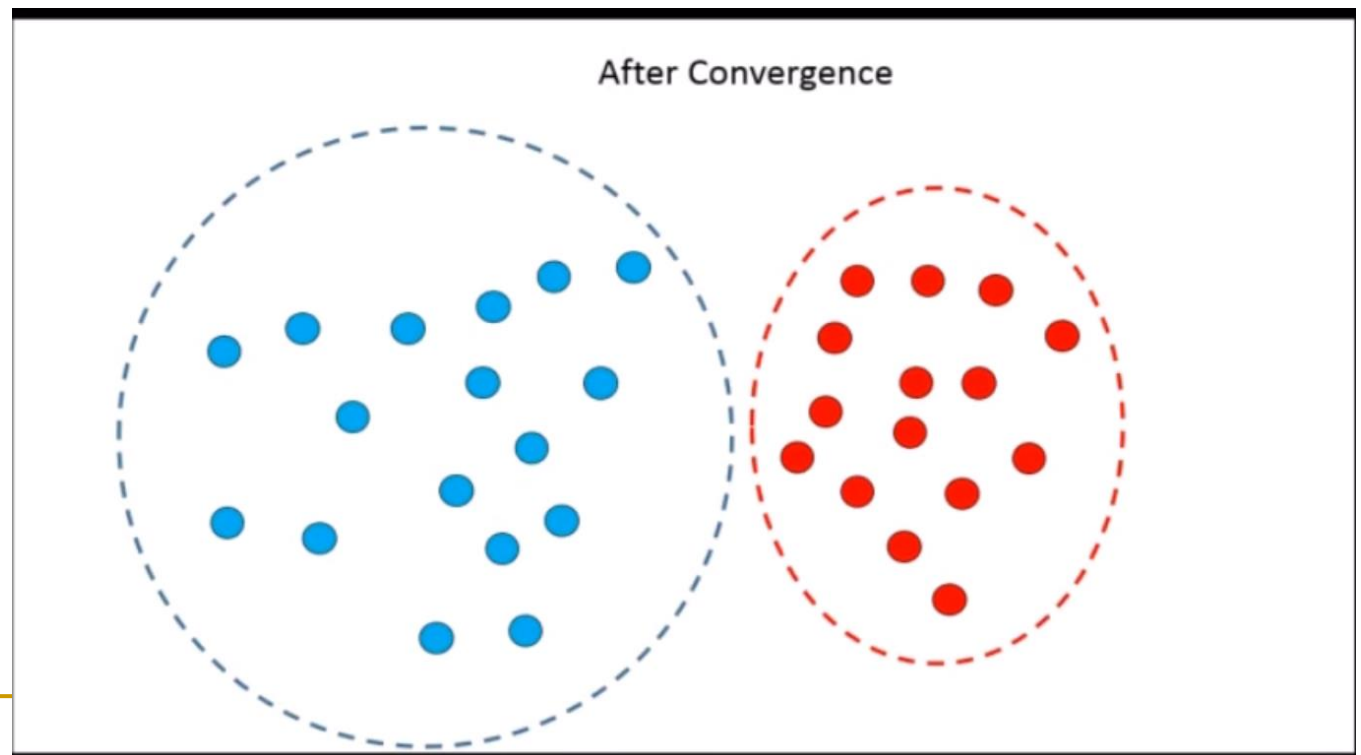
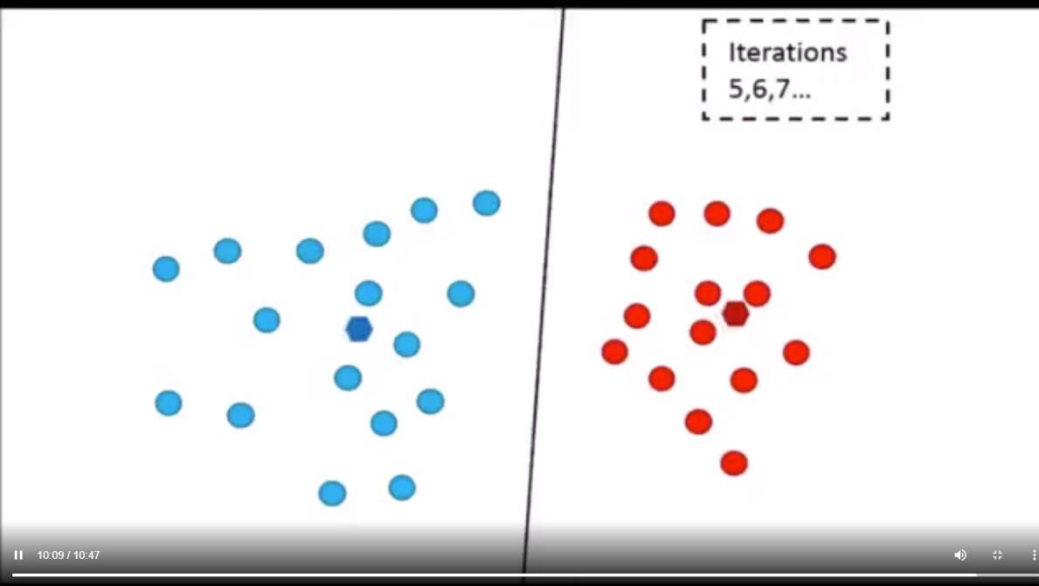
9:58 / 10:47

Scroll for details

CC

Settings

Full Screen

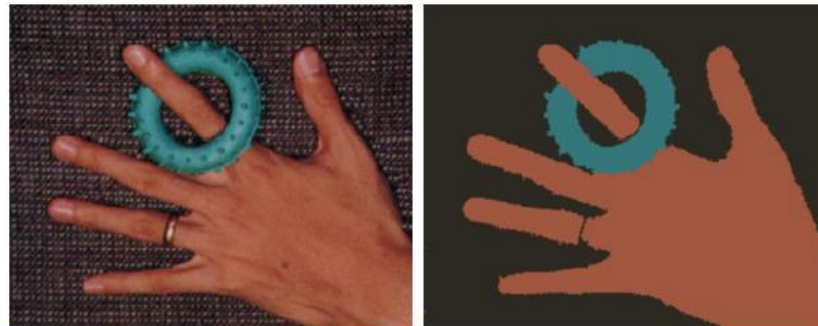




# Data Clustering via Kmeans

## Clustering

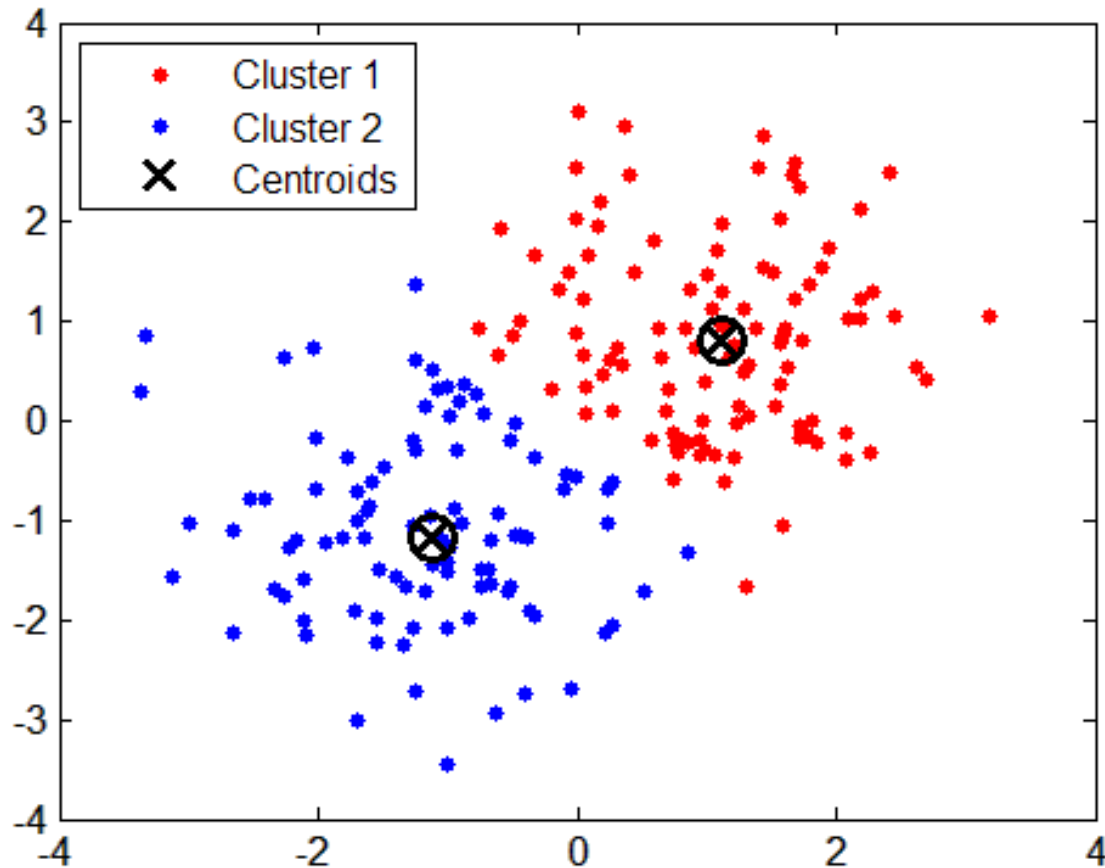
- Example



D. Comaniciu and P. Meer, *Robust Analysis of Feature Spaces: Color Image Segmentation*, 1997.

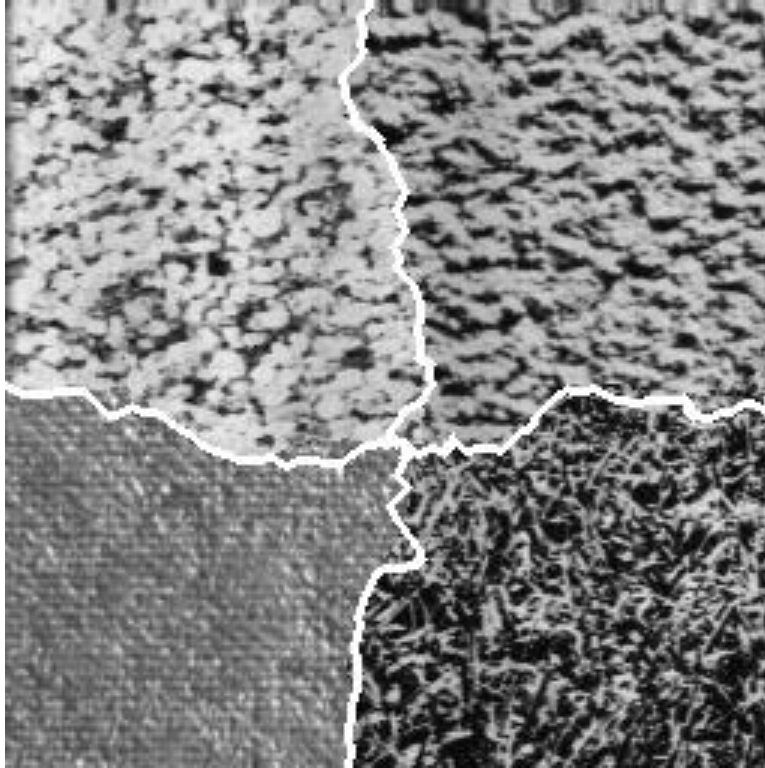
58

# Data Clustering via Kmeans



Instead of 2D, kmeans can be applied to 3D color space RGB or L\*a\*b\*

# Texture-based Techniques

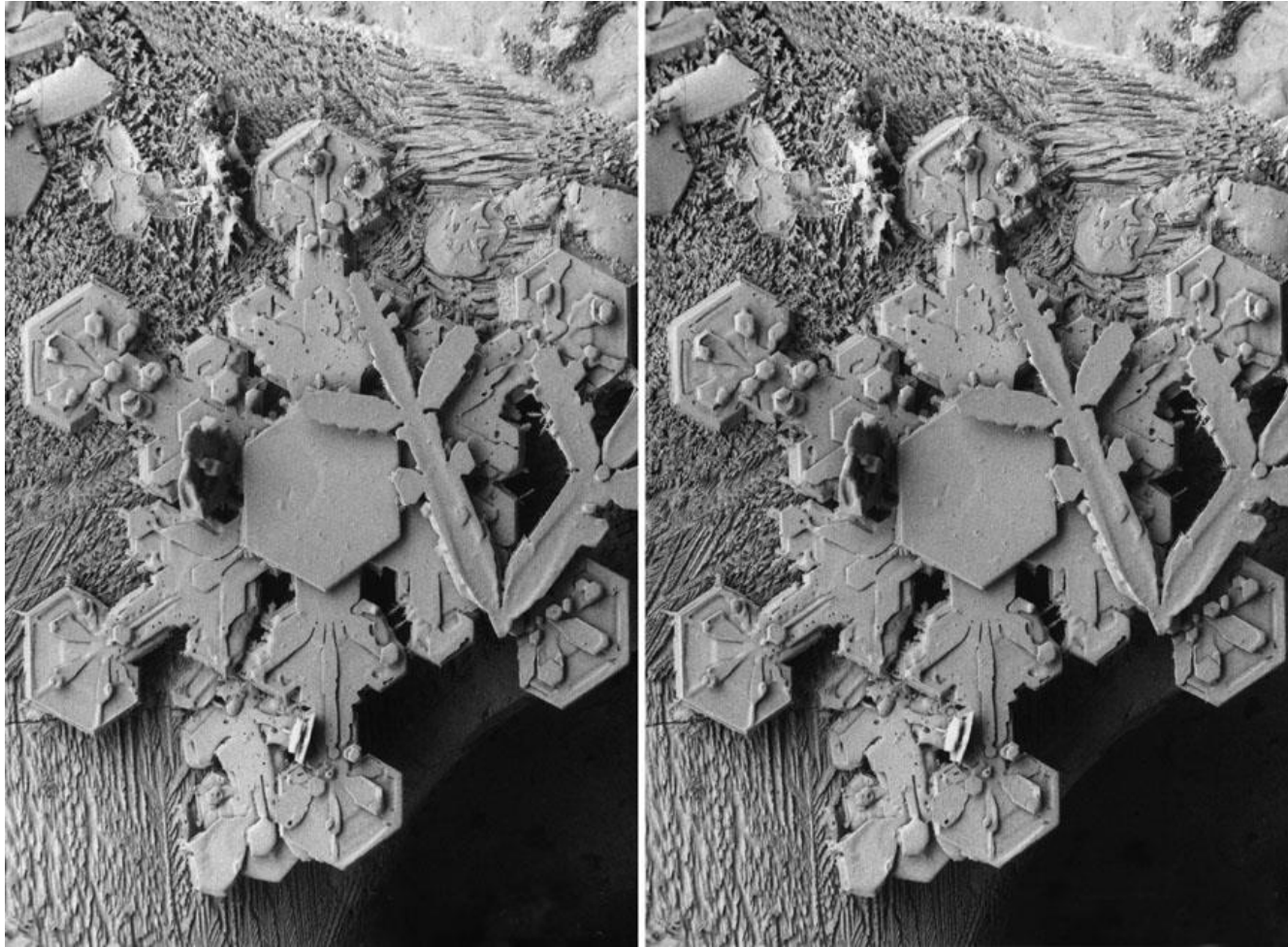


What is Texture?

No one exactly knows.

In the visual arts, **texture** is the perceived surface quality of an artwork.

# Disparity-based Techniques



# Motion Segmentation

## Use of Motion In Segmentation

Take the difference between a reference image and a subsequent image to determine the still elements image components.



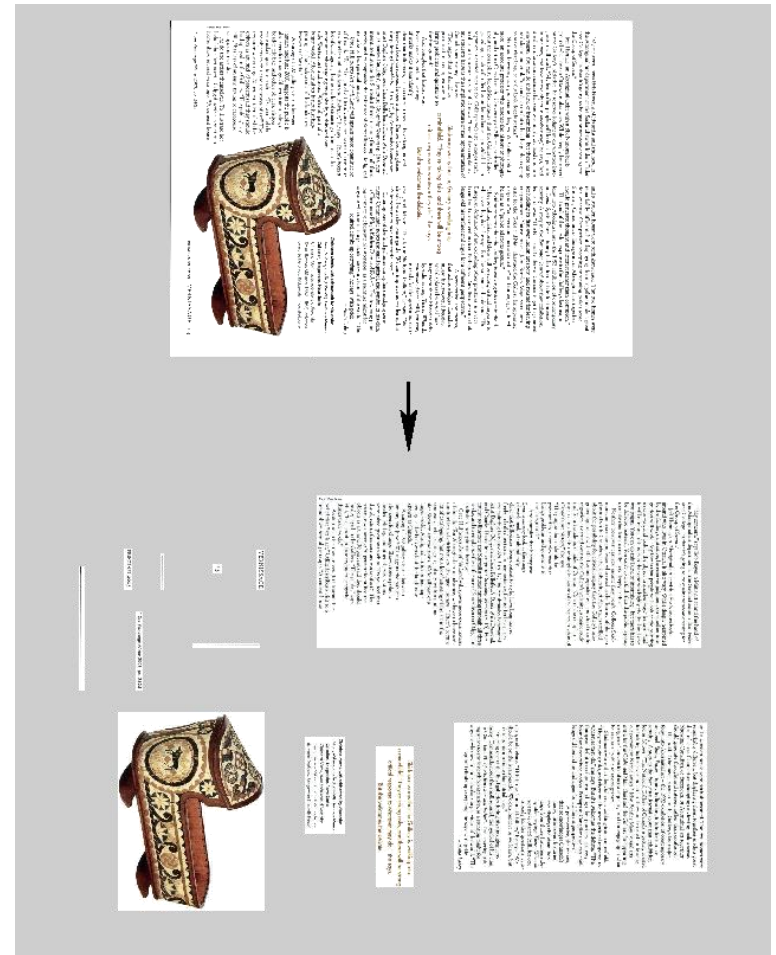
a b c

**FIGURE 10.50** Building a static reference image. (a) and (b) Two frames in a sequence. (c) Eastbound automobile subtracted from (a) and the background restored from the corresponding area in (b). (Jain and Jain.)



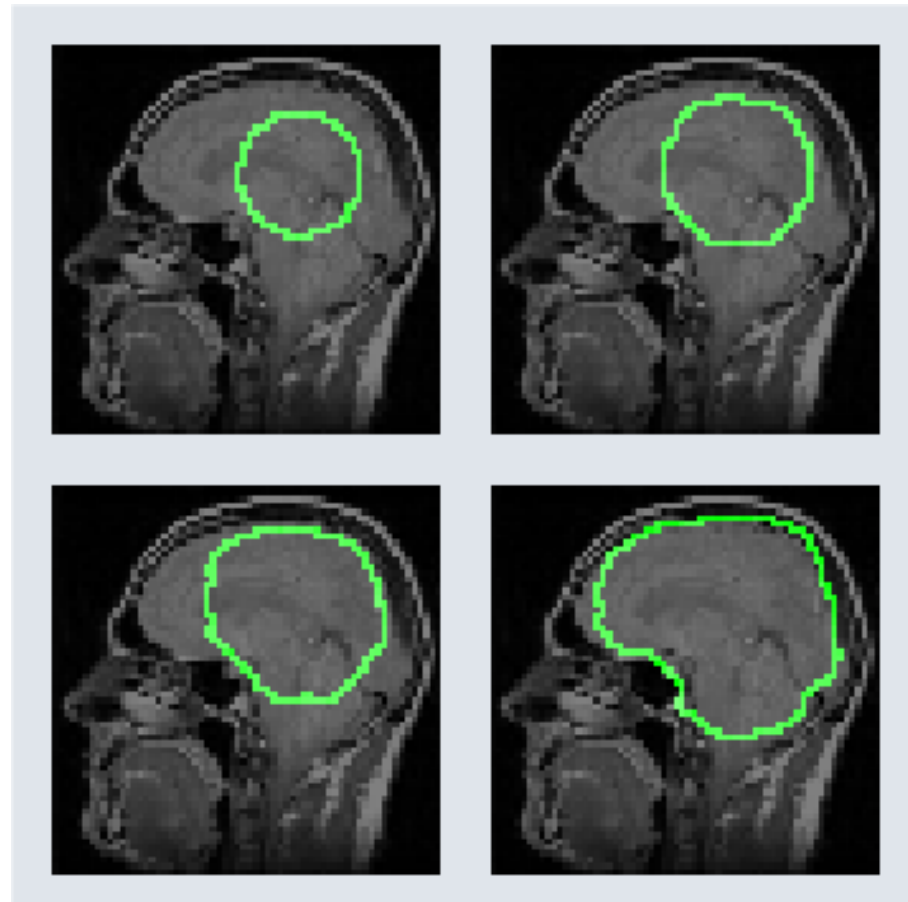
# Document Segmentation

- Document images consist of texts, graphics, photos and so on
- Document segmentation is useful for compression, text recognition
- Adobe and Xerox are the major players



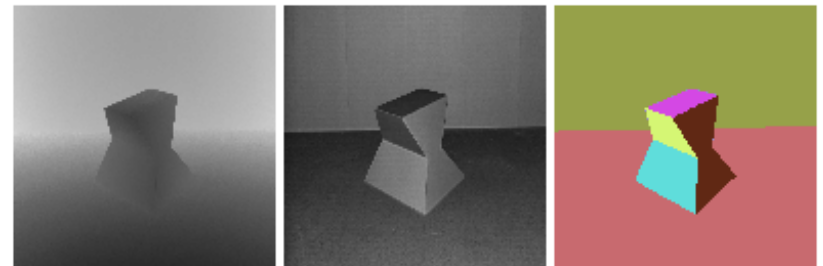
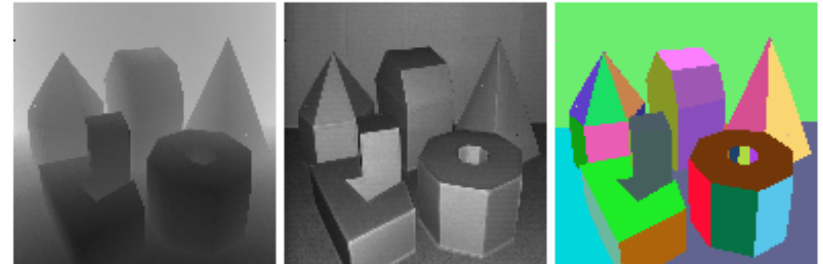
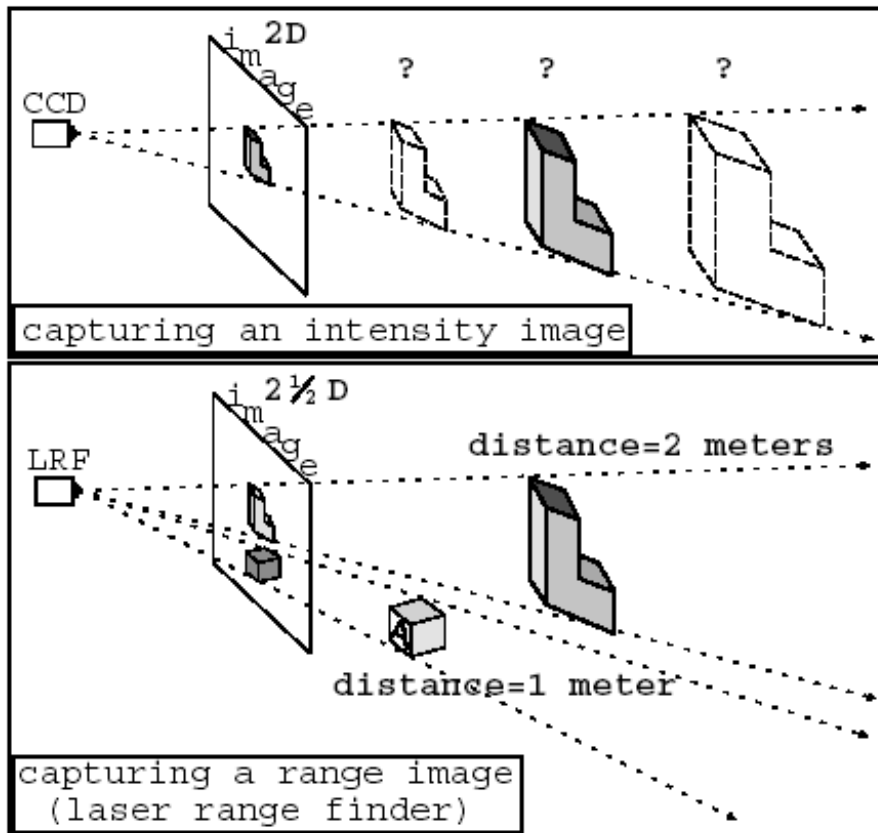
# Medical Image Segmentation

- Medical image analysis can be used as preliminary screening techniques to help doctors
- Partial Differential Equation (PDE) has been used for segmenting medical images



active contour model (snake)

# Range Image Segmentation



range

intensity

ground  
truth



# Biometric Image Segmentation

- For fingerprint, face and iris images, we also need to segment out the region of interest
- Various cues can be used such as ridge pattern, skin color and pupil shape
- Robust segmentation could be difficult for poor-quality images

