

Introduction to non-linear filtering

Introduction to non-linear filtering

References:

- (1) P. Perona and J. Malik, *Scale-space and edge detection using anisotropic diffusion*, IEEE Transactions on Pattern Analysis and Machine Intelligence, Vol. 12, No. 7, pp. 629-639, 1990.
- (2) Joachim Weickert, *A review of nonlinear diffusion filtering*, Scale-Space Theory in Computer Vision, Lecture Notes in Computer Science, Vol. 1252, Springer, Berlin, pp. 3-28, 1997.
- (3) G. Gerig, *Nonlinear Anisotropic Filtering of MRI Data*, IEEE Transactions on Medical Imaging, Vol. 11, No. 2, pp. 221-232, 1992.

Roadmap

1. Filtering based on Gaussian low-pass filter
2. Concepts of diffusion
3. Linear diffusion filtering
4. Non-linear isotropic diffusion filtering
5. Non-linear anisotropic diffusion filtering
(Edge enhancing anisotropic diffusion filtering)

Filtering based on Gaussian low-pass filter

1. Low-pass Gaussian filtering of a 2D image

$$u(\vec{x}, t) = \begin{cases} I(\vec{x}) & (t = 0) \\ (G_{\sqrt{2t}} * I)(\vec{x}) & (t > 0) \end{cases}$$

where $\vec{x} = (x, y) =$ Position vector

$I(\vec{x}) =$ Initial image

$u(\vec{x}, t) =$ Filtered image

$*$ = Convolution operator

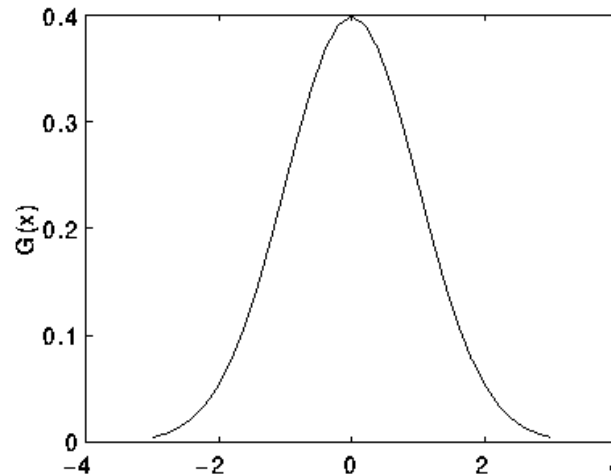
$$G_{\sigma}(\vec{x}) = \frac{1}{2\pi\sigma^2} \cdot \exp\left(\frac{-|\vec{x}|^2}{2\sigma^2}\right)$$

Filtering based on Gaussian low-pass filter

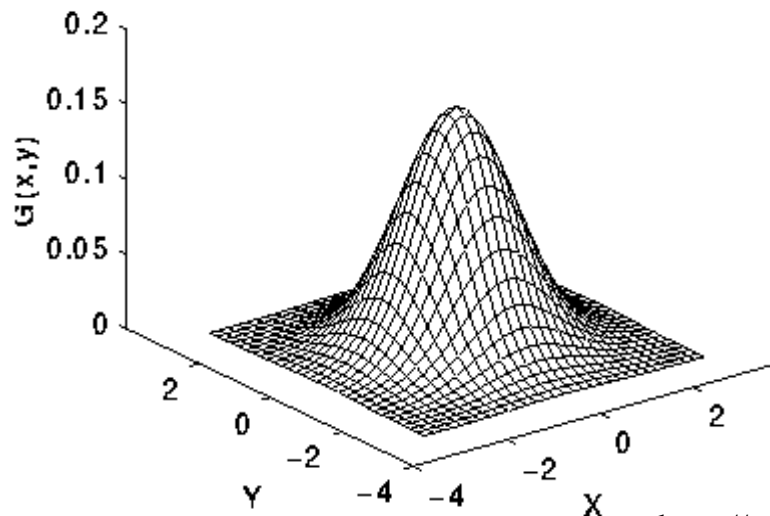
2. Gaussian filtering – it filters or can smooth an initial image I by convolving the image with a Gaussian filter.
3. Convolution represents the weighted sum of local intensity values, in which the weights are determined by a Gaussian distribution with higher values in the center and lower values in the tails.

Filtering based on Gaussian low-pass filter

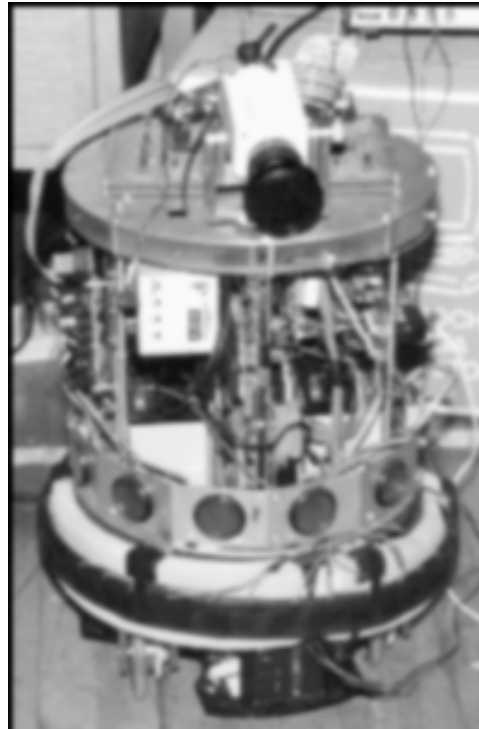
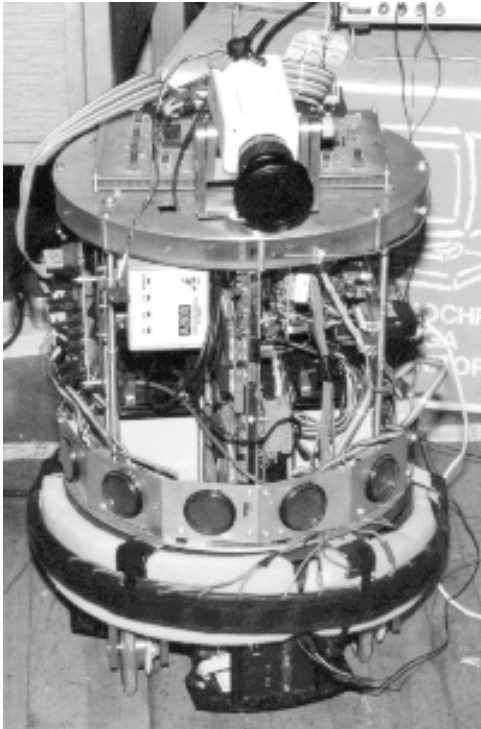
4. 1D Gaussian distribution: zero mean and SD = 1



5. 2D Gaussian distribution: zero mean and SD = 1



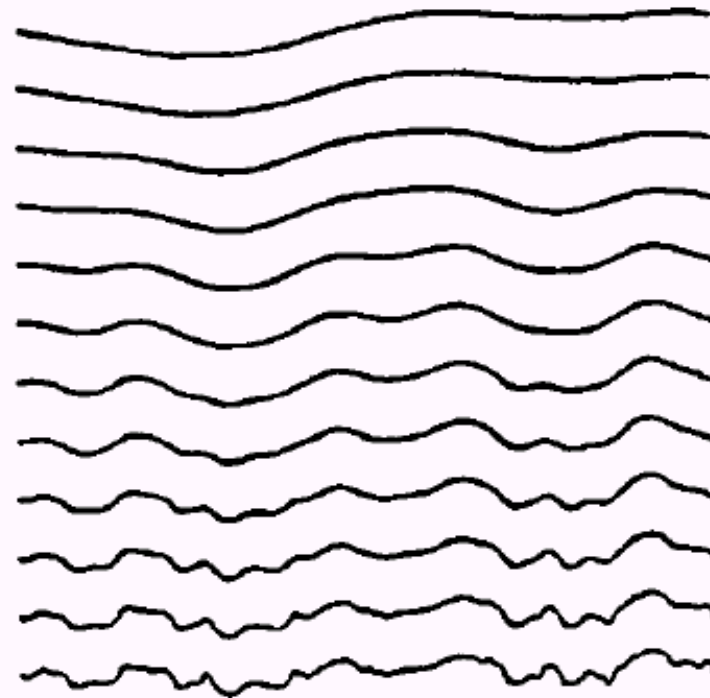
Filtering based on Gaussian low-pass filter



$\sigma = 1$ (5X5 kernel size) $\sigma = 2$ (9X9 kernel size)

<http://www.dai.ed.ac.uk/HIPR2/gsmooth.htm>

Filtering based on Gaussian low-pass filter



The value of t
(variance) is
increasing.

Fig. 1. A family of 1-D signals $I(x, t)$ obtained by convolving the original one (bottom) with Gaussian kernels whose variance increases from bottom to top (adapted from Witkin [21]).

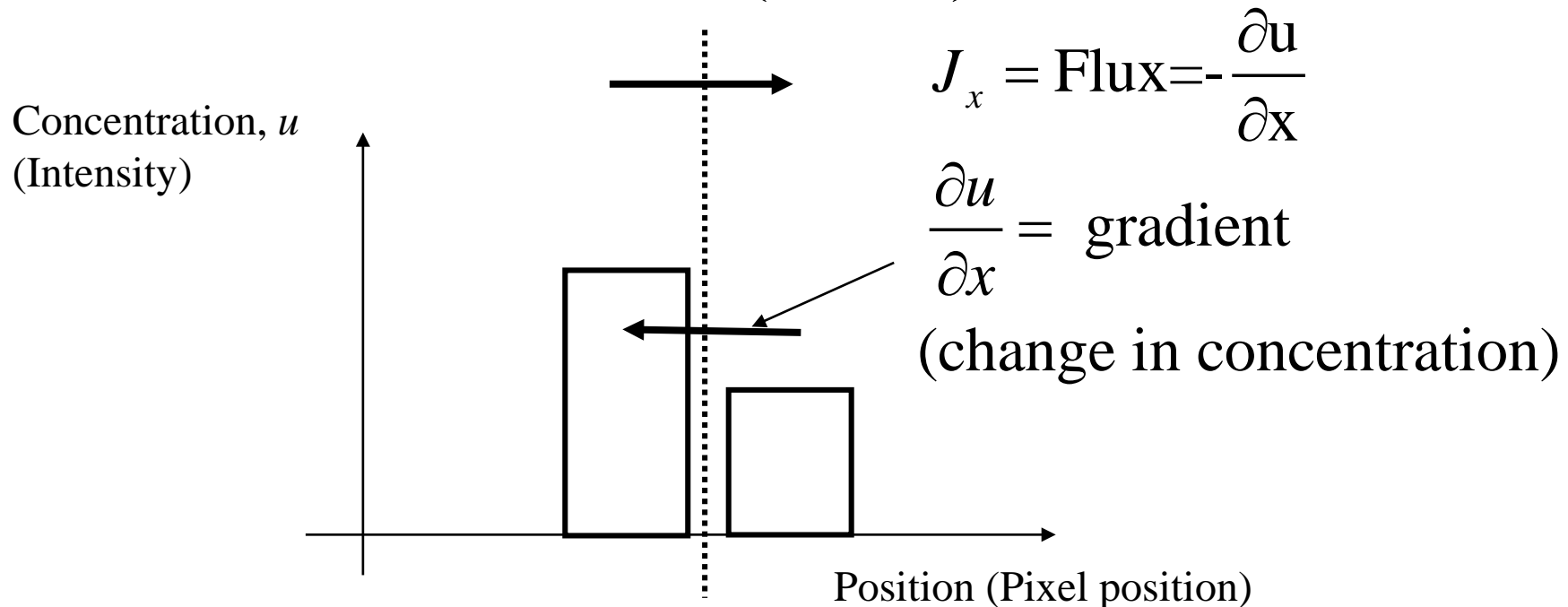
A family of smoother images is formed by convolving the original image with a Gaussian kernel (filter) of increasing variance.

Concepts of diffusion

1. The first law of diffusion (Fick's law) – mass flux (diffusion) is proportional to the concentration gradient (change in concentration)

$$\vec{J} = -D \cdot \nabla u$$

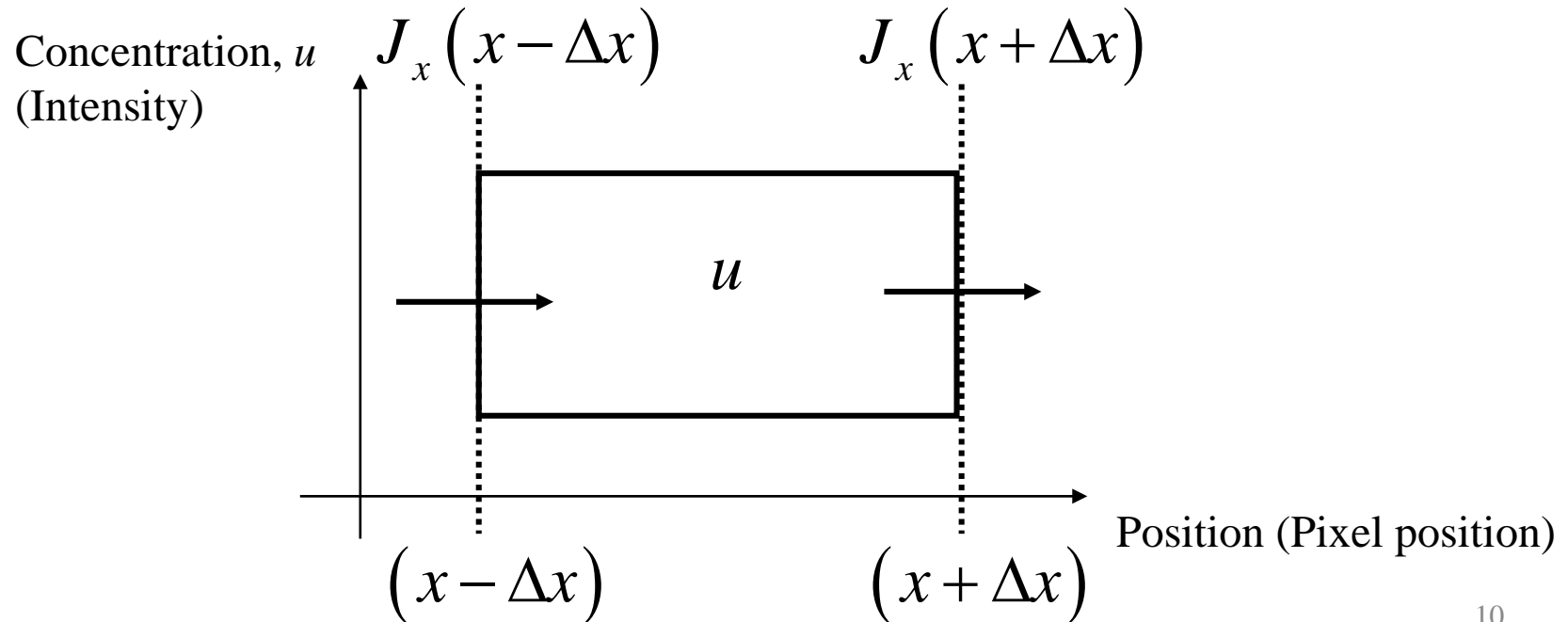
$$(J_x, J_y) = -D \cdot \left(\frac{\partial u}{\partial x}, \frac{\partial u}{\partial y} \right)$$



Concepts of diffusion

2. The second law of diffusion (Fick's law) – the rate of accumulation of concentration within a volume is proportional to the change of local concentration gradient (continuity equation).

For example, for 1D
$$\frac{\partial u}{\partial t} = -\frac{\partial J_x}{\partial x}$$



Concepts of diffusion

3. Equation of diffusion (Heat equation)

E.g., for 1D $\frac{\partial u}{\partial t} = D \frac{\partial^2 u}{\partial x^2}$ where $D =$ diffusivity
or Conductance
or Diffusion constant

E.g., for 2D $\frac{\partial u}{\partial t} = \text{div}(D \cdot \nabla u)$

where $D =$ diffusivity tensor

$$\text{div}(\vec{x}) = \nabla \cdot \vec{x}$$

Concepts of diffusion

4. Linear diffusion filtering: $D = I$, it means heat (intensity) diffuses isotropically.

$$\frac{\partial u}{\partial t} = \operatorname{div}(\nabla u) = \frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} \quad \text{Initial condition} \quad u(\vec{x}, t = 0) = I(\vec{x})$$

Remark: The low-pass Gaussian filtering can be viewed as the solution of the heat equation.

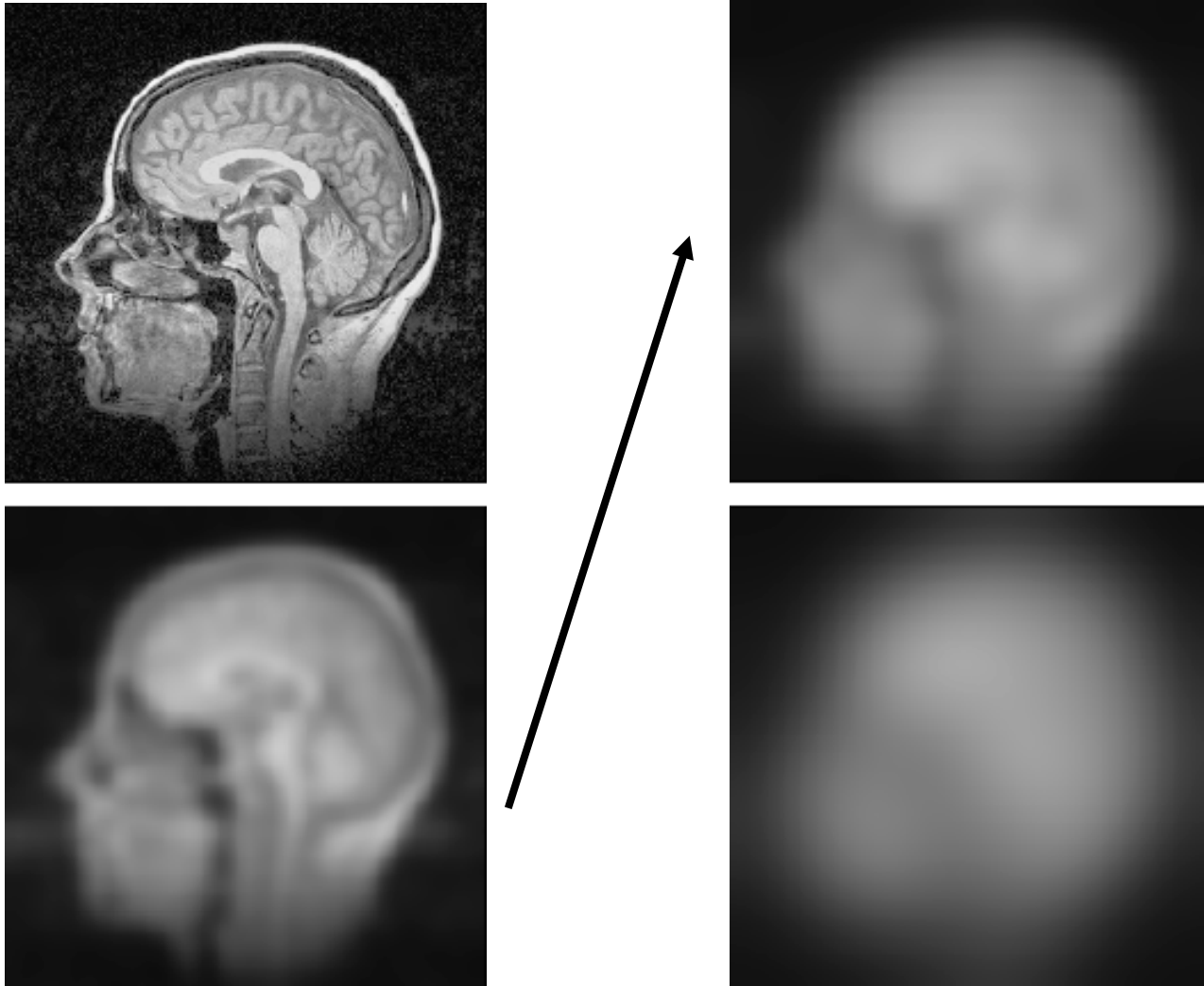
Linear diffusion filtering

1. Assume that $D = I$.
2. Heat equation (2D)

$$\frac{\partial u}{\partial t} = \Delta u$$
$$\frac{\partial u}{\partial t} = \frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2}$$

Initial condition $u(\vec{x}, t = 0) = I(\vec{x})$

Linear diffusion filtering



Linear diffusion examples: $t=0, 12.5, 50, 200$.

Linear diffusion filtering

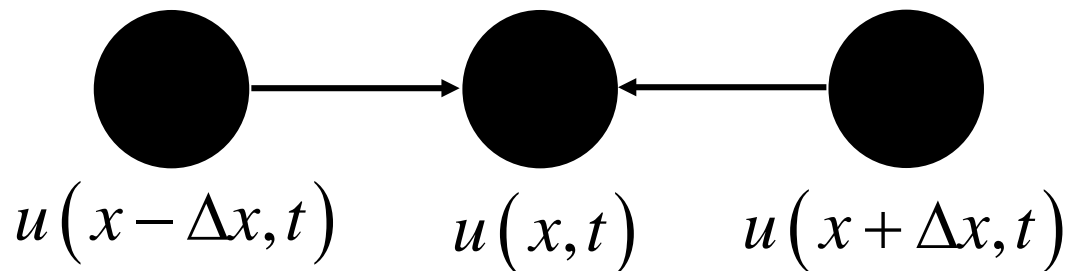
3. Implementation. For example, in 1D

$$\frac{\partial u}{\partial t} = \frac{\partial^2 u}{\partial x^2}$$

Initial condition $u(x, t = 0) = I(x)$

$$u(x, t + \Delta t) = u(x, t)$$

$$+ \frac{\Delta t}{(\Delta x)^2} \left(u(x + \Delta x, t) - 2u(x, t) + u(x - \Delta x, t) \right)$$



Linear diffusion filtering

4. Gaussian smoothing / linear diffusion filtering does not only reduce noise, but also blurs important features such as edges and thus makes them harder to identify (see Fig. 1 on next page).
5. Gaussian smoothing / linear diffusion filtering dislocates edges when moving from finer to coarser scales (see Fig. 2 on next page).

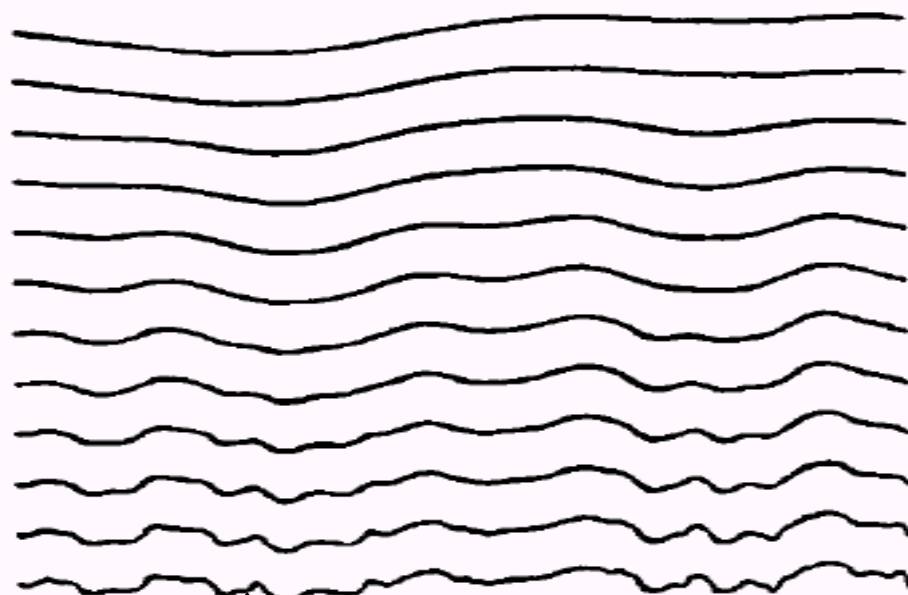


Fig. 1. A family of 1-D signals $I(x, t)$ obtained by convolving the original one (bottom) with Gaussian kernels whose variance increases from bottom to top (adapted from Witkin [21]).



Fig. 2. Position of the edges (zeros of the Laplacian with respect to x) through the linear scale space of Fig. 1 (adapted from Witkin [21]).

Non-linear isotropic diffusion filtering

1. We want to encourage smoothing within a region in preference to smoothing across the boundaries.
2. This could be achieved by setting the diffusivity to be 0 on the boundary and to be non-zero in the interior of the region.

E.g., for 2D
$$\frac{\partial u}{\partial t} = \operatorname{div}(D \nabla u)$$

where
$$D = g(|\nabla u|)$$

$$g(|\nabla u|) = \exp\left(-\left(\frac{|\nabla u|}{K}\right)^2\right) \quad \text{or} \quad g(|\nabla u|) = \frac{1}{1 + \left(\frac{|\nabla u|}{K}\right)^2}$$

Non-linear isotropic diffusion filtering

3. Implementation. For example, in 2D

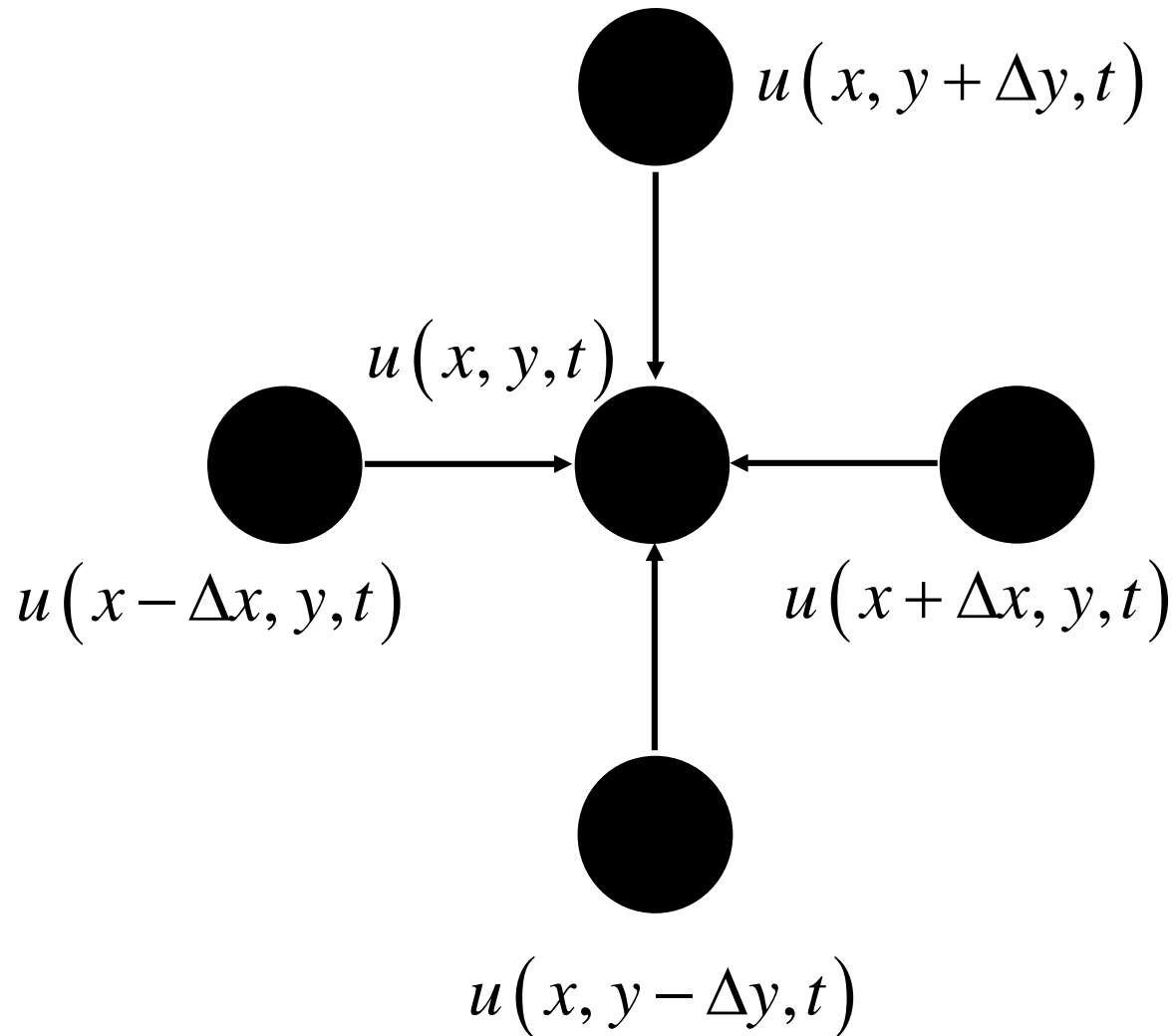
$$\frac{\partial u}{\partial t} = \operatorname{div} (g \nabla u)$$

Initial condition $u(\vec{x}, t = 0) = I(\vec{x})$

$$u(x, y, t + \Delta t) = u(x, y, t)$$

$$+ \Delta t \left[(\Phi_N - \Phi_S) + (\Phi_E - \Phi_W) \right]$$

Non-linear isotropic diffusion filtering



Non-linear isotropic diffusion filtering

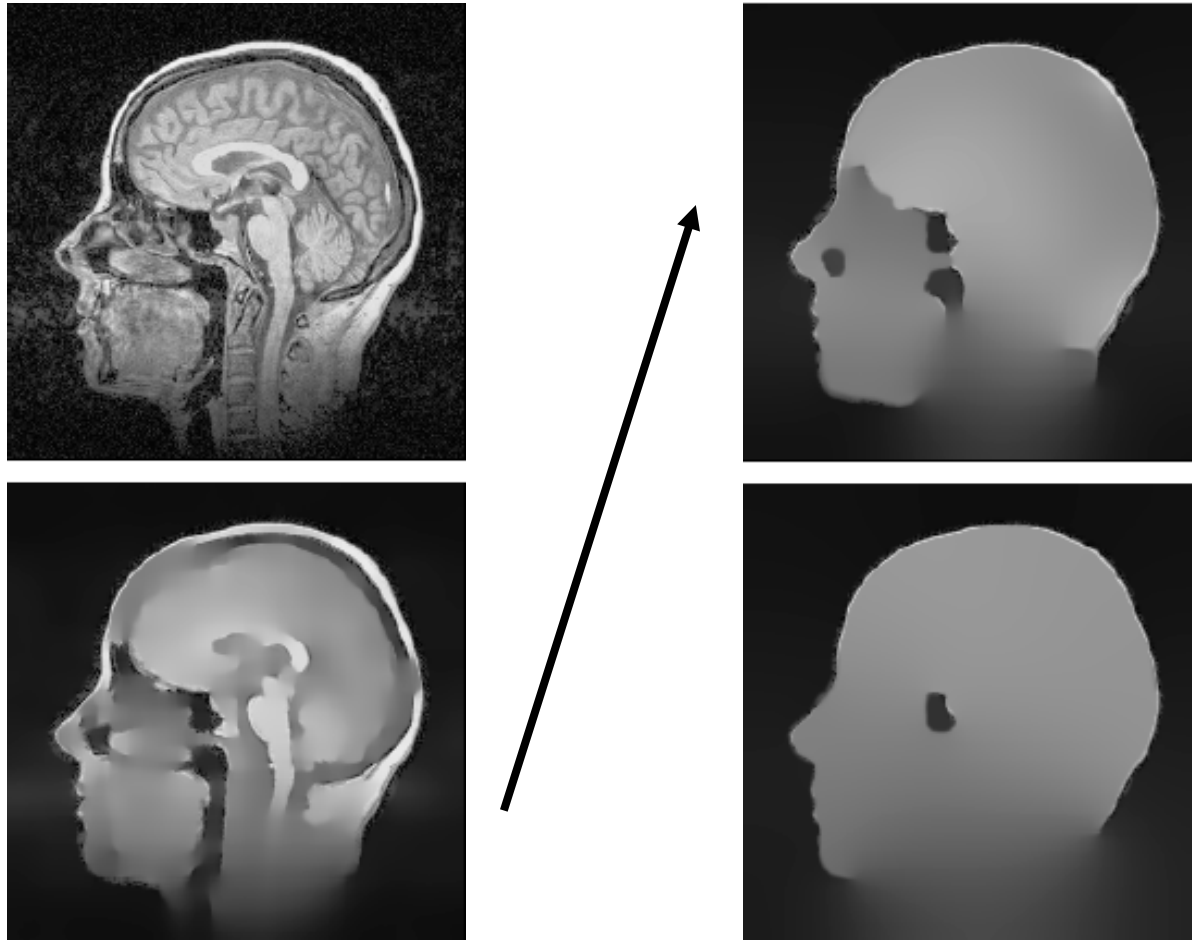
$$\Phi_N = g \left(\left| \nabla u \left(x, y + \frac{\Delta y}{2}, t \right) \right| \right) \left(\frac{u(x, y + \Delta y, t) - u(x, y, t)}{\Delta y^2} \right)$$

$$\Phi_S = g \left(\left| \nabla u \left(x, y - \frac{\Delta y}{2}, t \right) \right| \right) \left(\frac{u(x, y, t) - u(x, y - \Delta y, t)}{\Delta y^2} \right)$$

$$\Phi_E = g \left(\left| \nabla u \left(x + \frac{\Delta x}{2}, y, t \right) \right| \right) \left(\frac{u(x + \Delta x, y, t) - u(x, y, t)}{\Delta x^2} \right)$$

$$\Phi_W = g \left(\left| \nabla u \left(x - \frac{\Delta x}{2}, y, t \right) \right| \right) \left(\frac{u(x, y, t) - u(x - \Delta x, y, t)}{\Delta x^2} \right)$$

Non-linear isotropic diffusion filtering



Nonlinear isotropic diffusion examples: $K=3$,
 $t=0, 40, 400, 1500$.

Linear isotropic
diffusion



$$\frac{\partial u}{\partial t} = \Delta u$$

Nonlinear isotropic
diffusion



$$\frac{\partial u}{\partial t} = \operatorname{div}(g \cdot \nabla u)$$



(a)



(b)



(a)



(b)

Fig. 10. Edges detected using (a) anisotropic diffusion and (b) Gaussian smoothing (Canny detector).

Non-linear anisotropic diffusion filtering

1. For isotropic diffusion, the diffusion direction is always parallel to the gradient vector ∇u .
2. Let $\vec{v} \perp \nabla u$ be a flux perpendicular to the direction of gradient ∇u . For example,

$$\text{If } \vec{v} = \left(-\frac{\partial u}{\partial y}, \frac{\partial u}{\partial x} \right) \quad \text{Tangent vector}$$

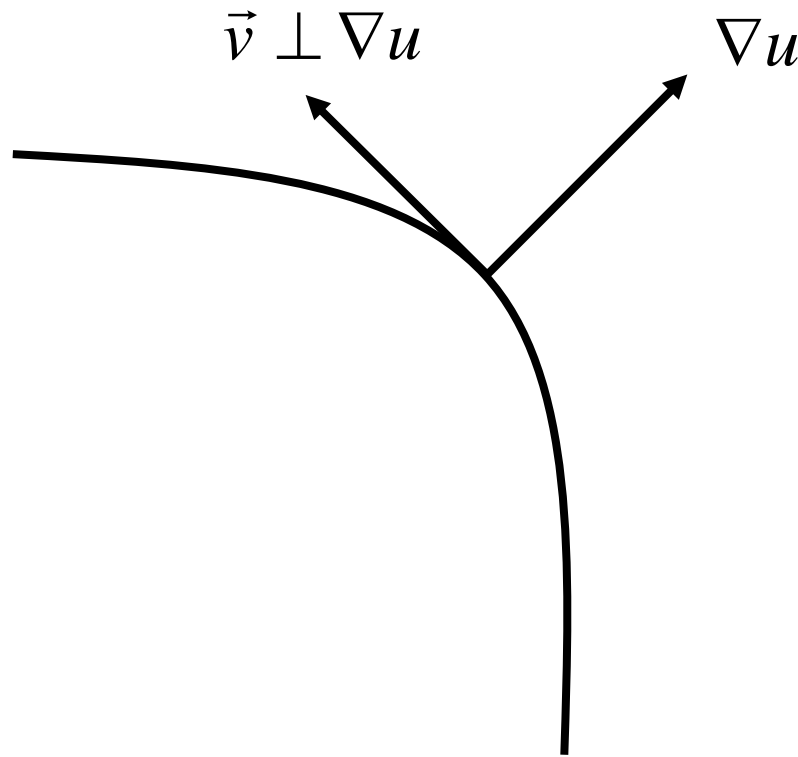
$$\text{then } \frac{\partial u}{\partial t} = \text{div}(\vec{v}) = 0 \quad \text{No smoothing/filtering along edge}$$

3. Diffusion favours the gradient direction.
 - a. Interior region: linear filter
 - b. Boundary region: no diffusion if gradient function $g(|\nabla u|)$ is used. Problem: no smoothing along edge.

Non-linear anisotropic diffusion filtering

Zero flux and hence
no diffusion
(along the negative
tangent vector)

Maximum flux for
diffusion
(along the negative
gradient vector)



Edge-enhancing anisotropic diffusion

4. Smoothing along edge can be achieved by diffusing along the negative gradient and negative tangent vectors of a Gaussian intensity smoothed image u_σ .
5. Definitions:

$$u_\sigma = G_\sigma * u$$

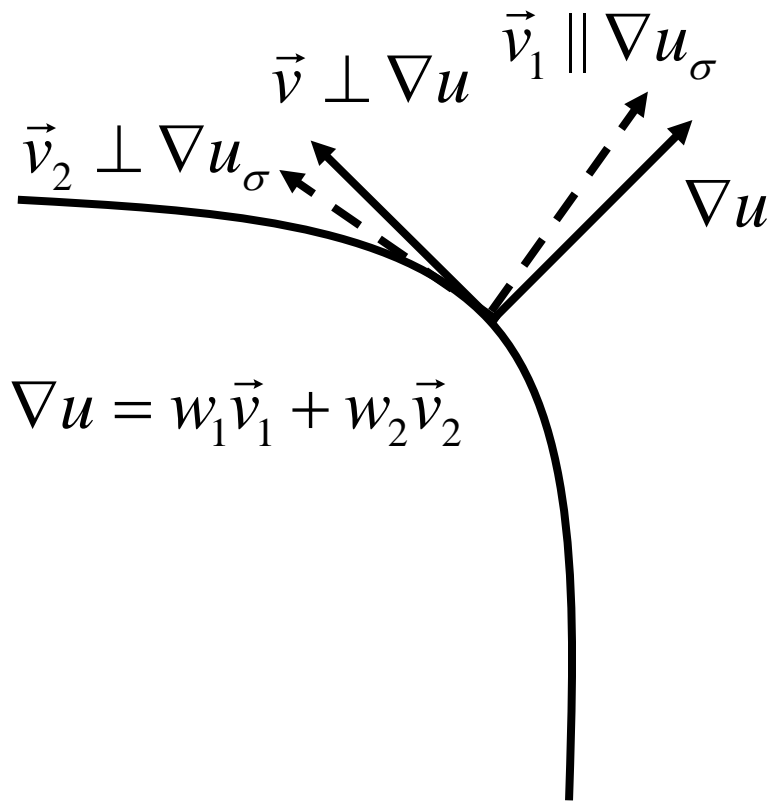
$$G_\sigma(x, y) = \frac{1}{2\pi\sigma^2} e^{\frac{-x^2 - y^2}{2\sigma^2}}$$

Gradient vector of
the smoothed image $\vec{v}_1 \parallel \nabla u_\sigma$

Tangent vector of
the smoothed image $\vec{v}_2 \perp \nabla u_\sigma$

Edge-enhancing anisotropic diffusion

6. In general, ∇u_σ will not be parallel to ∇u .



$$\lambda_1 = g(|\nabla u_\sigma|)$$

$$\lambda_2 = 1$$

7. If we assign a relatively large weight to \vec{v}_2 and a very small weight to \vec{v}_1 , then smoothing along the edge is achieved.

Edge-enhancing anisotropic diffusion

8. Changes have to be made in the heat equation

Original $\frac{\partial u}{\partial t} = \operatorname{div}(D \cdot \nabla u)$ Heat equation

\downarrow

$$\frac{\partial u}{\partial t} = \operatorname{div}(\vec{D} \cdot \nabla u)$$

where \vec{D} represents a matrix with eigenvectors \vec{v}_1 and \vec{v}_2 ,
and with eigenvalues λ_1 and λ_2 .

$$\vec{D} = [\vec{v}_1 \quad \vec{v}_2] \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix} [\vec{v}_1 \quad \vec{v}_2]^{-1}$$

$$\vec{v}_1 \parallel \nabla u_\sigma, \vec{v}_2 \perp \nabla u_\sigma, \lambda_1 = g(|\nabla u_\sigma|) \text{ and } \lambda_2 = 1$$

Notes on Matrix, eigenvectors and eigenvalues

http://en.wikipedia.org/wiki/Eigenvalues_and_eigenvectors

$$\vec{A} \cdot \vec{v} = \lambda \vec{v}$$

$$(\vec{A} - \lambda \vec{I}) \cdot \vec{v} = \vec{0}$$

Let the eigenvectors be \vec{v}_1 and \vec{v}_2 .

Let the eigenvalues be λ_1 and λ_2 .

$$\vec{A} = [\vec{v}_1 \quad \vec{v}_2] \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix} [\vec{v}_1 \quad \vec{v}_2]^{-1}$$

$$\begin{aligned}
\frac{\partial u}{\partial t} &= \operatorname{div}(\vec{D} \cdot \nabla u) \\
&\downarrow \\
\frac{\partial u}{\partial t} &= \operatorname{div}(\vec{D} \cdot (w_1 \vec{v}_1 + w_2 \vec{v}_2)) \\
&\downarrow \\
\frac{\partial u}{\partial t} &= \operatorname{div}(w_1 \vec{D} \cdot \vec{v}_1 + w_2 \vec{D} \cdot \vec{v}_2) \\
&\downarrow \\
\frac{\partial u}{\partial t} &= \operatorname{div}(w_1 \lambda_1 \vec{v}_1 + w_2 \lambda_2 \vec{v}_2) \\
&\downarrow
\end{aligned}$$

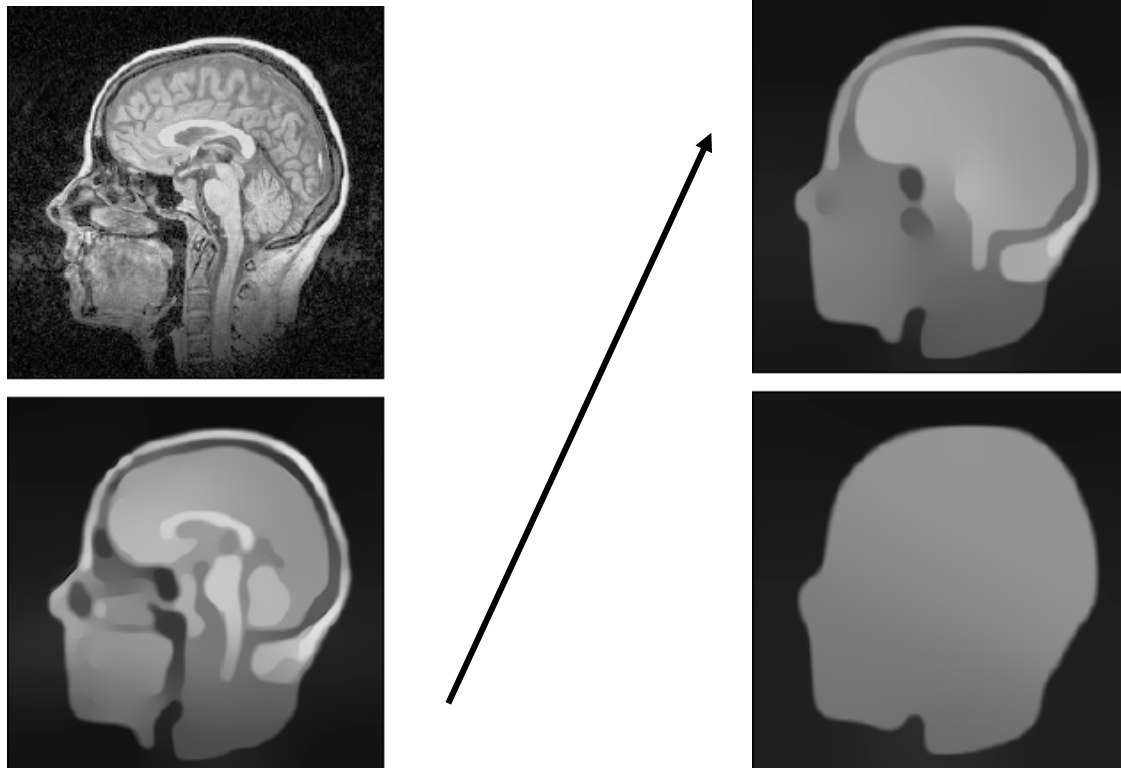
At the boundary, $\lambda_1 \approx 0$

Therefore, $\frac{\partial u}{\partial t} = w_2 \lambda_2 \operatorname{div}(\vec{v}_2)$

This represents diffusion along edge.

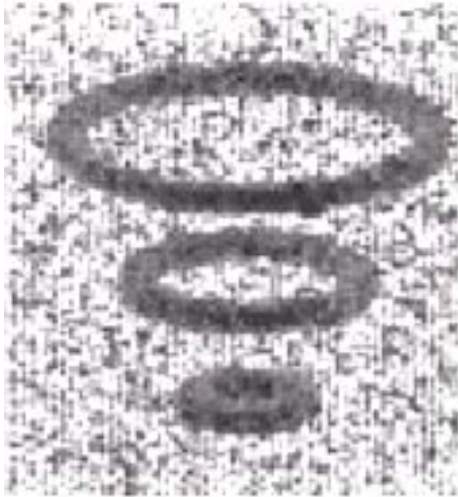
Edge-enhancing anisotropic diffusion

9. The new model behaves anisotropic.
10. When $\sigma \rightarrow 0$, the new model switches back to the isotropic diffusion method.

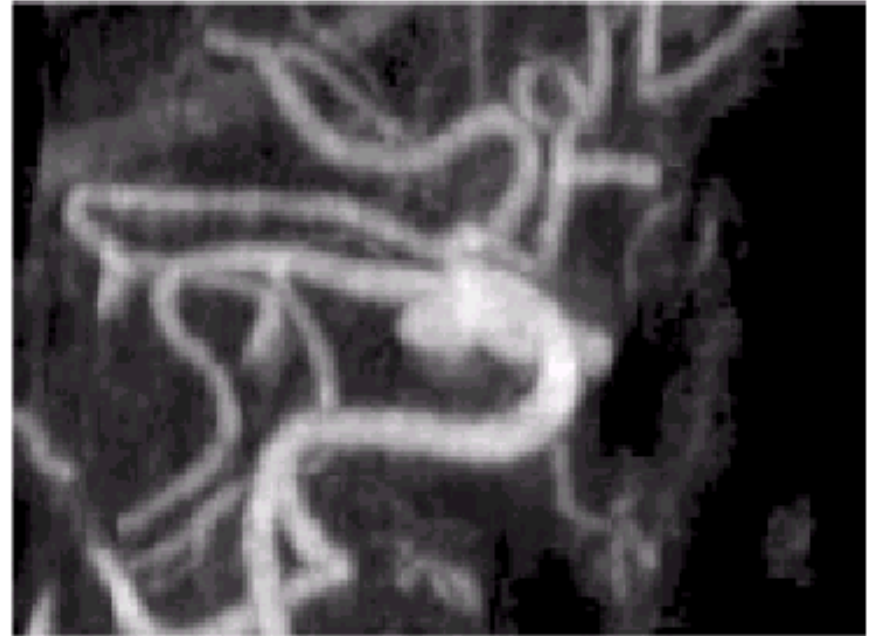


Nonlinear anisotropic diffusion examples: $K=3$,
 $t=0, 250, 875, 3000$.

Edge-enhancing anisotropic diffusion



Enhancement of tubular structures
(Karl Krissian, et al.)



Enhancement of vessels
(Karl Krissian, et al.)

Coherence-enhancing anisotropic diffusion



Fig. 4. Coherence-enhancing anisotropic diffusion of a fingerprint image. (a) LEFT: Original image, $\Omega = (0, 256)^2$. (b) RIGHT: Filtered, $\sigma = 0.5$, $\rho = 4$, $t = 20$. From [74].

Coherence-enhancing anisotropic diffusion

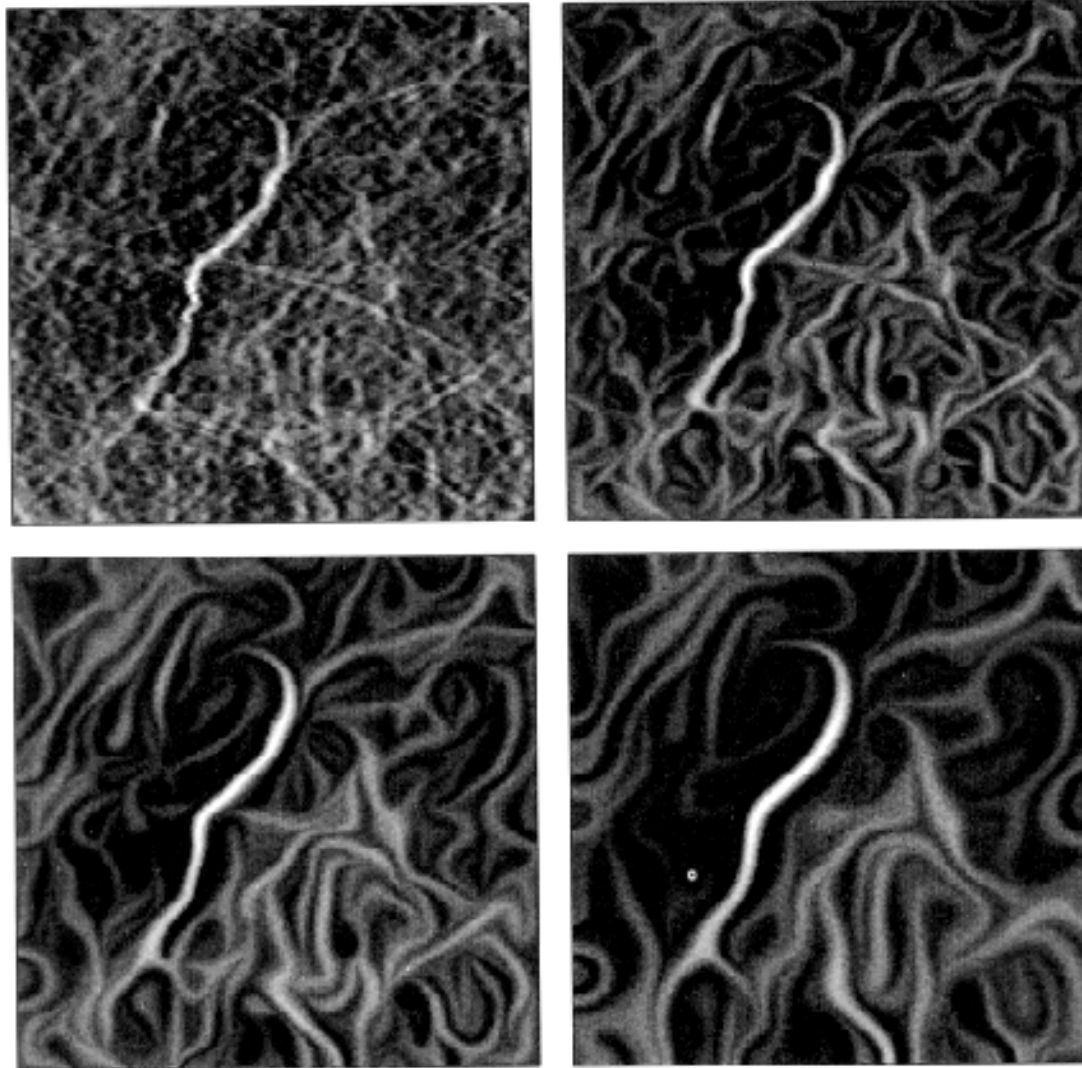


Figure 5.12: Scale-space behaviour of coherence-enhancing diffusion ($\sigma = 0.5$, $\rho = 2$). (a) TOP LEFT: Original fabric image, $\Omega = (0, 257)^2$. (b) TOP RIGHT: $t = 20$. (c) BOTTOM LEFT: $t = 120$. (d) BOTTOM RIGHT: $t = 640$.

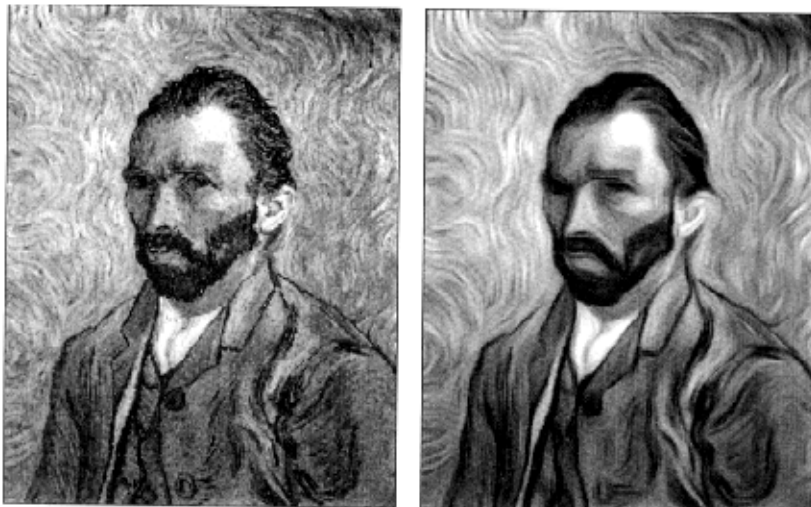


Figure 5.14: Image restoration using coherence-enhancing anisotropic diffusion. (a) LEFT: "Selfportrait" by van Gogh (Saint-Rémy, 1889, Paris, Musée d'Orsay), $\Omega = (0, 215) \times (0, 275)$. (b) RIGHT: Filtered, $\sigma = 0.5$, $\rho = 4$, $t = 6$.

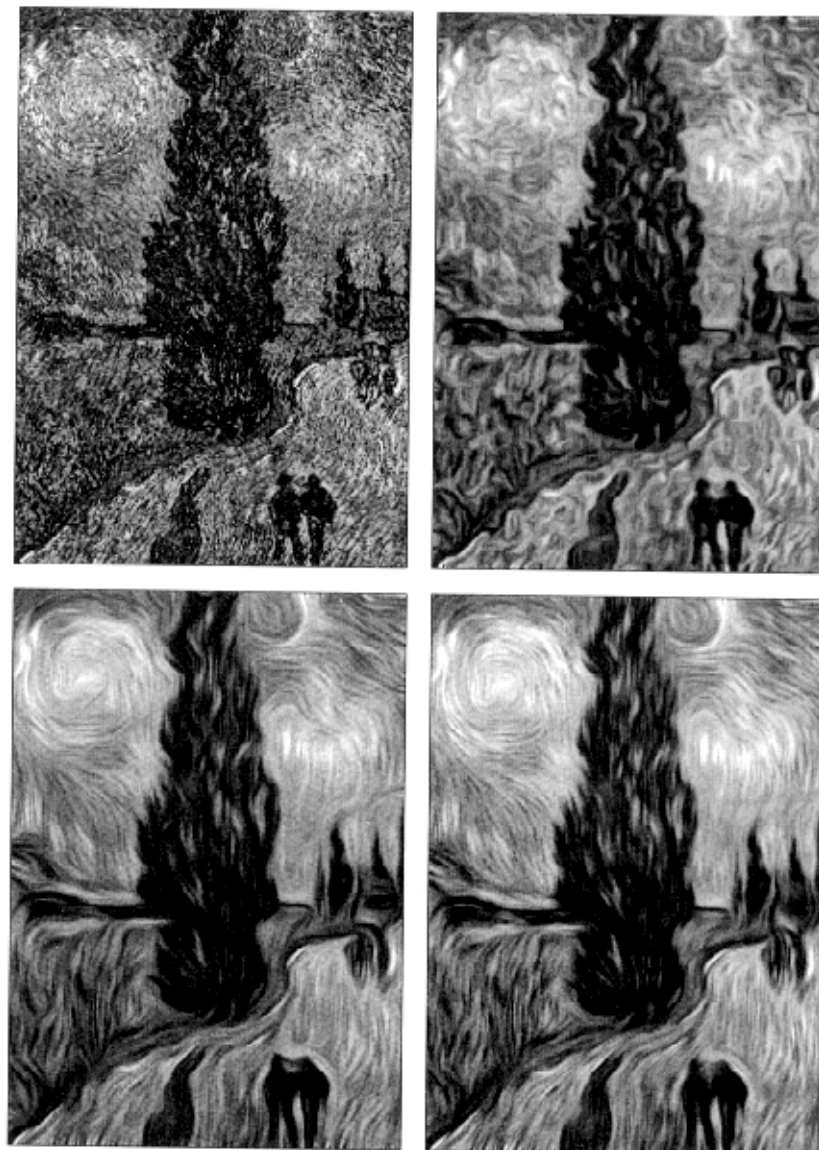


Figure 5.15: Impact of the integration scale on coherence-enhancing anisotropic diffusion ($\sigma = 0.5$, $t = 8$). (a) TOP LEFT: "Road with Cypress and Star" by van Gogh (Auvers-sur-Oise, 1890; Otterlo, Rijksmuseum Kröller-Müller), $\Omega = (0, 203) \times (0, 290)$. (b) TOP RIGHT: Filtered with $\rho = 1$. (c) BOTTOM LEFT: $\rho = 4$. (d) BOTTOM RIGHT: $\rho = 6$.