

Digital Image Processing

Image Segmentation:
Thresholding

So far we have been considering image processing techniques used to transform images for human interpretation

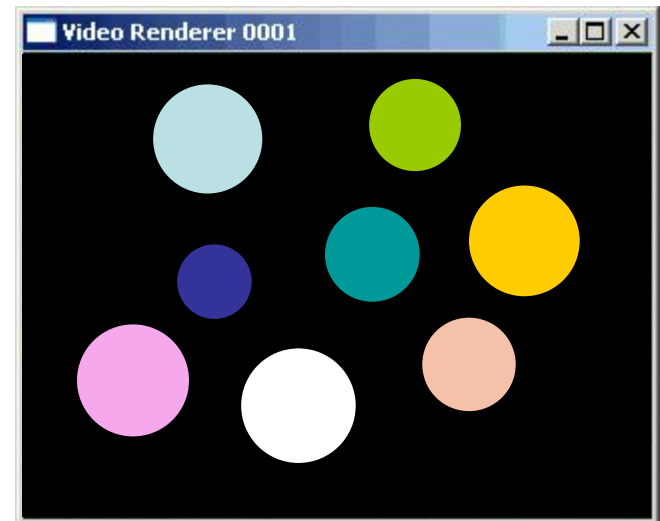
Today we will begin looking at automated image analysis by examining the thorny issue of image segmentation:

- The segmentation problem
- Finding points, lines and edges

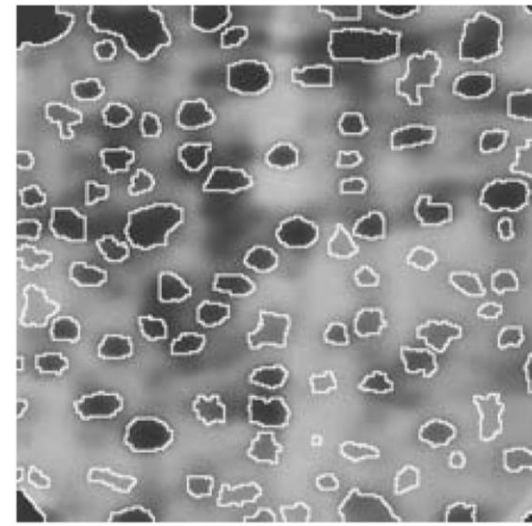
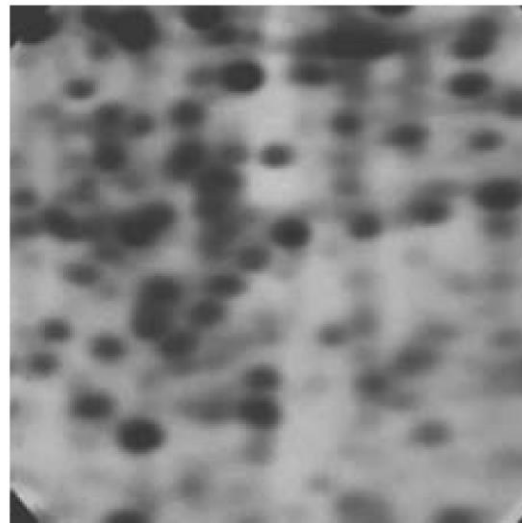
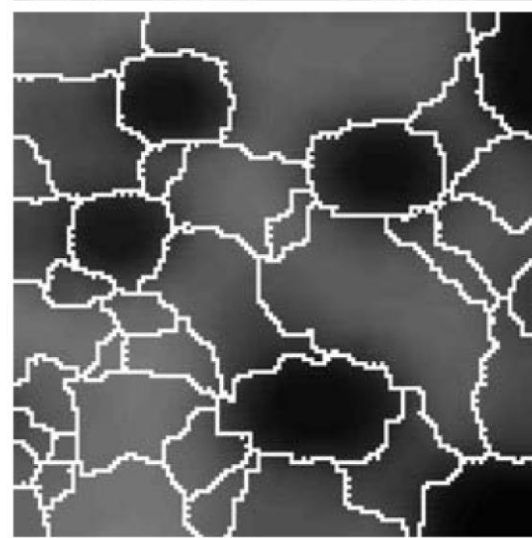
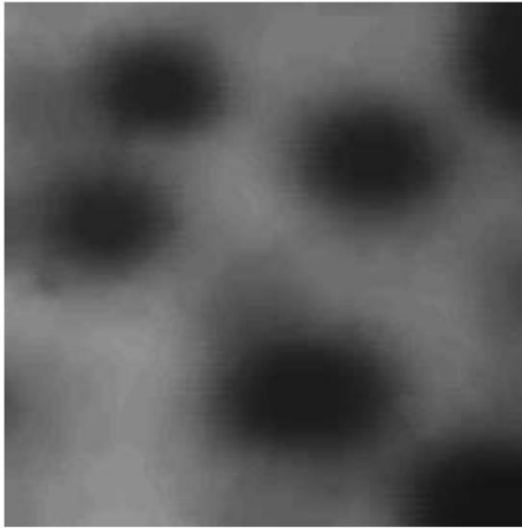
The Segmentation Problem

Segmentation attempts to partition the pixels of an image into groups that strongly correlate with the objects in an image

Typically the first step in any automated computer vision application



Segmentation Examples



Detection Of Discontinuities

There are three basic types of grey level discontinuities that we tend to look for in digital images:

- Points
- Lines
- Edges

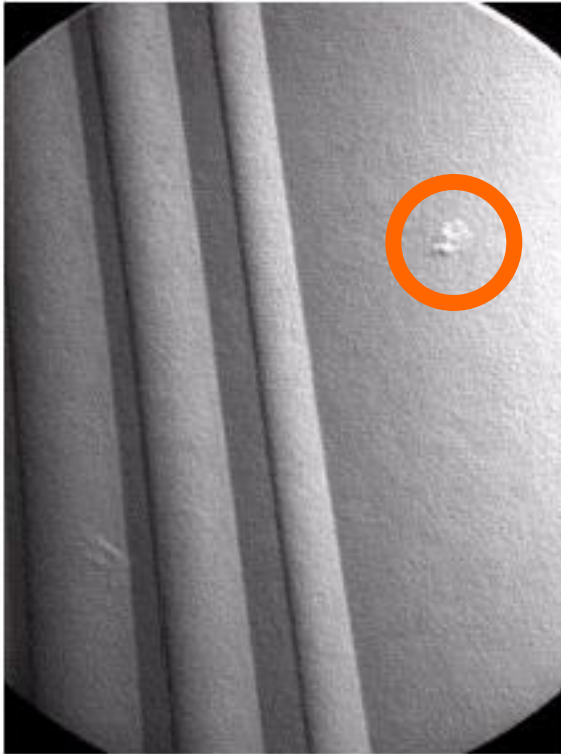
We typically find discontinuities using masks and correlation

Point detection can be achieved simply using the mask below:

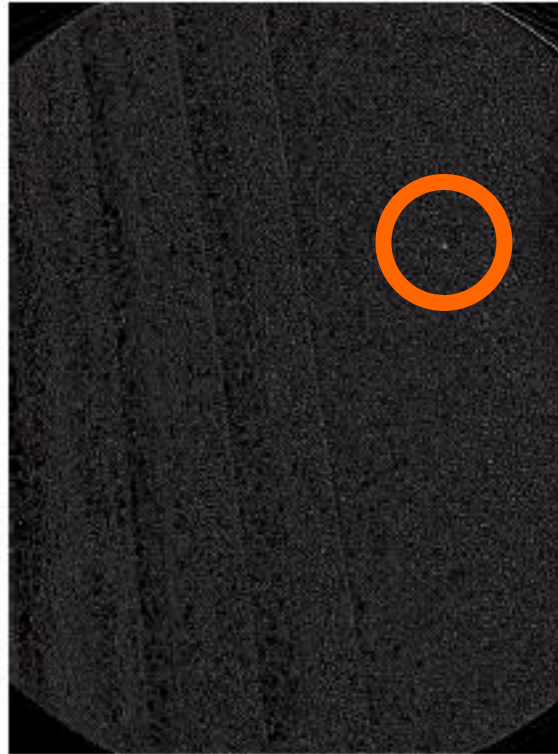
-1	-1	-1
-1	8	-1
-1	-1	-1

Points are detected at those pixels in the subsequent filtered image that are above a set threshold

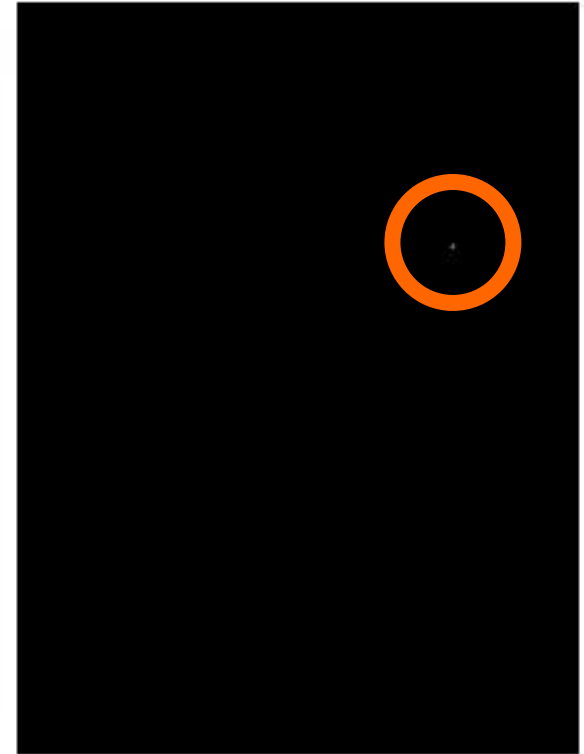
Point Detection (cont...)



X-ray image of
a turbine blade



Result of point
detection



Result of
thresholding

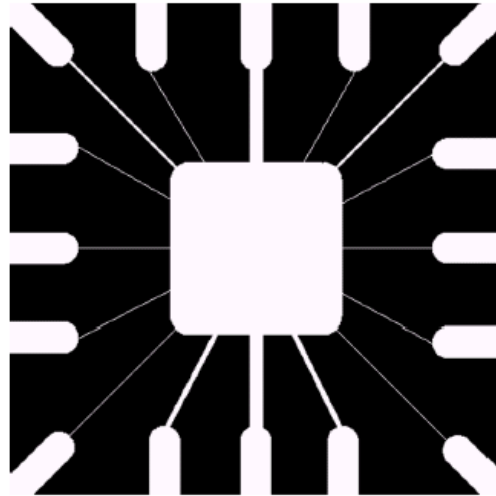
The next level of complexity is to try to detect lines

The masks below will extract lines that are one pixel thick and running in a particular direction

<table><tr><td>-1</td><td>-1</td><td>-1</td></tr><tr><td>2</td><td>2</td><td>2</td></tr><tr><td>-1</td><td>-1</td><td>-1</td></tr></table>	-1	-1	-1	2	2	2	-1	-1	-1	<table><tr><td>-1</td><td>-1</td><td>2</td></tr><tr><td>-1</td><td>2</td><td>-1</td></tr><tr><td>2</td><td>-1</td><td>-1</td></tr></table>	-1	-1	2	-1	2	-1	2	-1	-1	<table><tr><td>-1</td><td>2</td><td>-1</td></tr><tr><td>-1</td><td>2</td><td>-1</td></tr><tr><td>-1</td><td>2</td><td>-1</td></tr></table>	-1	2	-1	-1	2	-1	-1	2	-1	<table><tr><td>2</td><td>-1</td><td>-1</td></tr><tr><td>-1</td><td>2</td><td>-1</td></tr><tr><td>-1</td><td>-1</td><td>2</td></tr></table>	2	-1	-1	-1	2	-1	-1	-1	2
-1	-1	-1																																					
2	2	2																																					
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-1	2	-1																																					
-1	-1	2																																					
Horizontal	+45°	Vertical	-45°																																				

Line Detection (cont...)

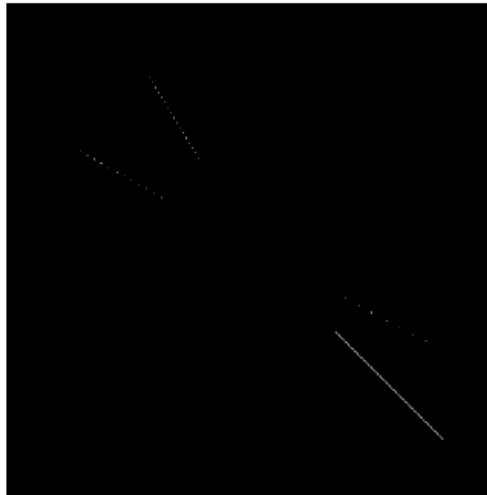
Binary image of a wire
bond mask



After
processing
with -45° line
detector

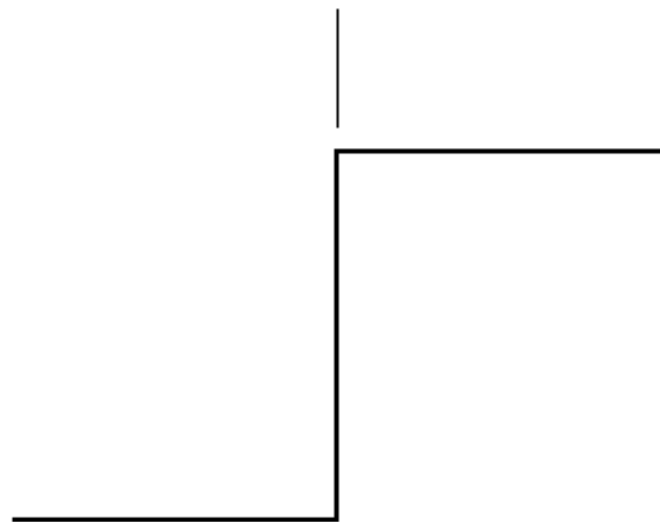


Result of
thresholding
filtering result



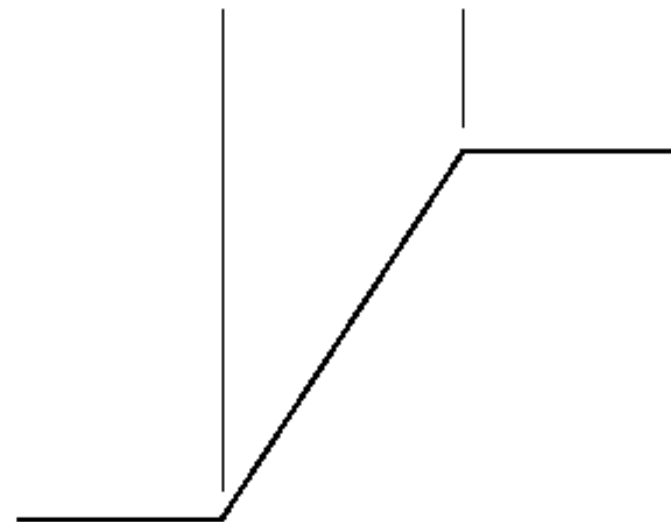
An edge is a set of connected pixels that lie on the boundary between two regions

Model of an ideal digital edge



Gray-level profile
of a horizontal line
through the image

Model of a ramp digital edge



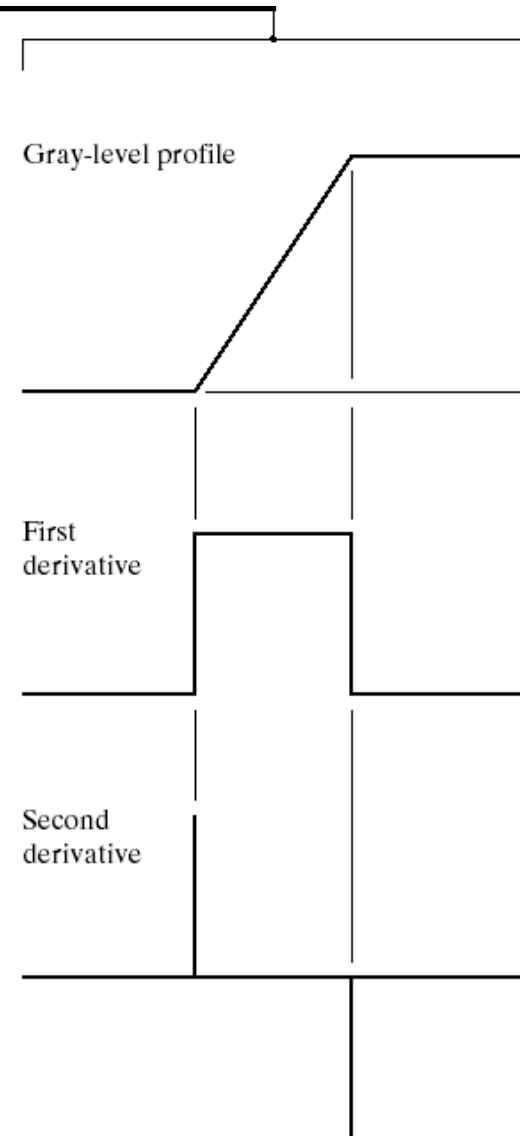
Gray-level profile
of a horizontal line
through the image

Edges & Derivatives

We have already spoken about how derivatives are used to find discontinuities

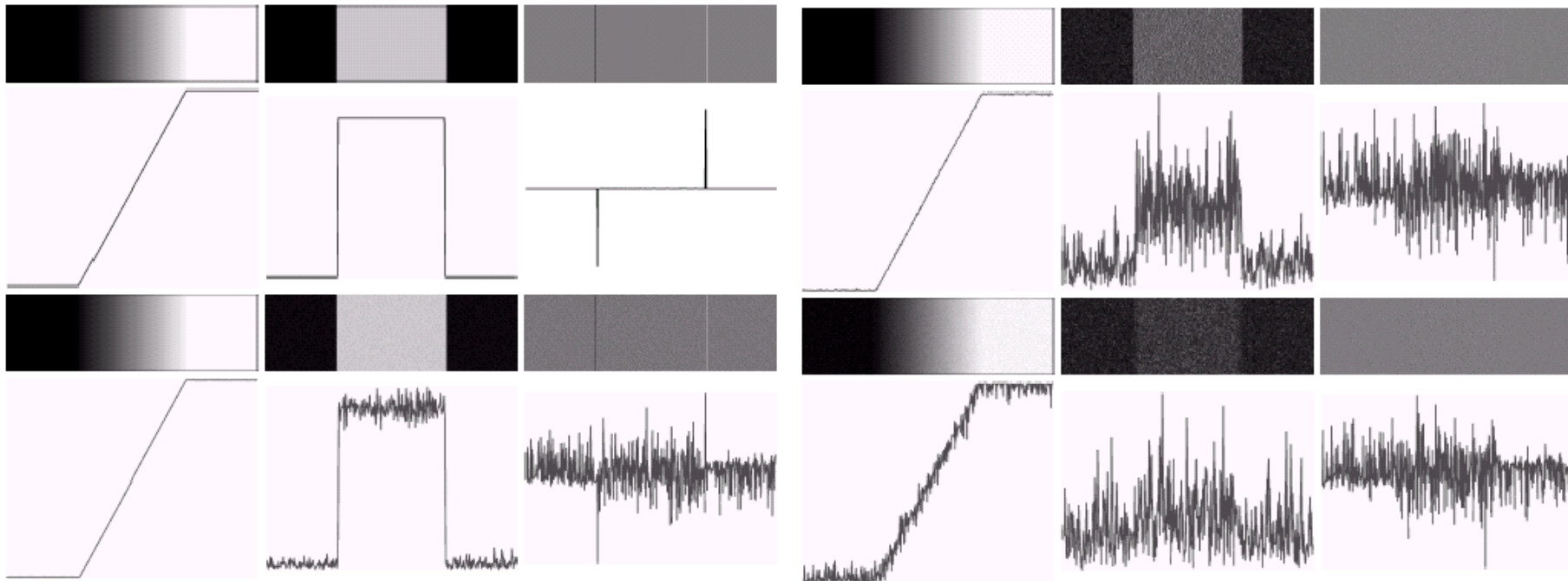
1st derivative tells us where an edge is

2nd derivative can be used to show edge direction



Derivative based edge detectors are extremely sensitive to noise

We need to keep this in mind



Common Edge Detectors

Given a 3*3 region of an image the following edge detection filters can be used

z_1	z_2	z_3
z_4	z_5	z_6
z_7	z_8	z_9

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

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

Prewitt

-1	0
0	1

0	-1
1	0

Roberts

-1	-2	-1
0	0	0
1	2	1

-1	0	1
-2	0	2
-1	0	1

Sobel

Edge Detection Example

Original Image



Horizontal Gradient Component



Vertical Gradient Component



Combined Edge Image

Edge Detection Example



Edge Detection Example



Edge Detection Example



Edge Detection Example



Edge Detection Problems

Often, problems arise in edge detection in that there are too much detail

For example, the brickwork in the previous example

One way to overcome this is to smooth images prior to edge detection

Edge Detection Example With Smoothing

Original Image



Horizontal Gradient Component



Vertical Gradient Component



Combined Edge Image

Laplacian Edge Detection

We encountered the 2nd-order derivative based Laplacian filter already

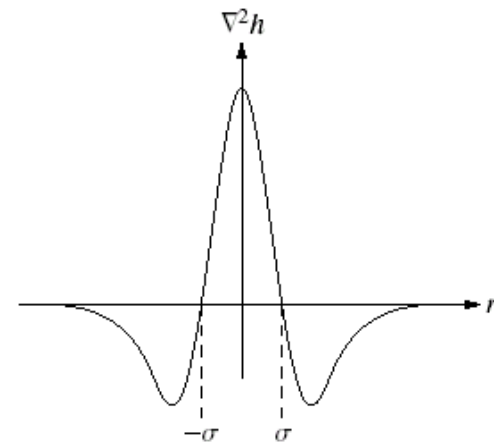
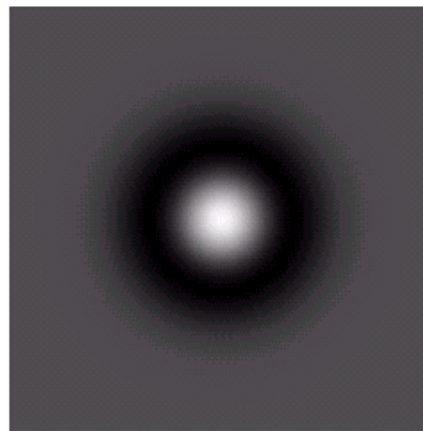
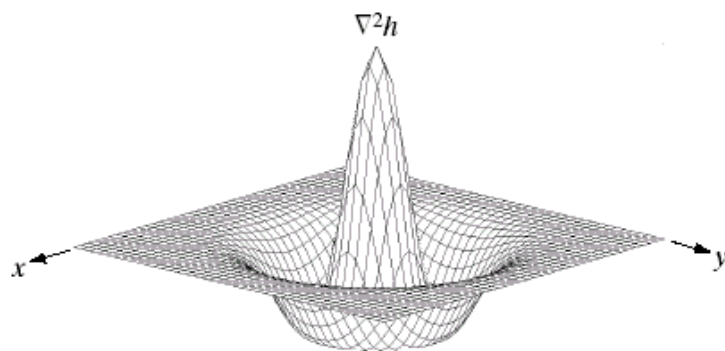
0	-1	0	-1	-1	-1
-1	4	-1	-1	8	-1
0	-1	0	-1	-1	-1

The Laplacian is typically not used by itself as it is too sensitive to noise

Usually when used for edge detection the Laplacian is combined with a smoothing Gaussian filter

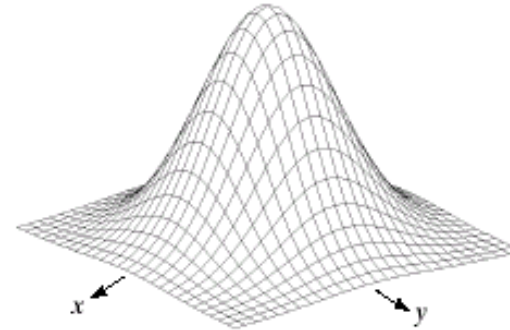
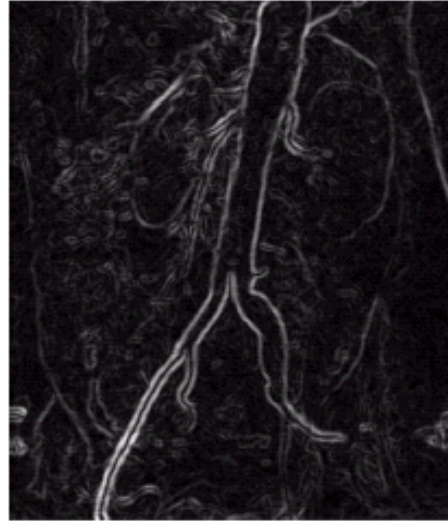
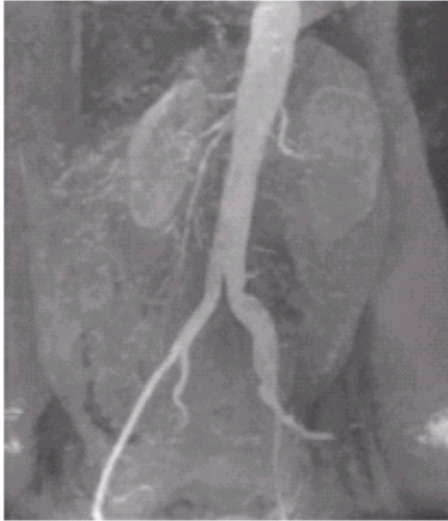
Laplacian Of Gaussian

The Laplacian of Gaussian (or Mexican hat) filter uses the Gaussian for noise removal and the Laplacian for edge detection

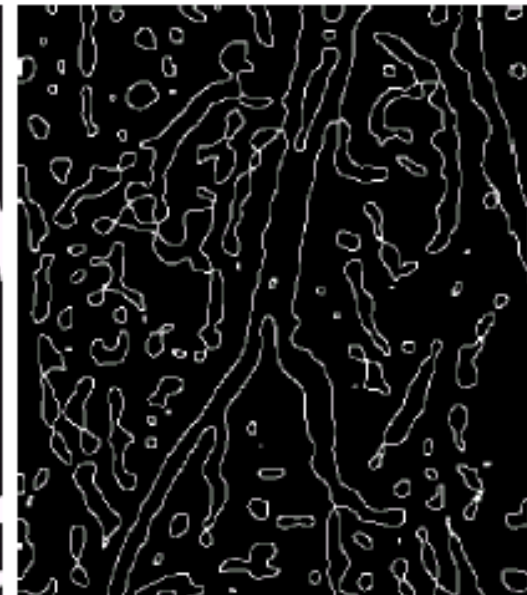
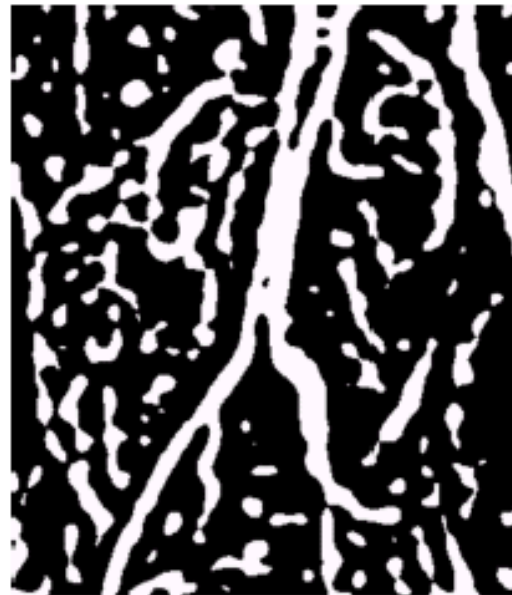


0	0	-1	0	0
0	-1	-2	-1	0
-1	-2	16	-2	-1
0	-1	-2	-1	0
0	0	-1	0	0

Laplacian Of Gaussian Example



-1	-1	-1
-1	8	-1
-1	-1	-1



In this lecture we have begun looking at segmentation, and in particular edge detection

Edge detection is massively important as it is in many cases the first step to object recognition