



Lecture 4. Edge Detection

Canny edge detector

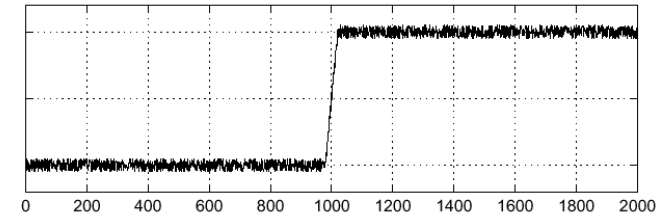
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CS131 Computer Vision: Foundations and Applications



Canny edge detector

- This is probably the most widely used edge detector in computer vision
- Theoretical model: step-edges corrupted by additive Gaussian noise
- Canny has shown that the first derivative of the Gaussian closely approximates the operator that optimizes the product of *signal-to-noise ratio* and localization



J. Canny, [**A Computational Approach To Edge Detection**](#), IEEE Trans. Pattern Analysis and Machine Intelligence, 8:679-714, 1986.



Canny edge detector

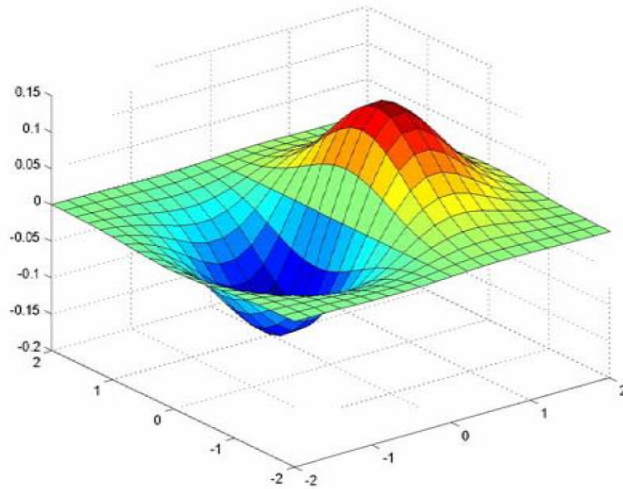
- Suppress Noise
- Compute gradient magnitude and direction
- Apply Non-Maximum Suppression
 - Assures minimal response
- Use hysteresis and connectivity analysis to detect edges

Example



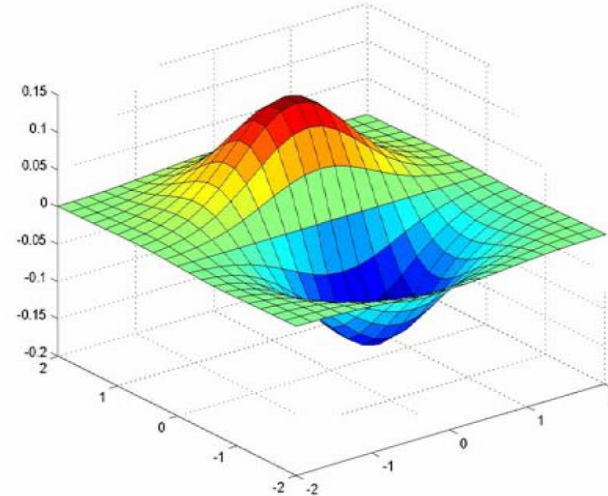
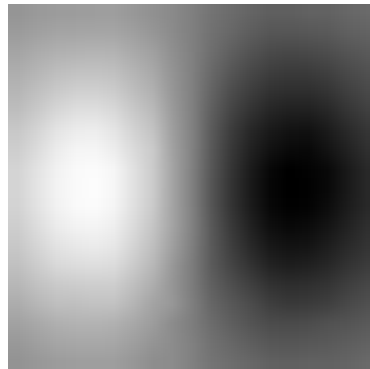
original image

Derivative of Gaussian filter



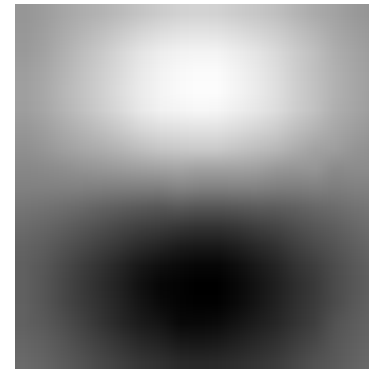
x-direction

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

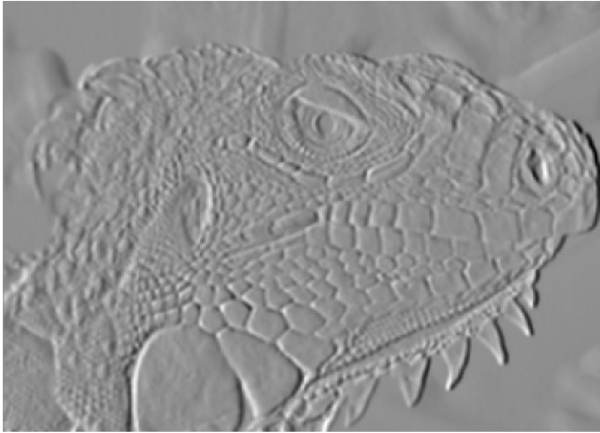


y-direction

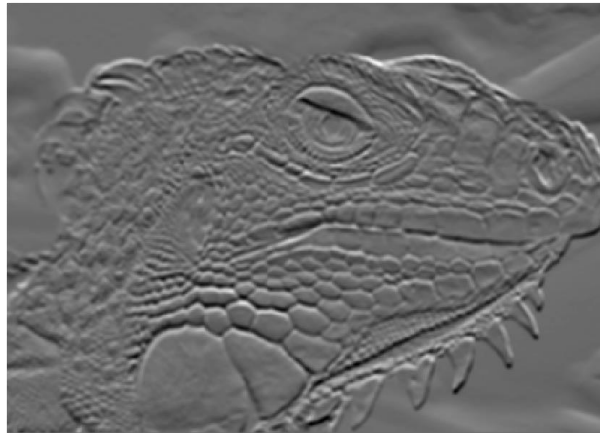
$$\begin{bmatrix} 1 & 2 & 1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$$



Computing gradients with the Derivative of Gaussian filter



X-Derivative of Gaussian



Y-Derivative of Gaussian



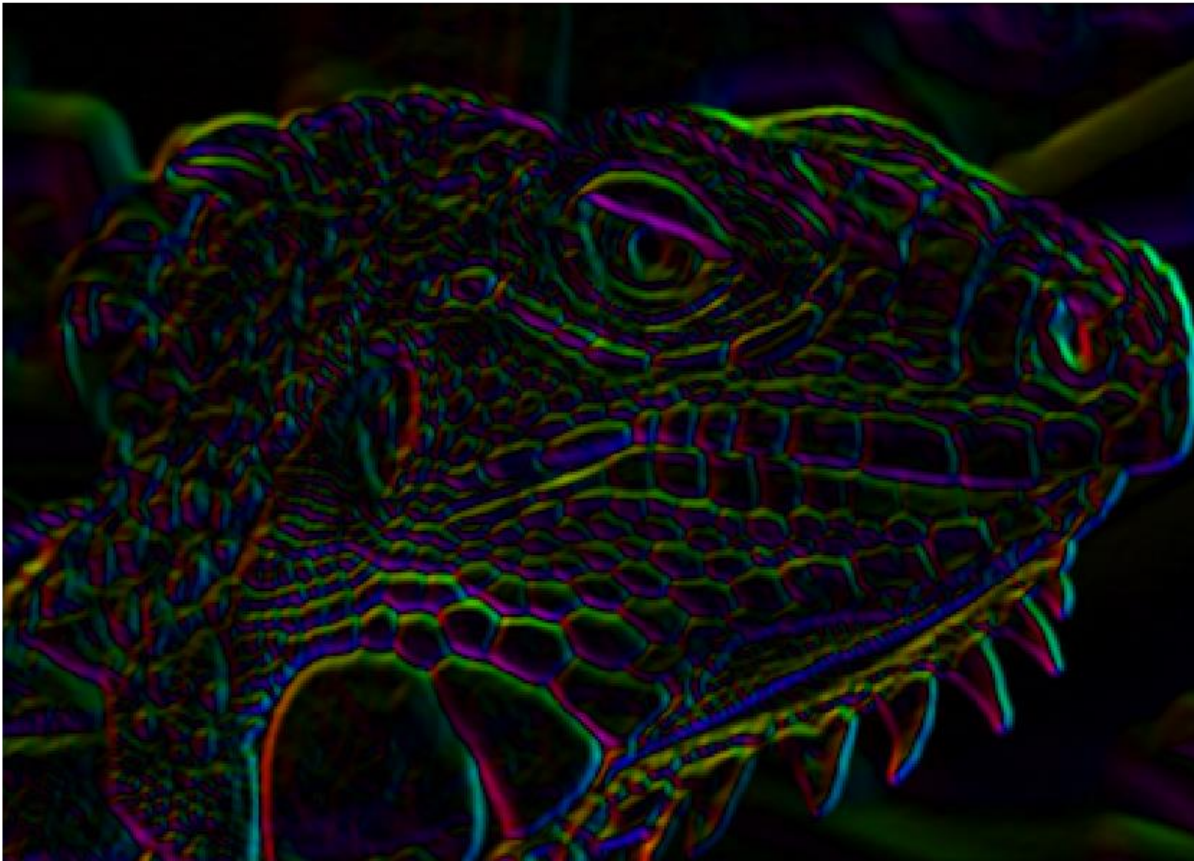
Gradient Magnitude

Source: J. Hayes



Get orientation at each pixel

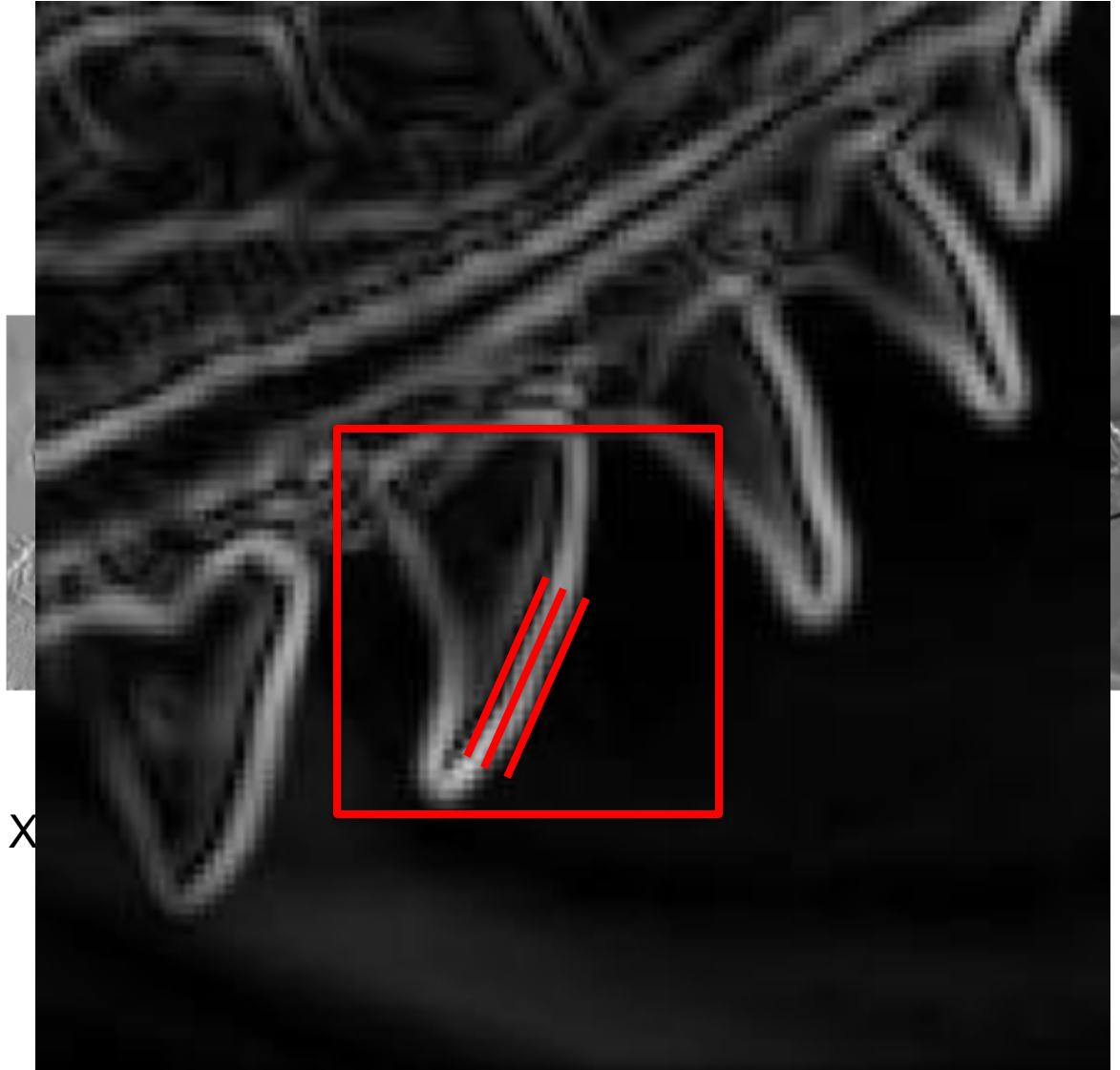
$$\theta = \tan^{-1} \left(\frac{\frac{\partial f}{\partial y}}{\frac{\partial f}{\partial x}} \right)$$



Source: J. Hayes



Compute gradients (DoG)



Gradient Magnitude

Canny edge detector

- Suppress Noise
- Compute gradient magnitude and direction
- Apply Non-Maximum Suppression
 - Assures minimal response



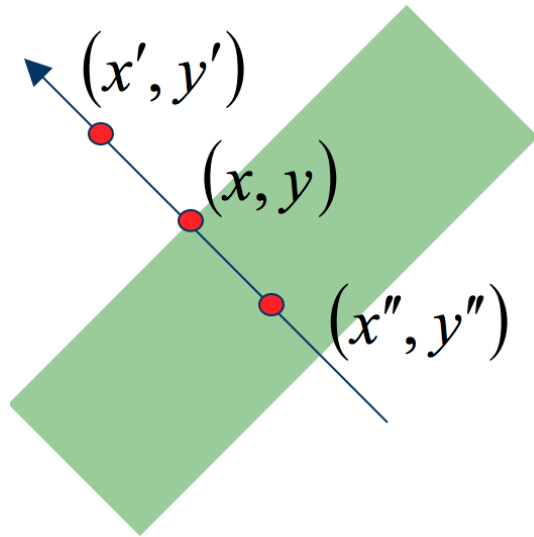


Non-maximum suppression

- Edge occurs where gradient reaches a maxima
- Suppress non-maxima gradient even if it passes threshold
- Compare current pixel vs neighbors along direction of gradient
 - Remove if not maximum

Remove spurious gradients

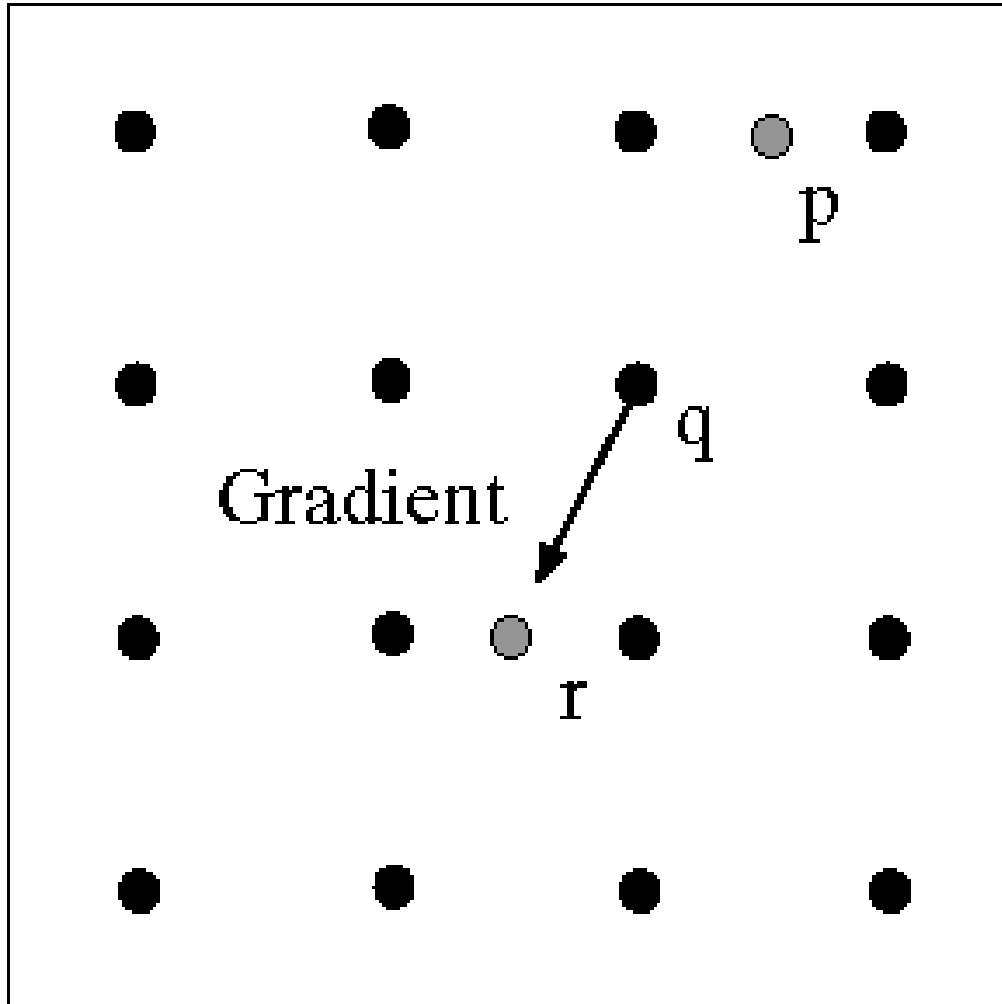
$|\nabla G|(x, y)$ is the gradient at pixel (x, y)



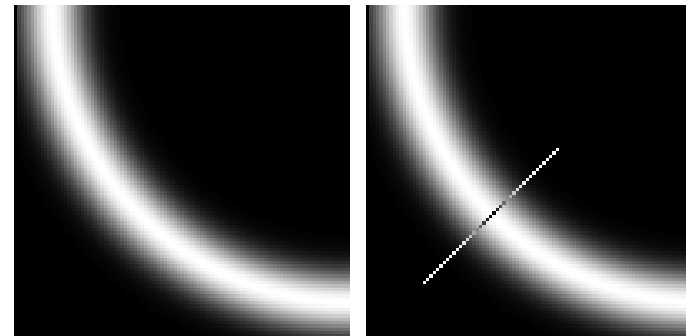
$$M(x, y) = \begin{cases} |\nabla G|(x, y) & \text{if } |\nabla G|(x, y) > |\nabla G|(x', y') \\ & \& |\nabla G|(x, y) > |\nabla G|(x'', y'') \\ 0 & \text{otherwise} \end{cases}$$

x' and x'' are the neighbors of x along normal direction to an edge

Non-maximum suppression



At q, we have a maximum if the value is larger than those at both p and at r.
Interpolate to get these values.



Non-max Suppression



Before



After





Canny edge detector

- Suppress Noise
- Compute gradient magnitude and direction
- Apply Non-Maximum Suppression
 - Assures minimal response
- Use hysteresis and connectivity analysis to detect edges

Detecting edges with a single threshold



Threshold too high



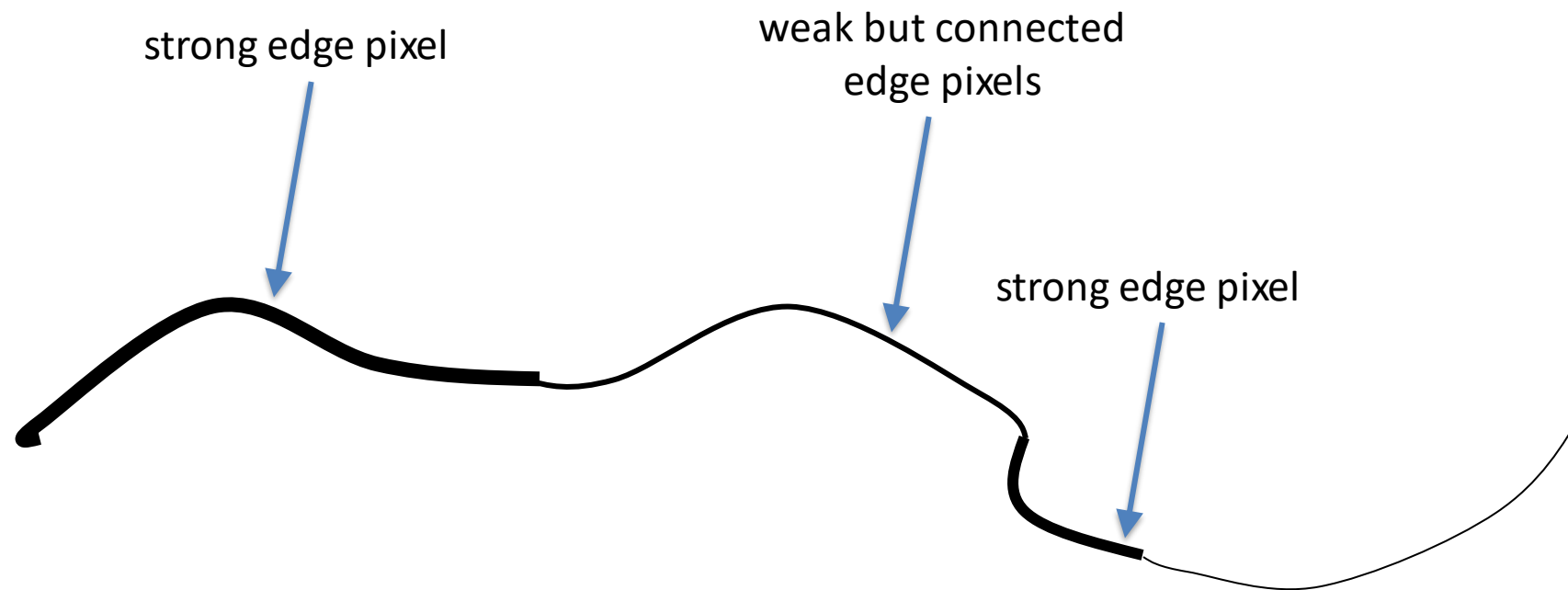
Threshold too low



Hysteresis thresholding

- Avoid streaking near threshold value
- Define two thresholds: Low and High
- If less than Low, not an edge
- If greater than High, strong edge
- If between Low and High, weak edge
 - Consider its neighbors iteratively then declare it an “edge pixel” if it is connected to an ‘strong edge pixel’ directly or via pixels between Low and High

Hysteresis thresholding



Source: S. Seitz



Final Canny Edges





Canny edge detector

1. Filter image with x, y derivatives of Gaussian
2. Find magnitude and orientation of gradient
3. Non-maximum suppression:
 - Thin multi-pixel wide “ridges” down to single pixel width
4. Thresholding and linking (hysteresis):
 - Define two thresholds: low and high
 - Use the high threshold to start edge curves and the low threshold to continue them

Effect of σ (Gaussian kernel spread/size)



original



Canny with $\sigma = 1$



Canny with $\sigma = 2$

The choice of σ depends on desired behavior

- large σ detects large scale edges
- small σ detects fine features

Source: S. Seitz

Gradients
(e.g. Canny)

Color

Texture

Combined

Human



45 years of boundary detection

