

Image
Detection
Task

**Leonhard
Applis**

What
makes
an Edge?
Problems
Definition

Convolution
Kernel
Based
Approach
Derivative
Based

1D
approach
2D
Approach
Filters

Advanced
gradient
Based
edge de-
tection

Compos-
ition
Operations

Edge
Sharpen-
ing

Edge Detection

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Table of Contents

Image
Processing
Tutorial

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Applis

What
makes
an Edge?

Problems
Definition

Gradient-based
edge detection
using Sobel
operator

1D
approach

2D
Approach

Filters

Advanced
gradient-based
edge detection

Compass
Operators

Edge
Sharpening

1 What makes an Edge?

- Problems
- Definition

2 Basics of gradient-based edgedetection

- 1D approach
- 2D Approach
- Filters

3 Advanced gradient-based edgedetection

4 Compass Operators

5 Edge Sharpening

What makes an edge?

Image
Detection
101

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Applis

What
makes
an Edge?

Problems

Definition

Convolution
Kernel
Based
Approach
Feature
Extraction

1D
approach

2D
Approach

Filters

Advanced
gradient
Based
edges
etection

Composi-
tional
Ops

Edge
Sharpen-
ing



Figure: Felix

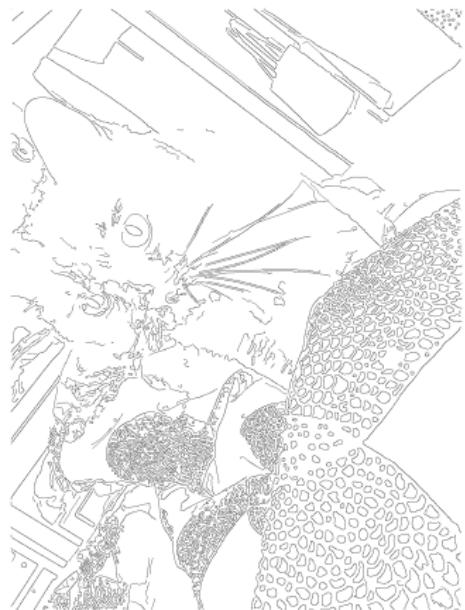


Figure: Felix's Edges

Problem I: Contrast

Image
Definition
Convolution

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Convolution
Definition
Implementation

Problems
Definition

Convolution
Definition
Implementation
Implementation
Implementation

1D
approach

2D
Approach

Filters

Advanced
convolution
Based
on edges
selection

Compositional
Operations

Edge
Sharpening



Figure: High Contrast Felix



Figure: Low Contrast Felix

Problem II: Smoothness



Figure: Smooth Felix

Problem III: Noise



Figure: Salted Felix

Definition

In Image Processing, an edge can be defined as a set of contiguous pixel positions where an abrupt change of intensity, gray- or color-values occur. Edges represent boundaries between objects and background. Sometimes, the edge-pixel-sequence may be broken due to insufficient intensity difference.(Malay K. Pakhira)

Table of Contents

1 What makes an Edge?

- Problems
- Definition

2 Basics of gradient-based edgedetection

- 1D approach
- 2D Approach
- Filters

3 Advanced gradient-based edgedetection

4 Compass Operators

5 Edge Sharpening

Requirements

Image
Detection
API

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Applis

What
makes
an Edge

Problems

Definition

Basics of
gradient-
based
edge-de-
tection

1D
approach

2D
Approach

Filters

Advanced
gradient-
based
edge-de-
tection

Compos-
ition
Operations

Edge
Sharpen-
ing

- ❶ color values known (for example only grayscale)
- ❷ picture scale known
- ❸ loaded as pixelmatrix

One dimensional approach

Image
Derivatives
Convolution

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Applis

What
makes
an edge?

Problems

Definition

Convolution
Kernel
Gaussian
Blur
Median
Non-Maxima
Suppression

1D
approach

2D
Approach
Filters

Advanced
gradient
based
edges
tection

Composi-
tions

Edge
Sharpen-
ing

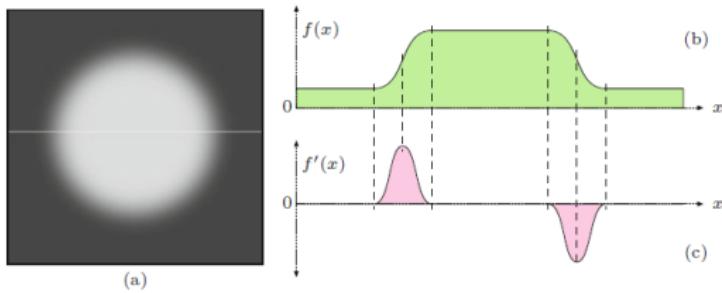


Figure: One dimensional image function and derivation

Only applicable with known, steady functions

Approximating discrete derivation

Image
Derivatives
1D

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What
makes
an image
Problem
Definition

Convolution
Kernel
Blur
Gaussian
Median
Sobel

1D
approach
2D
Approach
Filters

Advanced
gradient
based
edges
etection

Composi-
tions

Edge
Sharpen-
ing

Problem: the image function is discrete, therefore we need to approximate the derivation

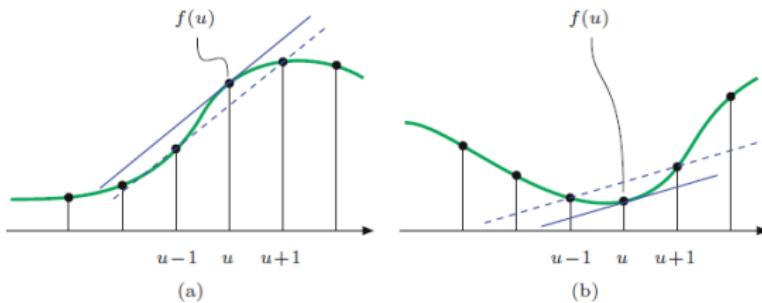


Figure: Approximation of the derivation for discrete imagefunctions

$$\frac{df}{dx}(u) \approx \frac{f(u+1) - f(u-1)}{(u+1) - (u-1)} = \frac{f(u+1) - f(u-1)}{2}$$

Two dimensional approach

Image
Derivatives
Convolution
Blur

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What
makes
an image
Problems

Definition

Convolution
Kernel
Blur
Gaussian
Median

1D
approach

2D
Approach

Filters

Advanced
edge
based
edges
tection

Composi-
tions

Edge
Sharpen-
ing

If working with full images, we got two dimensions and therefore two partial derivations:

$$I_x = \frac{\partial I}{\partial x}(u, v), I_y = \frac{\partial I}{\partial y}(u, v)$$

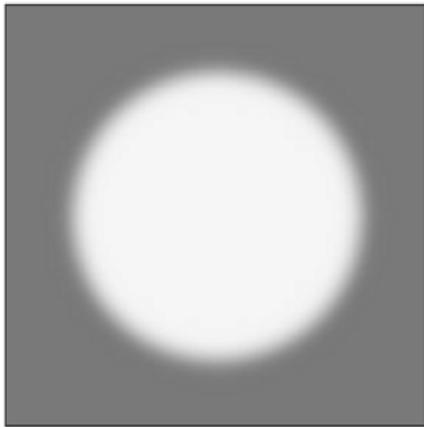
the **gradient** at the point (u, v) is

$$\nabla I(u, v) = \begin{pmatrix} I_x(u, v) \\ I_y(u, v) \end{pmatrix}$$

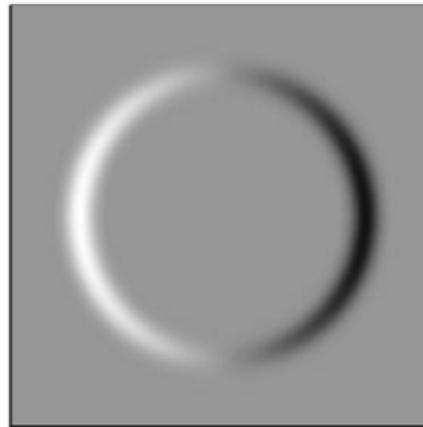
And the **magnitude** is

$$|\nabla I| = \sqrt{I_x^2 + I_y^2}$$

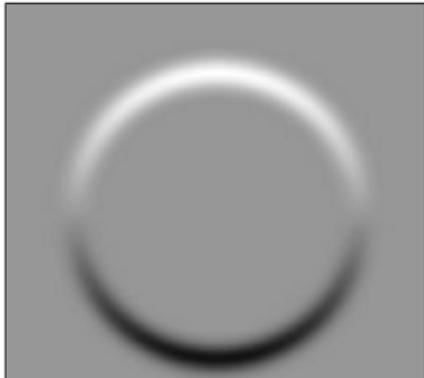
Example



(a) I



(b) I_x



Implementation with filters

Expressing the gradient as a *linear filter* is simple:

$$I_x = [-0.5 \quad 0 \quad 0.5] I_y = \begin{bmatrix} -0.5 \\ 0 \\ 0.5 \end{bmatrix}$$

Table of Contents

1 What makes an Edge?

- Problems
- Definition

2 Basics of gradient-based edgedetection

- 1D approach
- 2D Approach
- Filters

3 Advanced gradient-based edgedetection

4 Compass Operators

5 Edge Sharpening

Table of Contents

1 What makes an Edge?

- Problems
- Definition

2 Basics of gradient-based edgedetection

- 1D approach
- 2D Approach
- Filters

3 Advanced gradient-based edgedetection

4 Compass Operators

5 Edge Sharpening

Table of Contents

- 1 What makes an Edge?
 - Problems
 - Definition
- 2 Basics of gradient-based edgedetection
 - 1D approach
 - 2D Approach
 - Filters
- 3 Advanced gradient-based edgedetection
- 4 Compass Operators
- 5 Edge Sharpening