# **Lecture 04 - Component Segmentation**

Prof. André Gustavo Hochuli

gustavo.hochuli@pucpr.br aghochuli@ppgia.pucpr.br

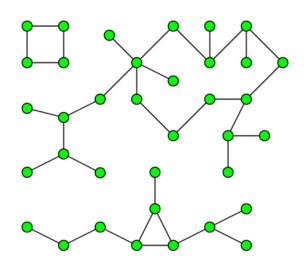
#### **Topics**

- Discussion of Practice 03
- Component Segmentation
  - Finding Connected Components
  - Filtering Components
- Practice
  - License Plate Characters Segmentation



# **Component Segmentation**

- A.K.A Connected Component Extraction, Blob Extraction, .....
- Its application comes from Graph Theory
  - Social Networks
  - Biology
  - Pattern Recognition





# **Connected Component Labelling**

- Analyzes the non-zero pixel's neighborhood (foreground)
- Label each connected pixel with a label (1,2,3,4....)

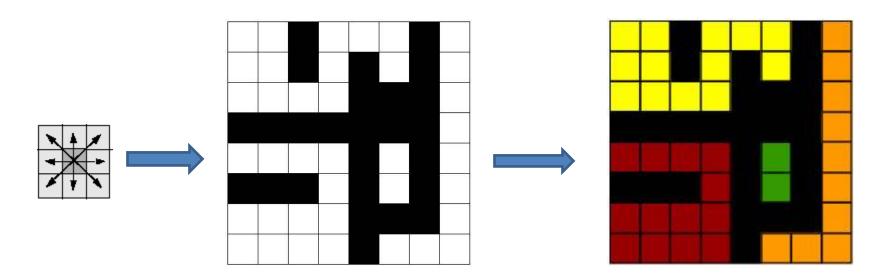
Kernels:



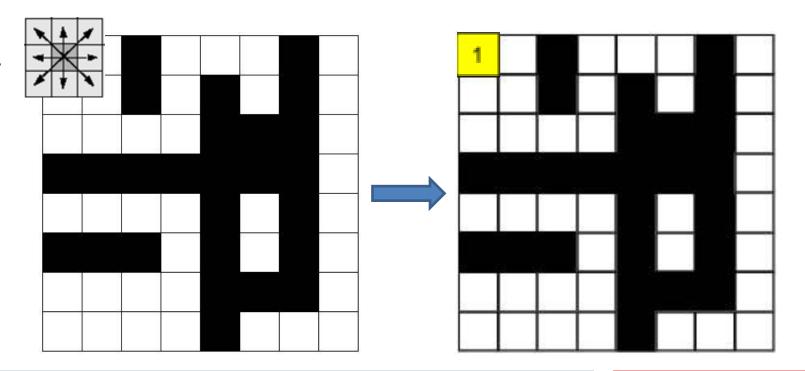
4-Neighboors



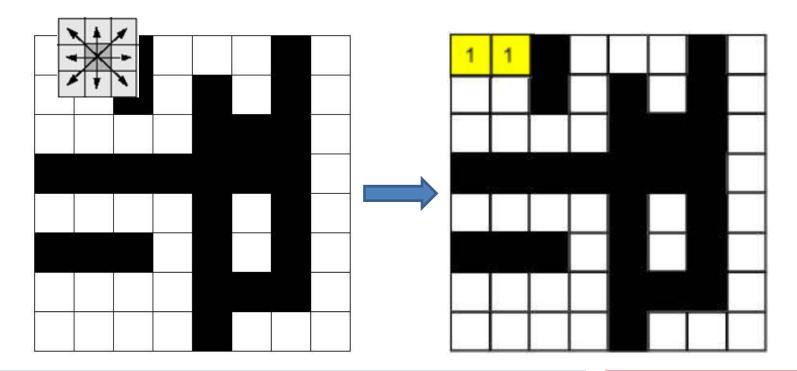
8-Neighboors



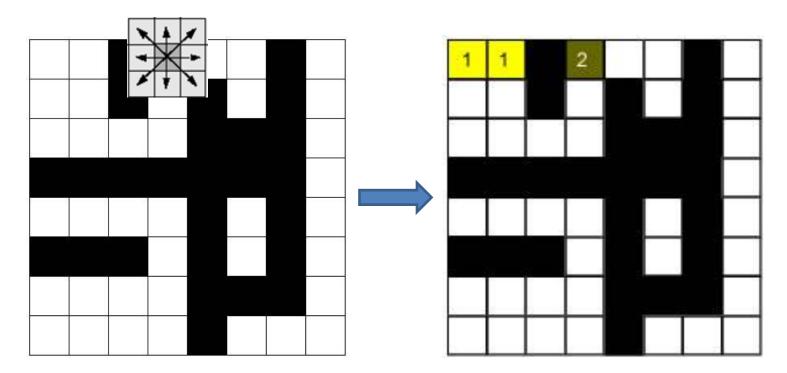
- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)
- Pass #1:
  - Row #1



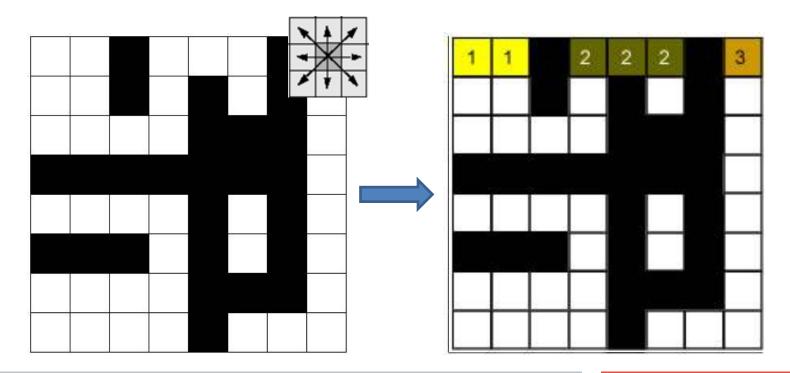
- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)
- Pass #1:
  - Row #1



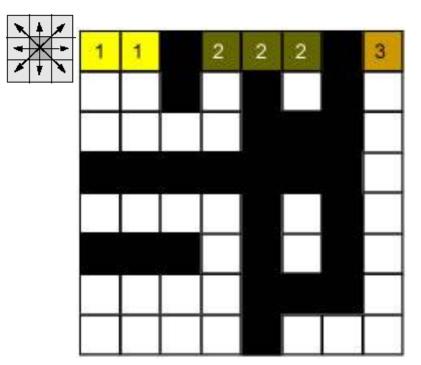
- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor's label.
    - A Union-Find structure control adjacent labels (Union-Find)
- Pass #1:
  - Row #1



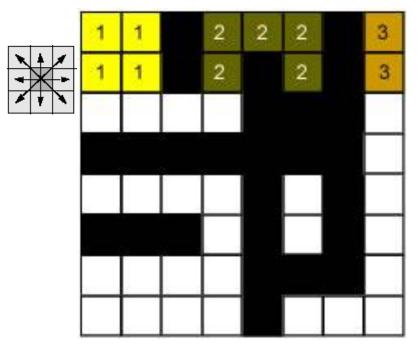
- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)
- Pass #1:
  - Row #1



- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)
- Pass #1:
  - Row #1



- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)
- Pass #1:
  - Row #2

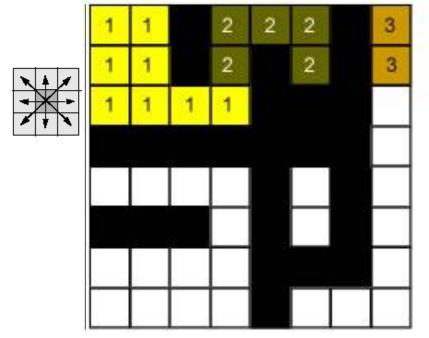


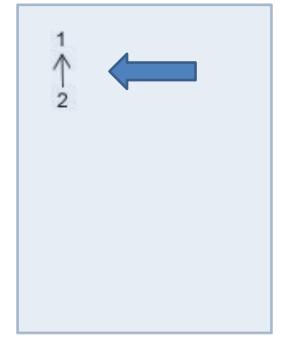
- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)

Adjacent labels



- Pass #1:
  - Row #3

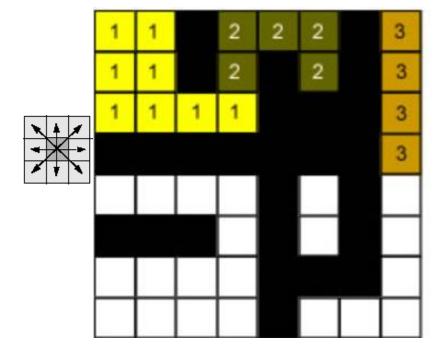




- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)

Pass #1:

Row #4

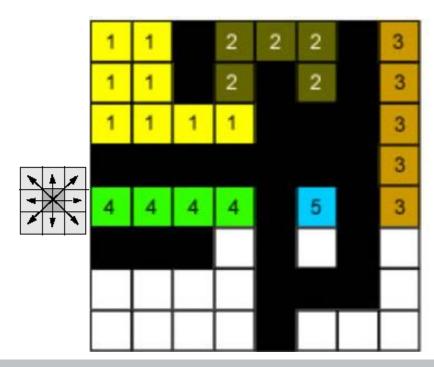


**Union-Find** 

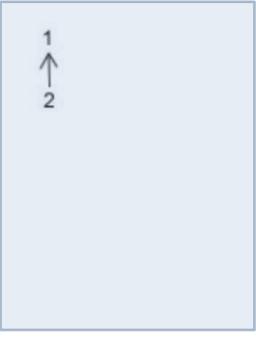
- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)

Pass #1:

Row #5



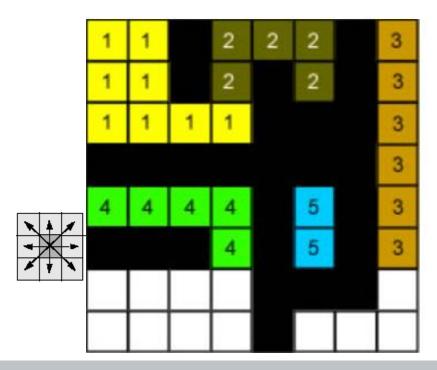
Union-Find



- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)

Pass #1:

• Row #6

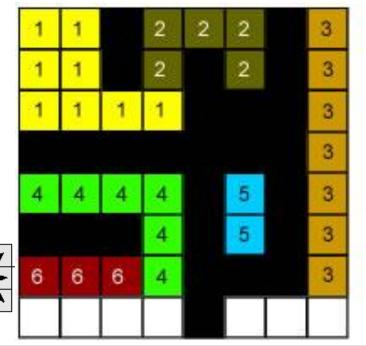


Union-Find

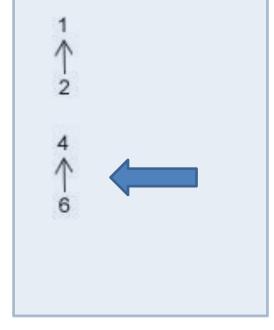


- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)

Pass #1:



**Union-Find** 



Row #7

- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)

Pass #1:

 1
 1
 2
 2
 2
 2
 3

 1
 1
 1
 1
 1
 3

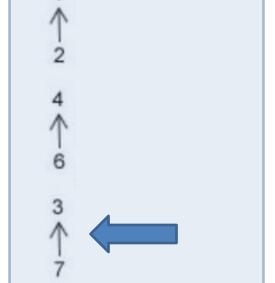
 3
 3
 3
 3
 3
 3

 4
 4
 4
 4
 5
 3

 6
 6
 6
 4
 7
 7
 3

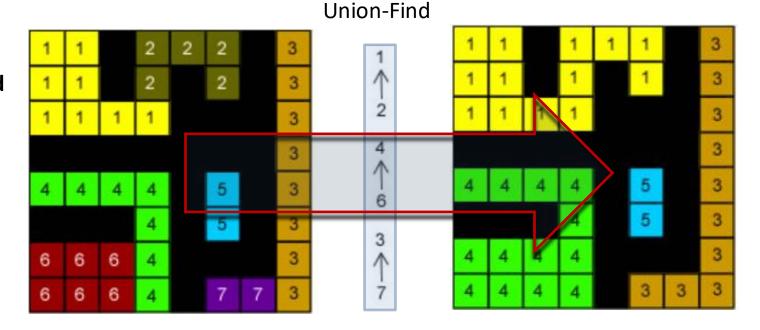
 6
 6
 6
 4
 7
 7
 3

Union-Find



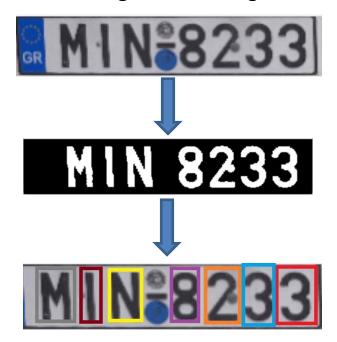
• Row #8

- Sliding a connectivity kernel, row by row (2 passes)
  - If the center falls in a non-zero pixel, label it!
  - Labeling:
    - If there are no labeled pixels connected, attribute a new label
    - Otherwise, attribute to it the neighbor 's label.
    - A Union-Find structure control adjacent labels (Union-Find)
- Pass #2:
- Resolve Union-Find



#### Let's Code!

• In our pratice, we will implement an algorithm to segment characters in a license plate.



- Besides, we will introduce the cv2.connectedComponent() that implements the component labeling method
- Checkout it here: <u>Lecture 04 Finding Components.ipynb</u>