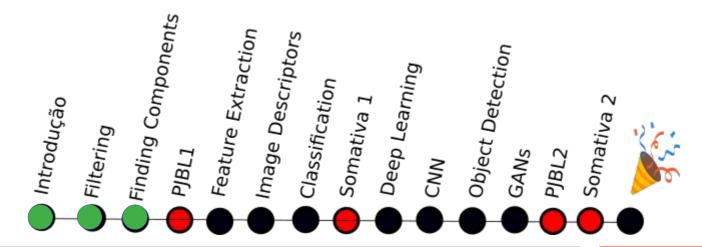
Lecture 04 - Component Segmentation

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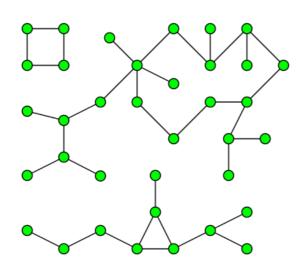
Topics

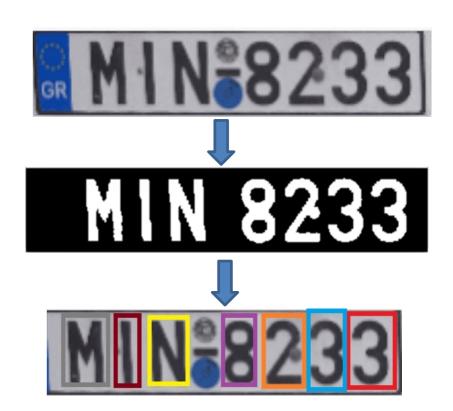
- Discussion of Practice 03
- Component Segmentation
 - Finding Connected Components
 - Filtering Components
- Practice
 - License Plate Characters Segmentation



Component Segmentation

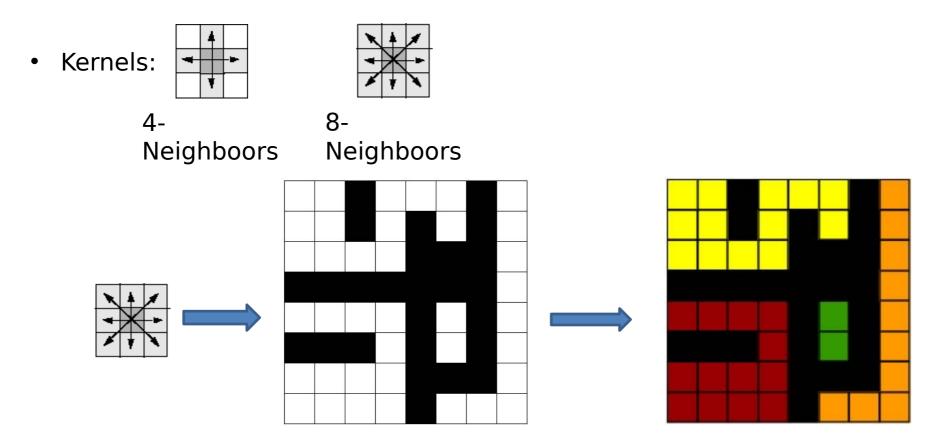
- A.K.A Connected Component Extraction, Blob Extraction,
- Its application comes from Graph Theory
 - Social Networks
 - Biology
 - Pattern Recognition



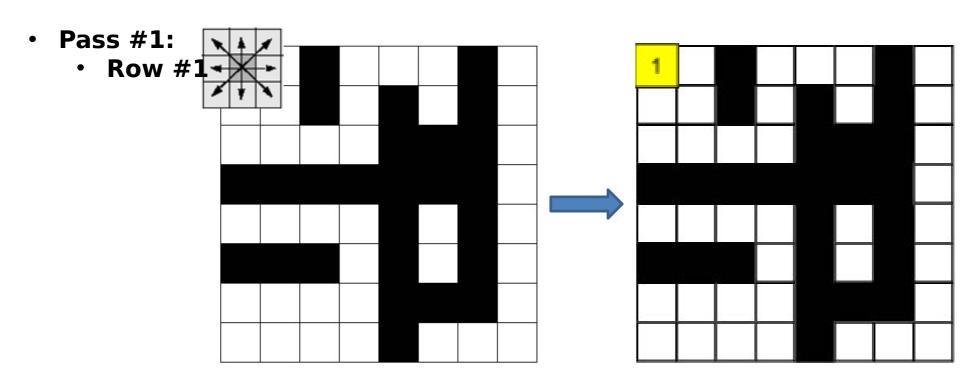


Connected Component Labelling

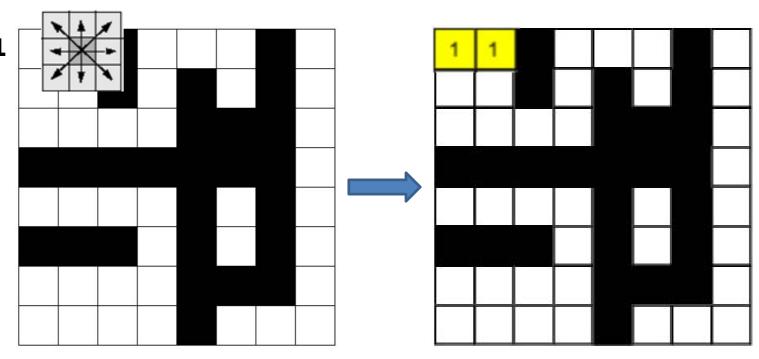
- Analyzes the non-zero pixel's neighborhood (foreground)
- Label each connected pixel with a label (1,2,3,4....)



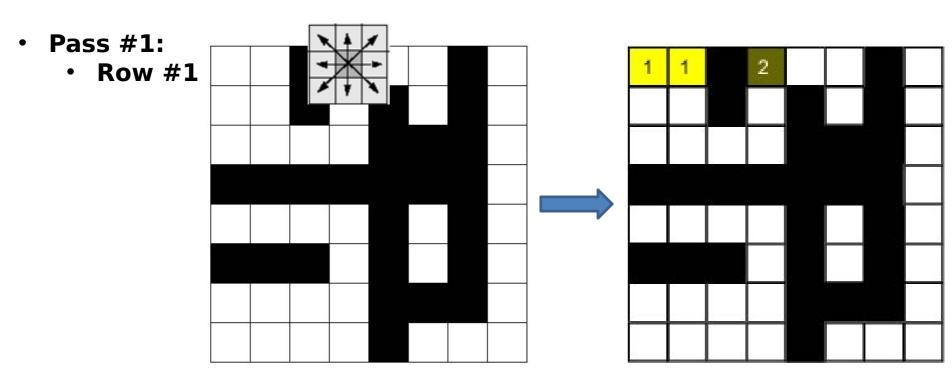
- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor's label.
 - A Union-Find structure control adjacent labels (Union-Find)



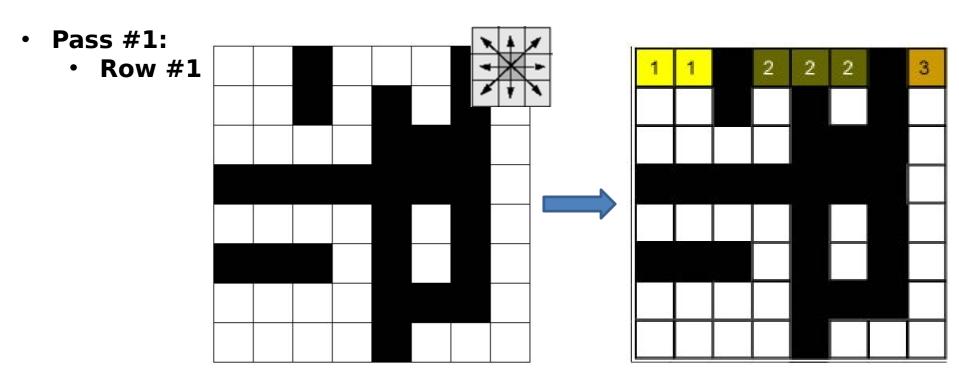
- Sliding a connectivity kernel , row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor's label.
 - A Union-Find structure control adjacent labels (Union-Find)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



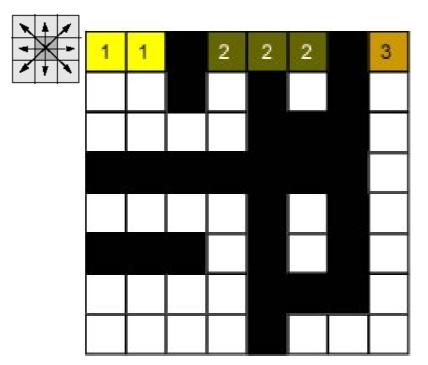
- Sliding a connectivity kernel , row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
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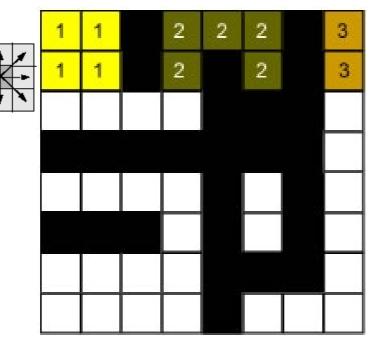
- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
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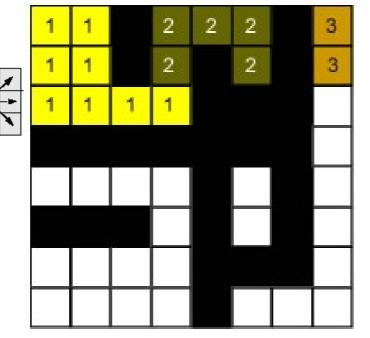
- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor's label.
 - A Union-Find structure control adjacent labels (Union-Find)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

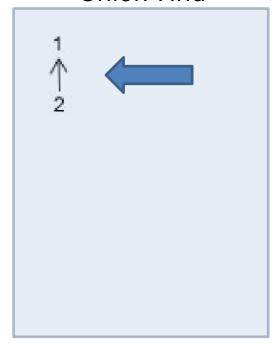


- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor's label.
 - A Union-Find structure control adjacent labels (Union-Find)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



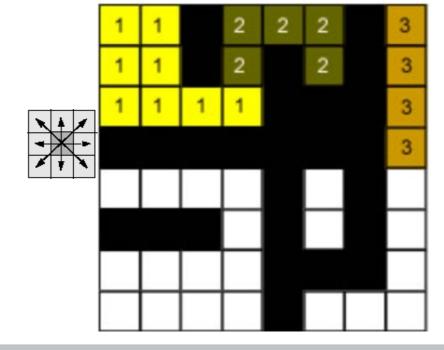
- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor's label.
 - A Union-Find structure control adjacent labels (Union-Find)
 Union-Find
- Pass #1:
 - **Row #3**

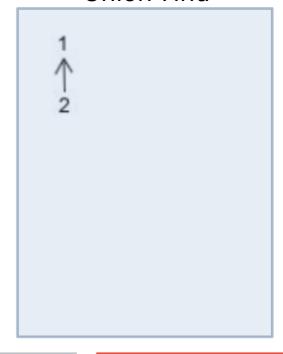




- Sliding a connectivity kernel , row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor's label.
 - A Union-Find structure control adjacent labels (Union-Find)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

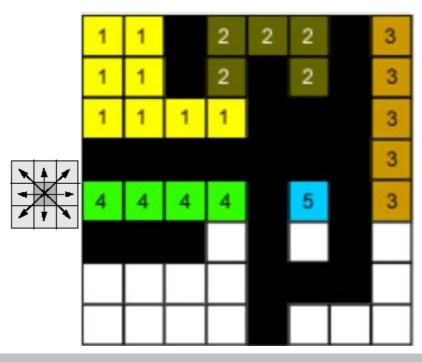
Row #4

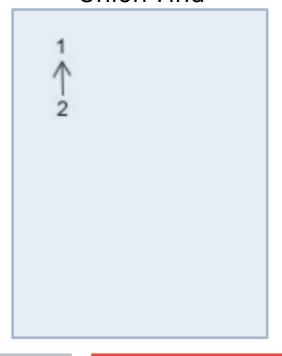




- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor's label.
 - A Union-Find structure control adjacent labels (Union-Find)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

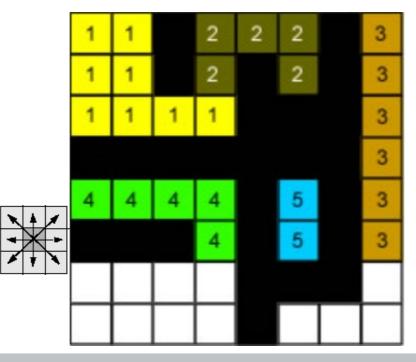
• Row #5

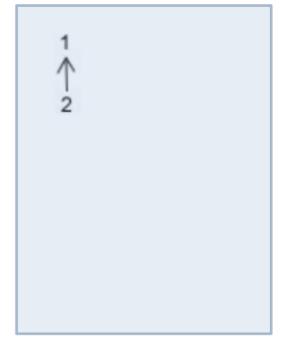




- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor's label.
 - A Union-Find structure control adjacent labels (Union-Find)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

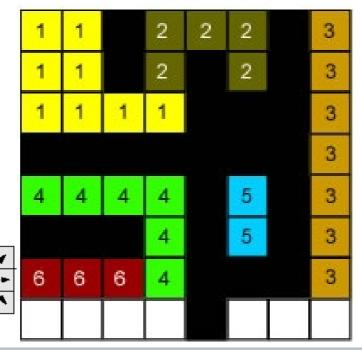
Pass #1:

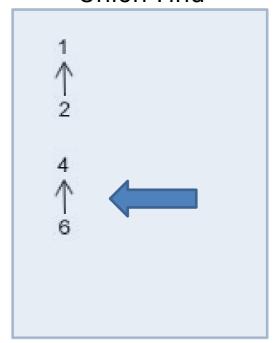




Row #6

- 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)
 Union-Find
- Pass #1:

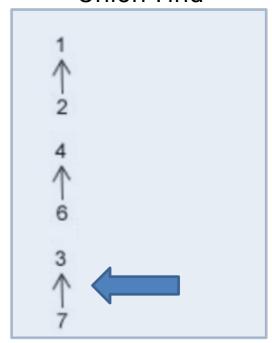




• Row #7

- 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)
 Union-Find
- Pass #1:

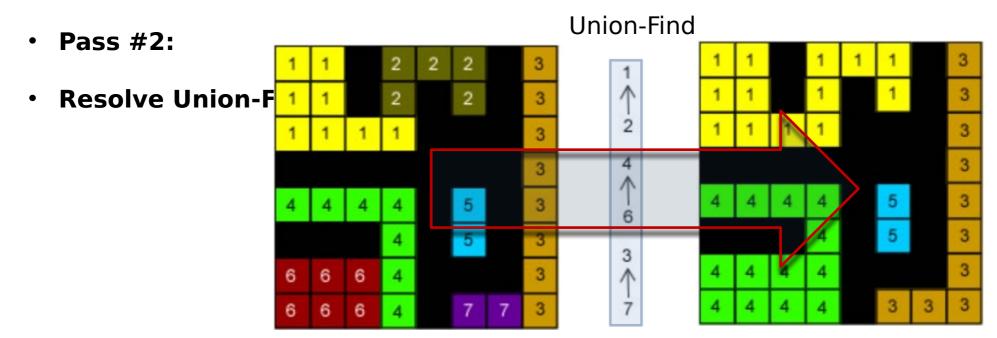




Row #8



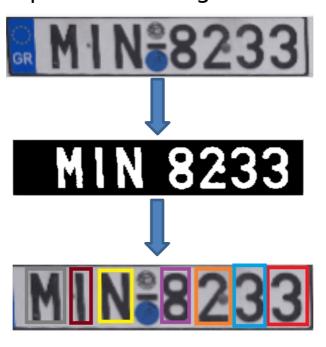
- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor's label.
 - A Union-Find structure control adjacent labels (Union-Find)



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>