



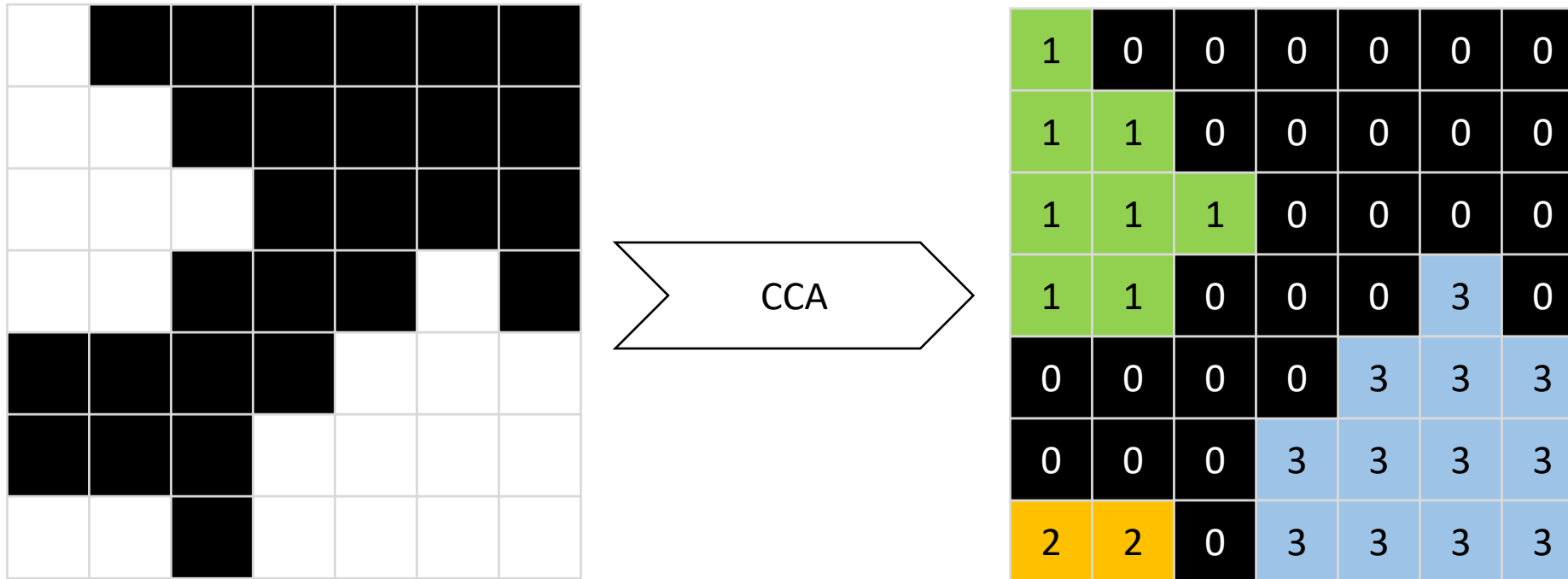
Instance segmentation

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With material from
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October 2022

- In order to allow the computer differentiating objects, connected component analysis (CCA) is used to mark pixels belonging to different objects with different numbers
- Background pixels are marked with 0.
- The maximum intensity of a labelled map corresponds to the number of objects.

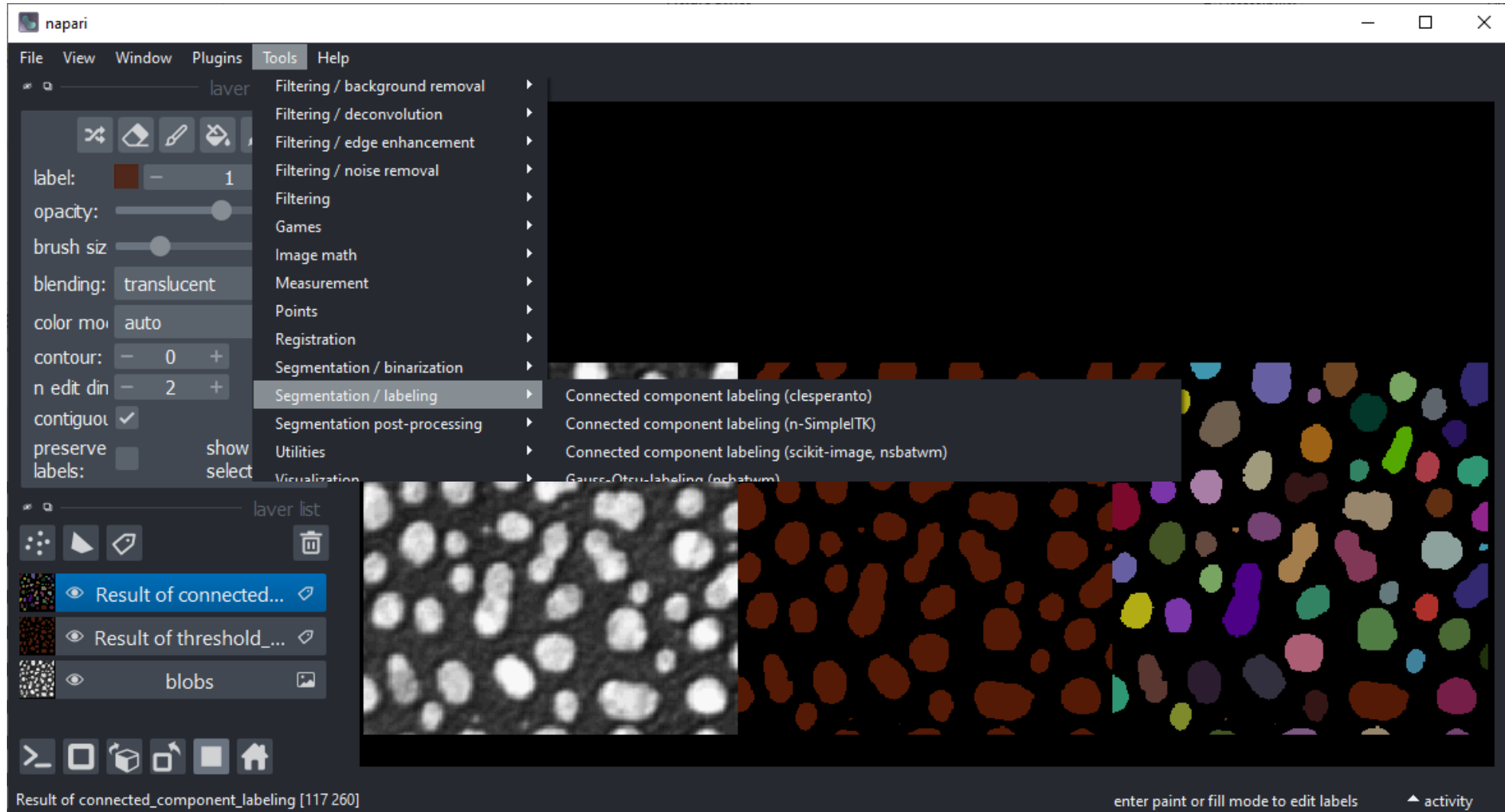


NOTE:

The maximum intensity of the image can be used to determine how many objects there are in the image.

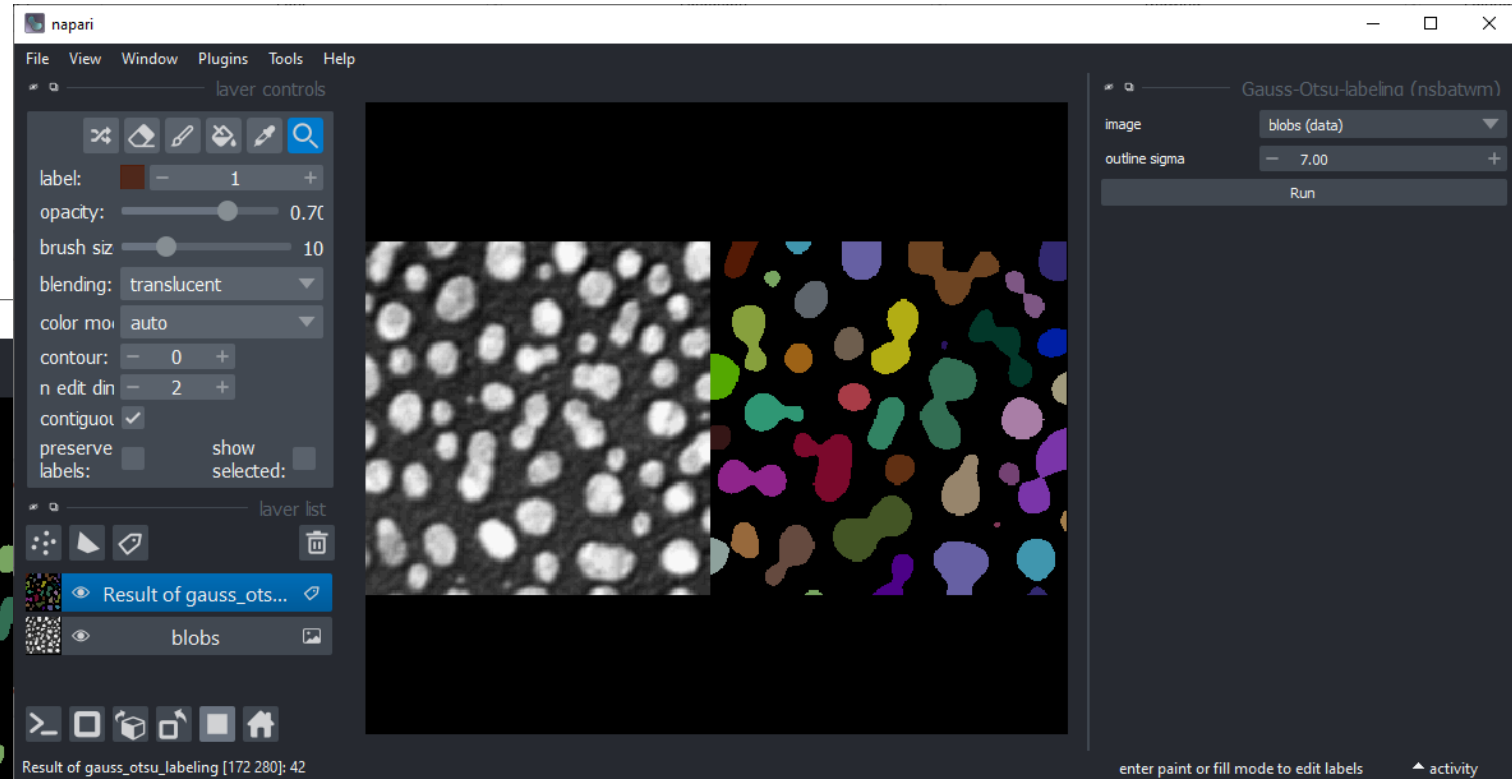
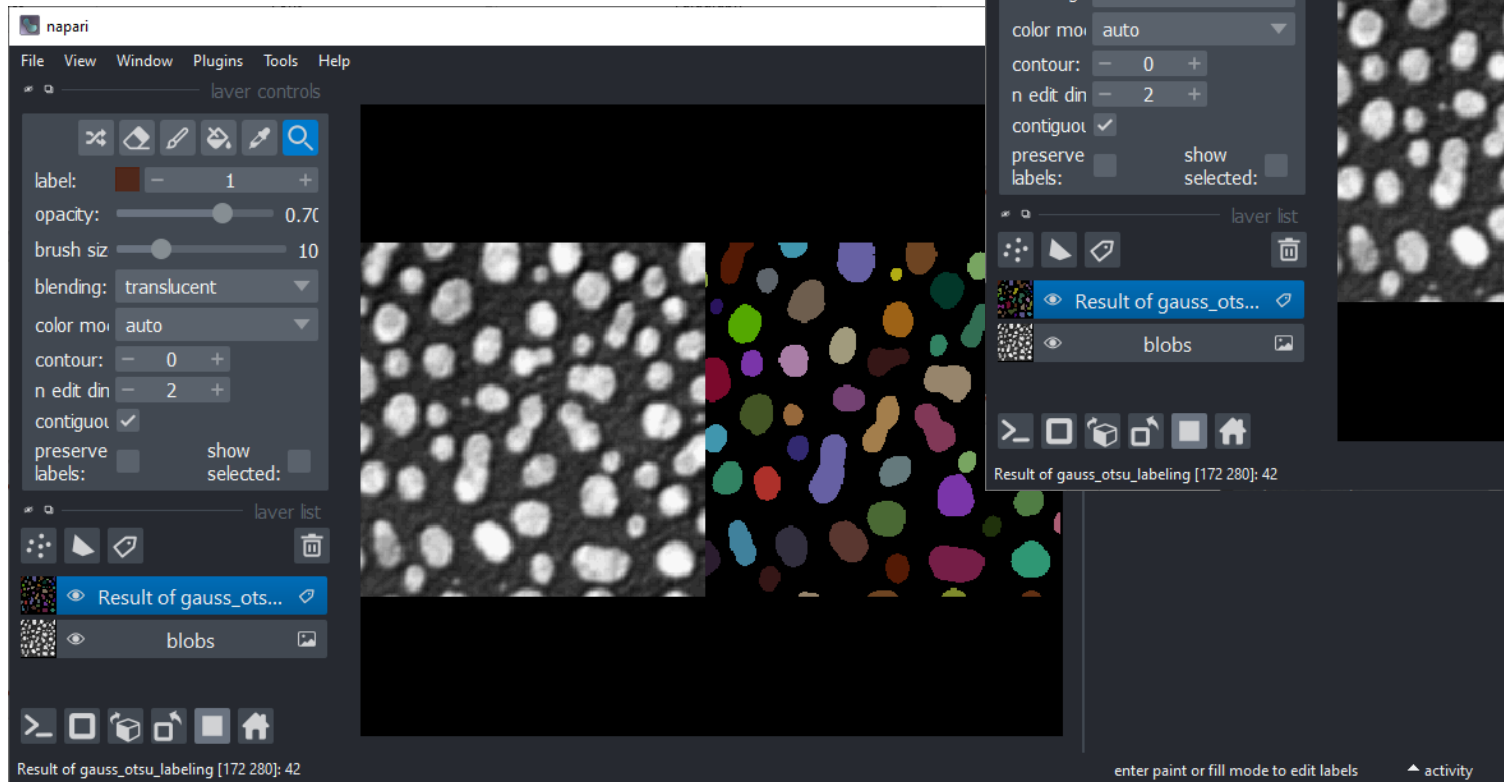
Connected component labelling

- In napari: Tools > Segmentation / labeling menu

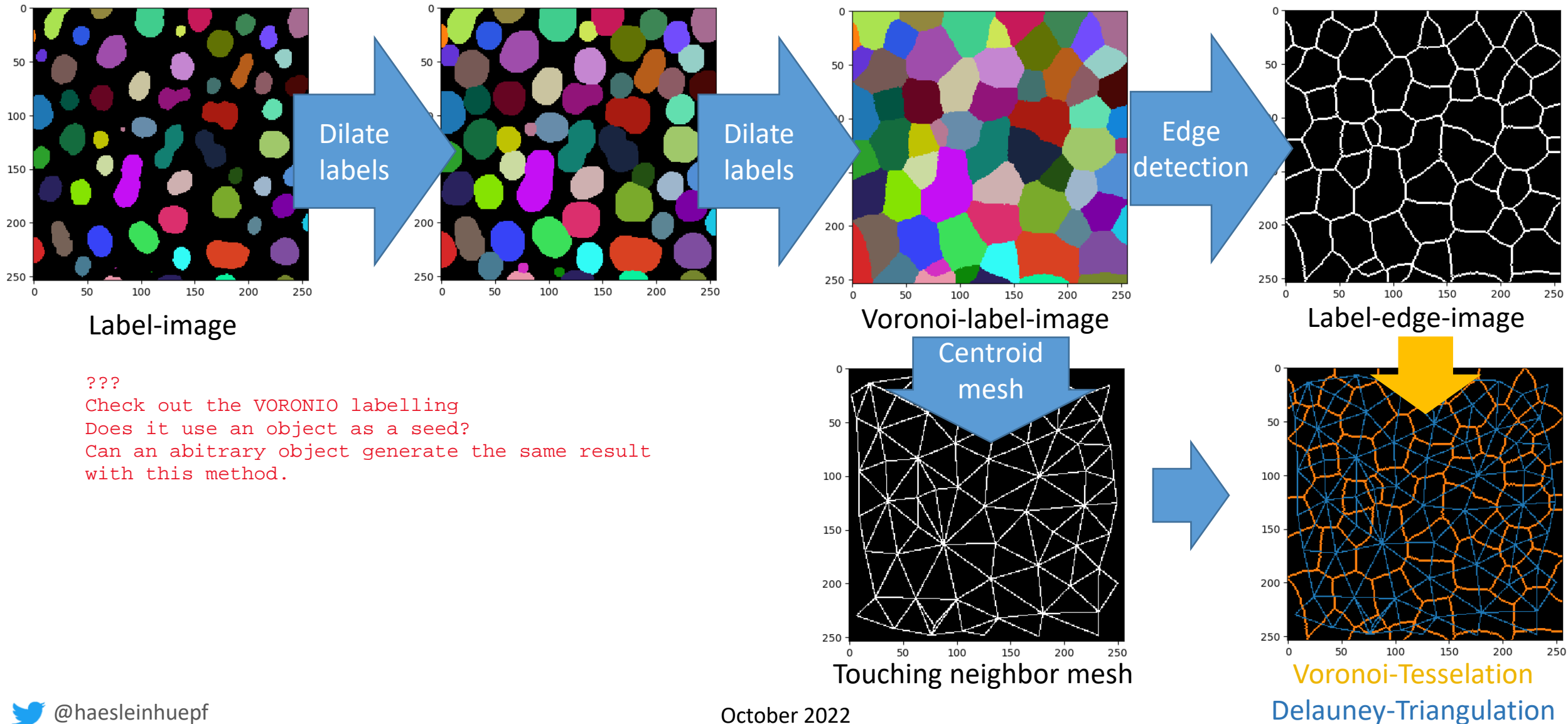


Short-cuts: Gauss-Otsu-Labeling

- In napari: Tools > Segmentation / labeling menu
- Gaussian-blur + Threshold Otsu + Connected component labeling

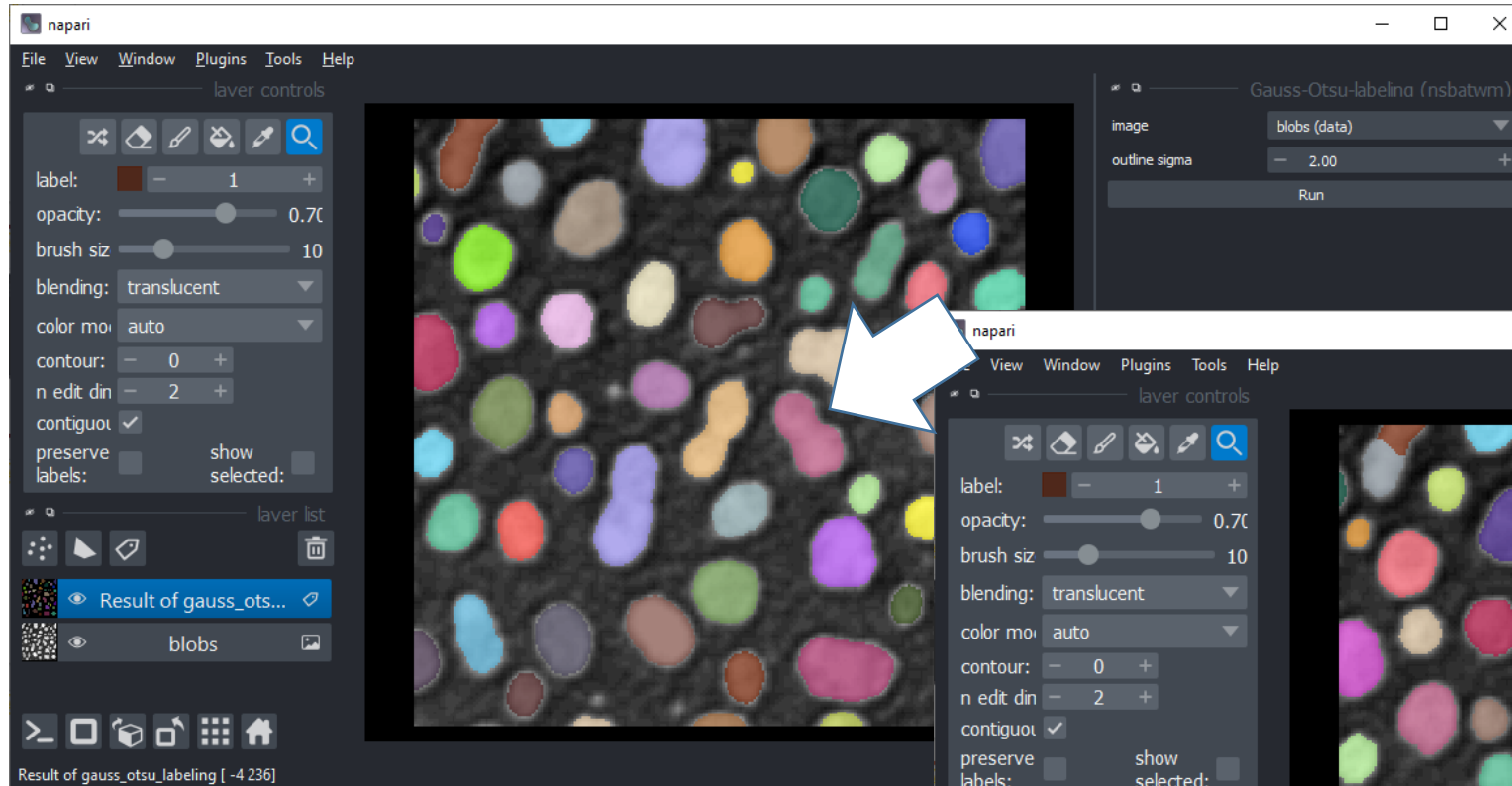


- In napari-menu: Tools > Segmentation post-processing



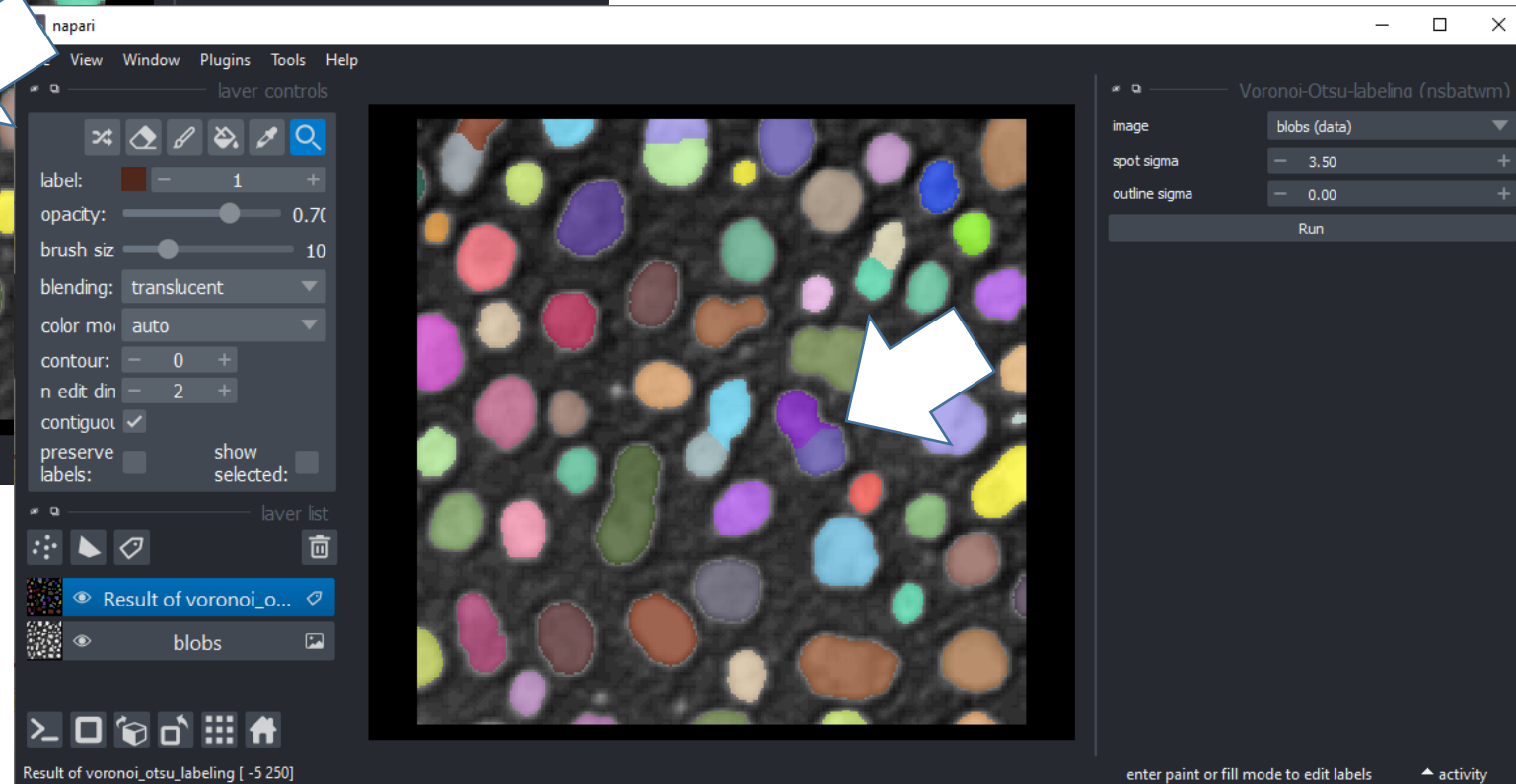
Short-cuts: Voronoi-Otsu-Labeling

- In napari: Tools > Segmentation / labeling menu

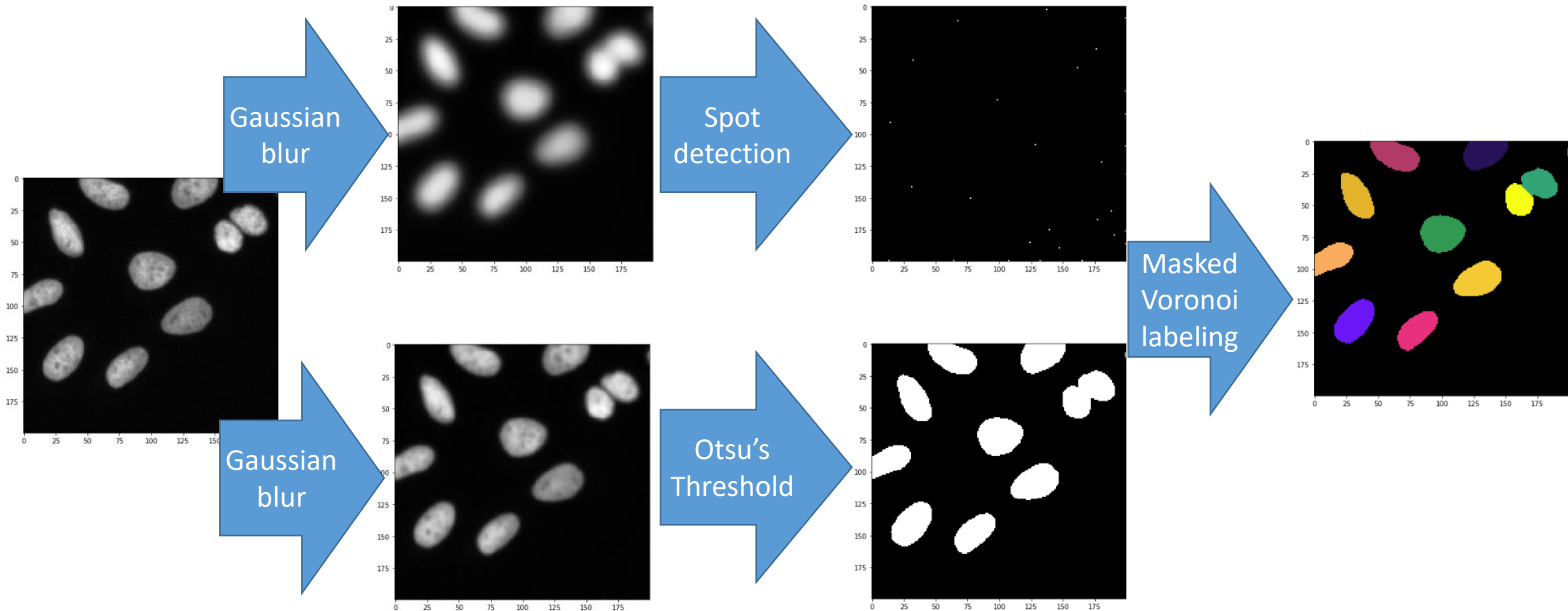


Gauss-Otsu-Labeling

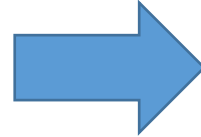
Voronoi-Otsu-Labeling



- Combination of Gaussian blur, Otsu's Threshold and Voronoi-labeling

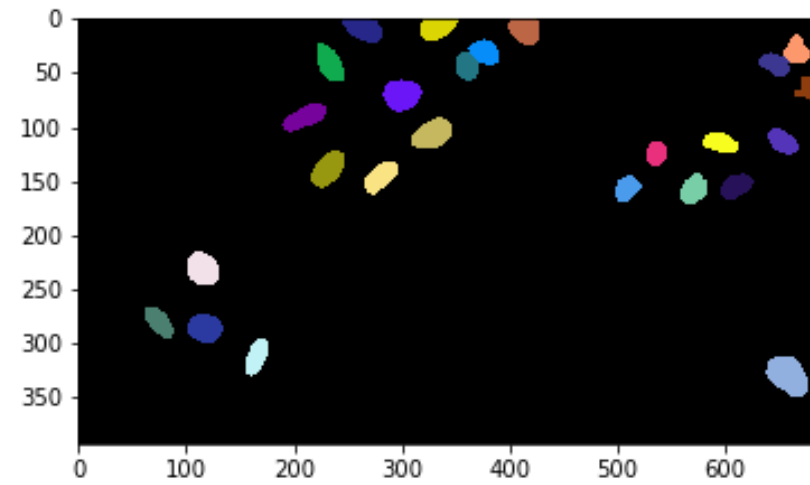
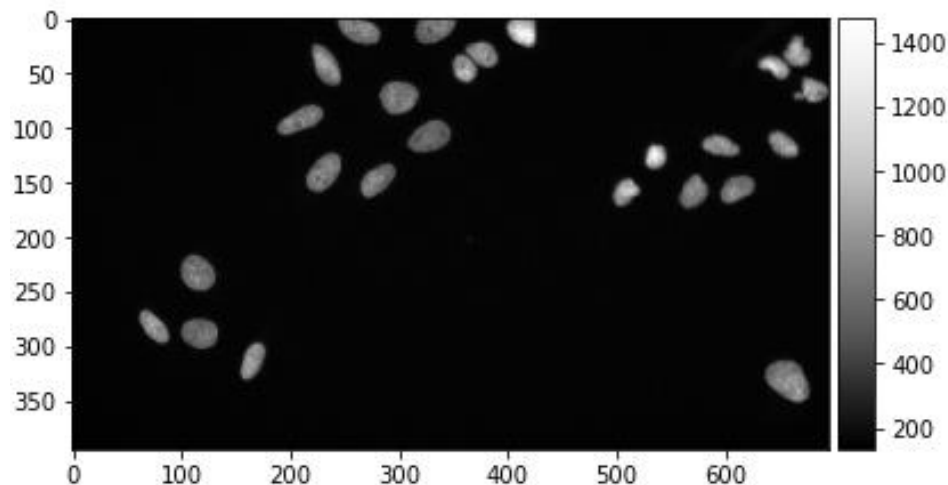


- Gaussian-Blur
- Otsu-Thresholding
- Spot-detection
- Watershed on the binary image



... in a single line of code:

```
segmented = nsbatwm.voronoi_otсу_labeling(input_image,  
                                           spot_sigma=5,  
                                           outline_sigma=1  
                                           )  
segmented
```



nsbatwm made image

shape (395, 695)

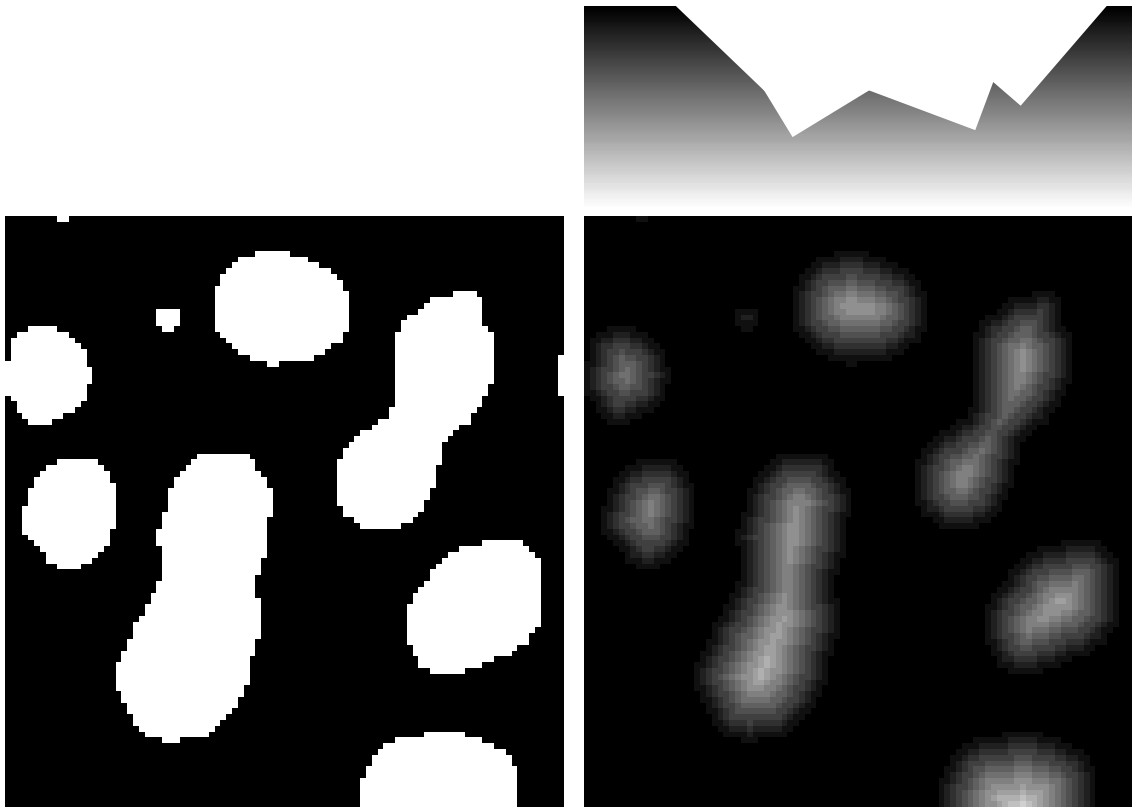
dtype int32

size 1.0 MB

min 0

max 25

- The watershed algorithm for binary images allows cutting one object into two where it's reasonable.



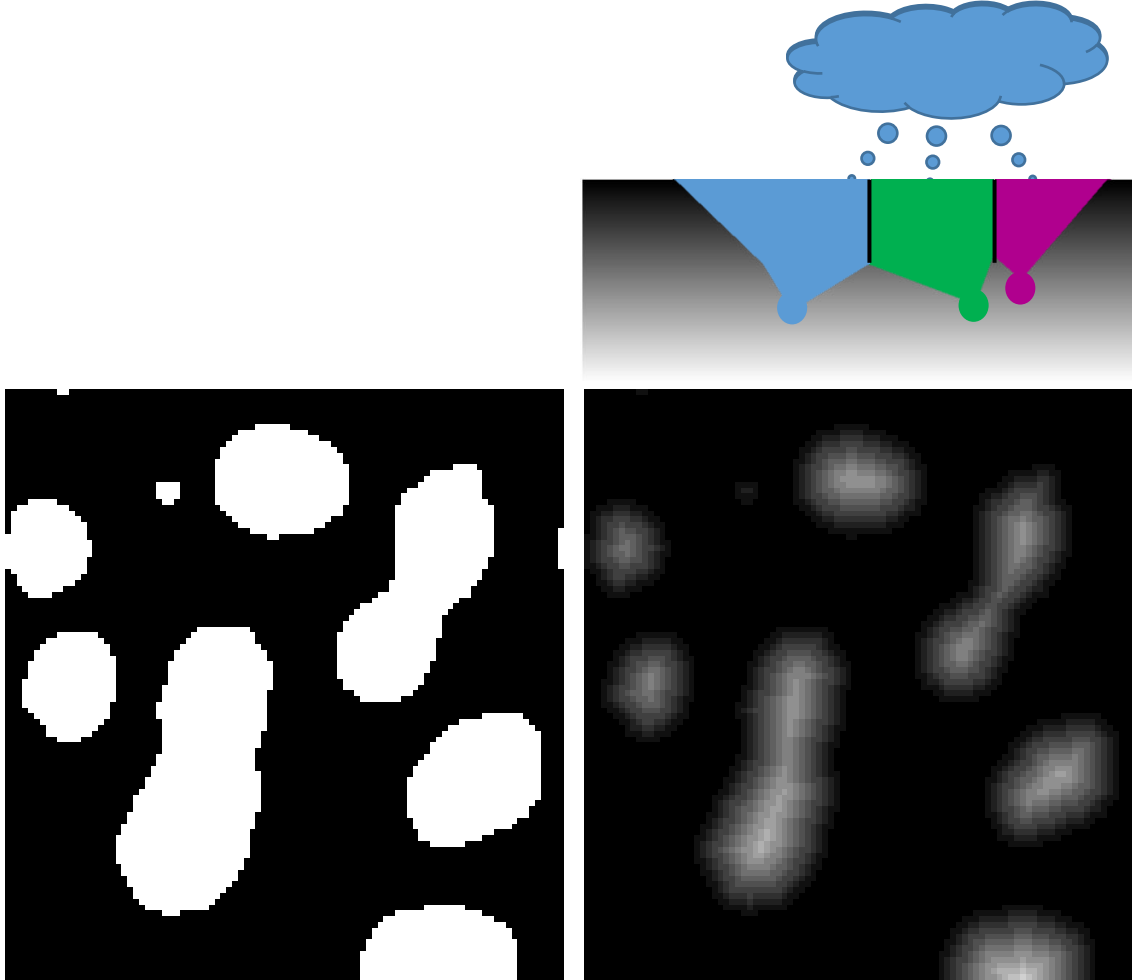
NOTE:

Distance map is used to determine how far the black background of an object is from the neighbouring object. It's principle is used in implementing watershed algorithm.

Binary segmentation

Distance map

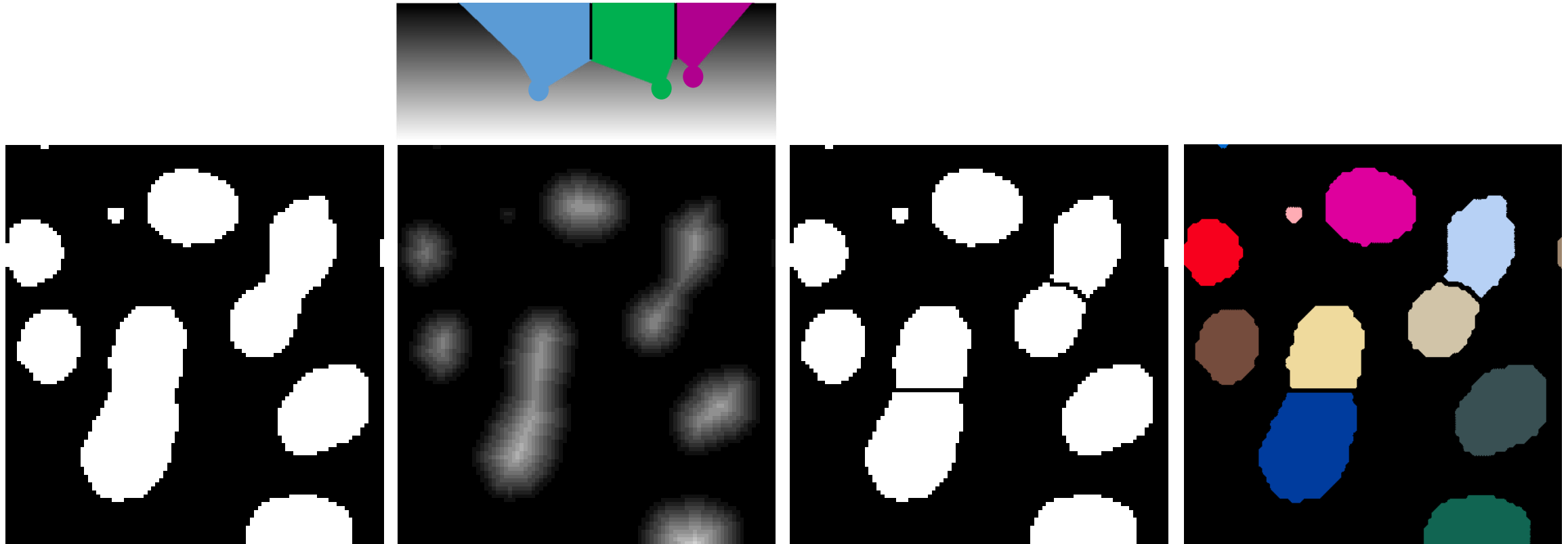
- The watershed algorithm for binary images allows cutting one object into tow where it's reasonable.



Binary segmentation

Distance map

- The watershed algorithm for binary images allows cutting one object into two where it's reasonable.
- The watersheds are made from binary images. The algorithm does not take the original image into account!



Binary segmentation

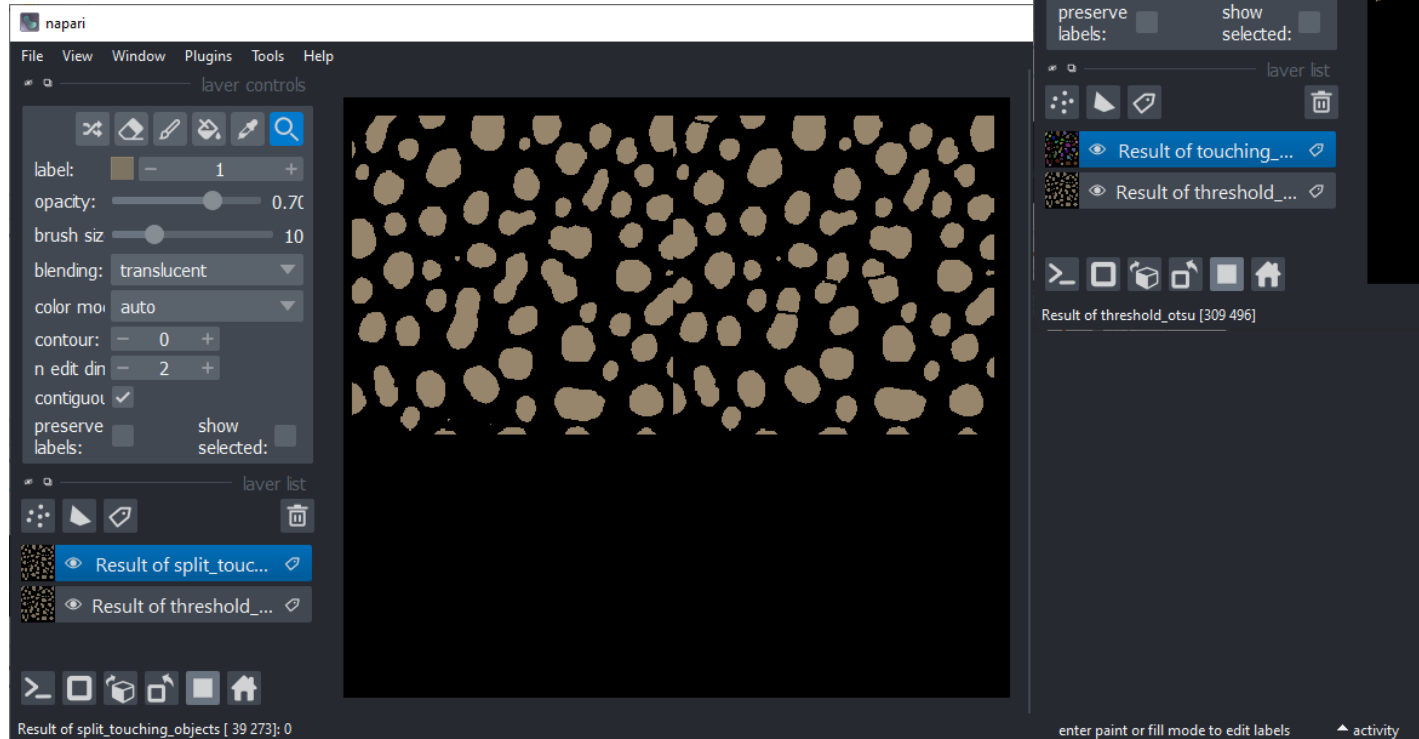
Distance map

Binary watershed

Labeled watershed

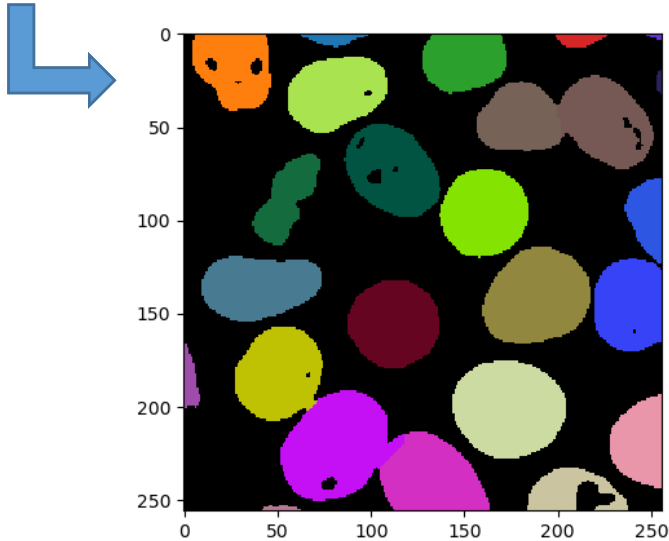
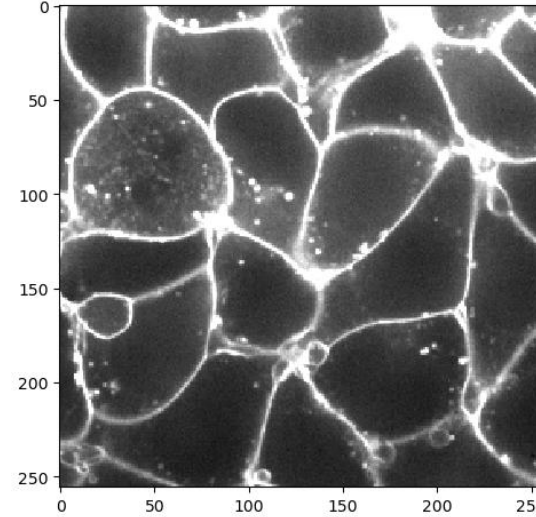
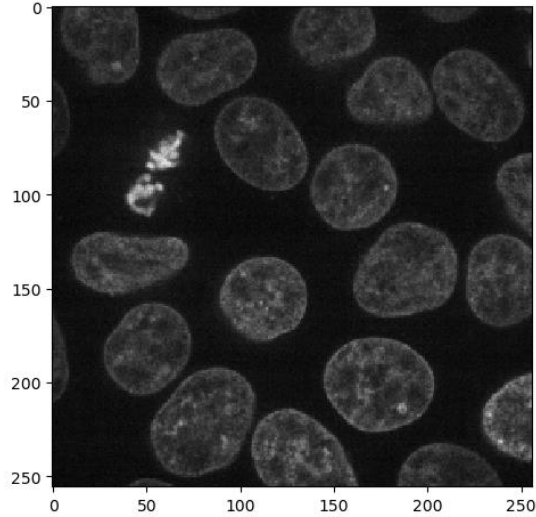
- In Napari

Similar to ImageJ's Watershed:
Tools > Segmentation post-processing >
Split touching objects

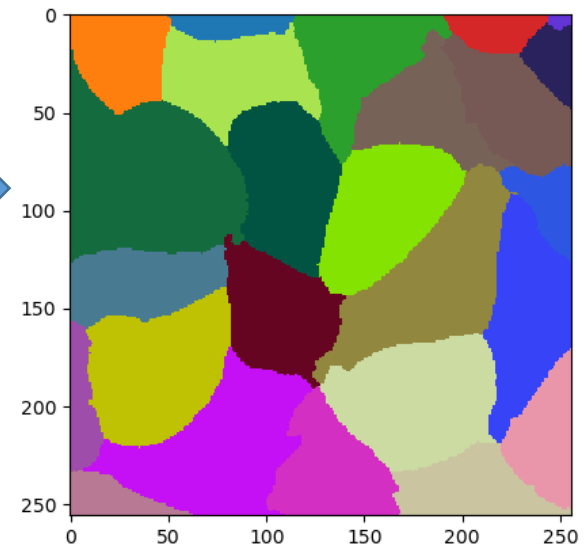


Results directly in a label image:
Tools > Segmentation / labeling >
Label touching objects

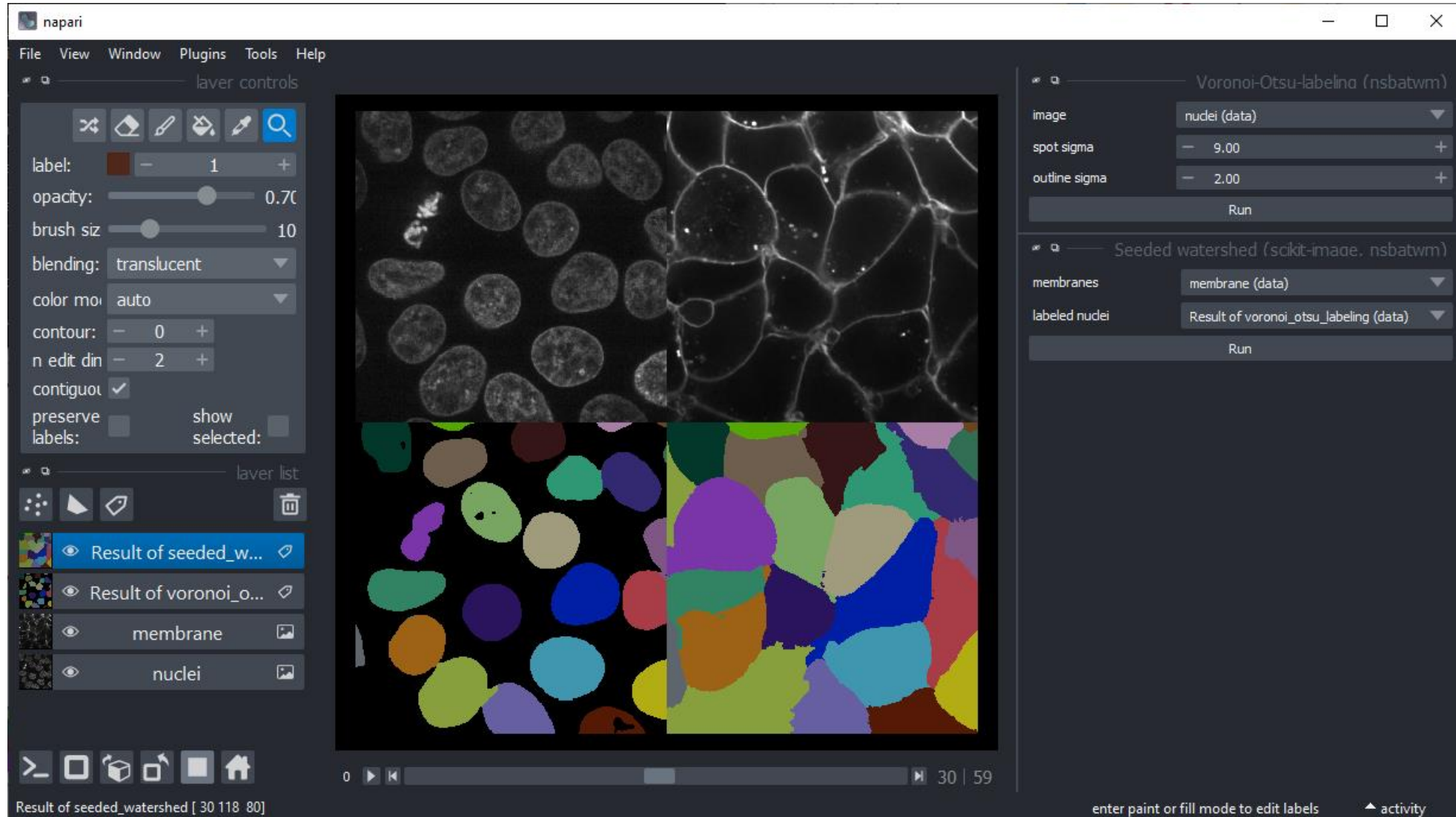
- ... in Python practice



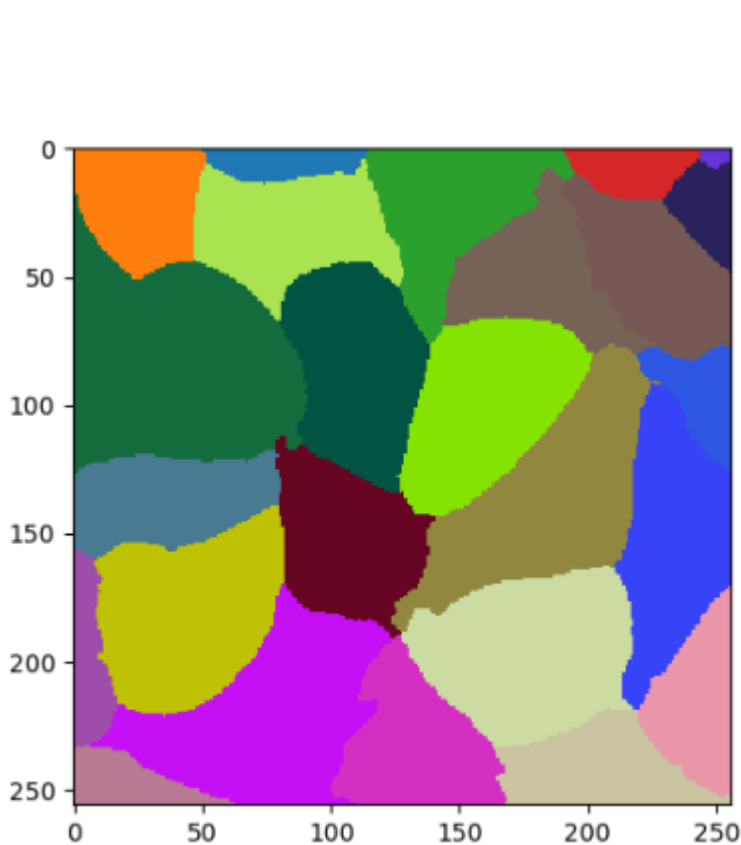
```
labeled_cells = seeded_watershed(membrane_channel, labeled_nuclei)  
labeled_cells
```



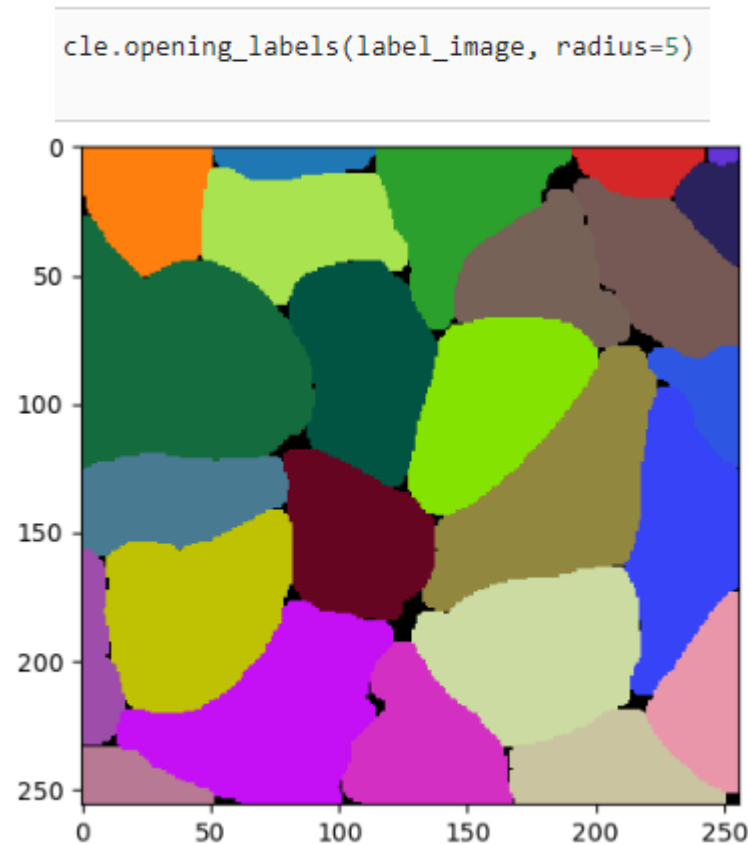
- ... in Napari practice: Tools > Segmentation / Labeling menu



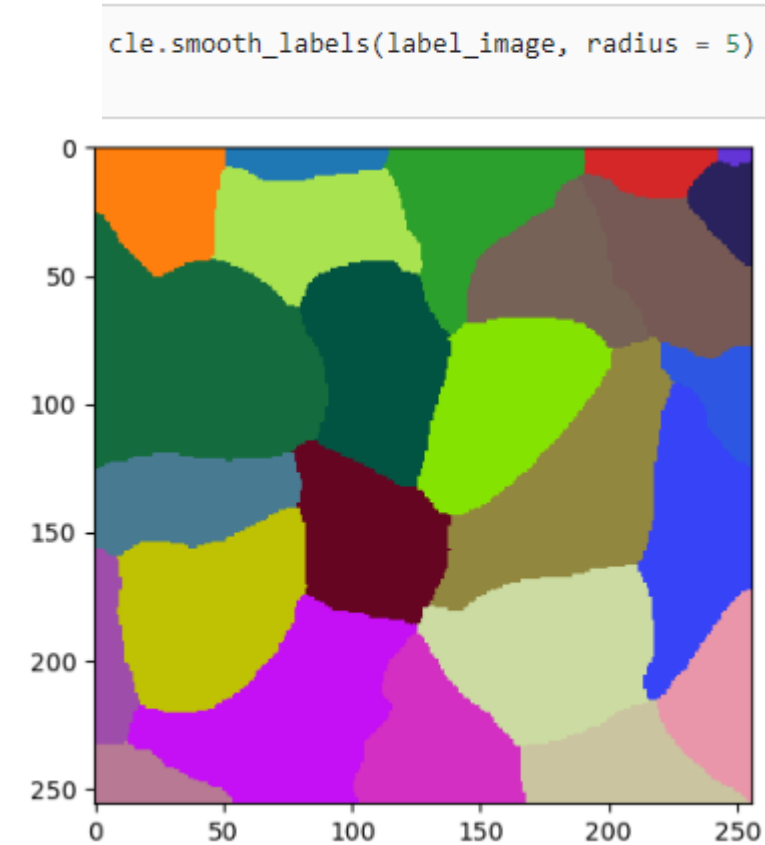
- ... similar to morphological operations on binary images



Original



Opening Labels



Smoothing Labels

Label post-processing / morphological operations

- In Napari menu Tools > Segmentation post-processing > Smooth labels (clEsperanto)

