

Region Segmentation

- Binary Regions
- k means clustering
- Watershed Segmentation
- Mean Shift Segmentation

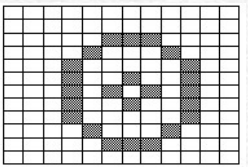
Regions

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Slide 1

1

Connectivity – Paradoxes



- Use pixel Adjacency to build contiguous regions
 - Objects
 - Background
 - Holes

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Segmentation

- Split images into smaller parts
 - Preferably corresponding to (parts of) objects.
- Two main approaches
 - Region based
 - Edge based
- Video segmentation
 - Breaking video into clips
 - Segmenting objects/regions consistently over time

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Slide 2

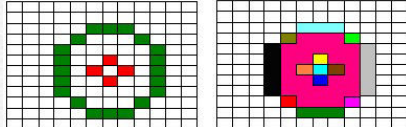
2

Connectivity – 4 adjacency & 8 adjacency

- Have to use either 4-adjacency or 8-adjacency
 - Label each non-zero pixel...

3	2	1
4	8	0
5	6	7

3	2	1
4	8	0
5	6	7



Regions

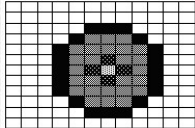
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Connectivity –

What do we actually want?



One possibility

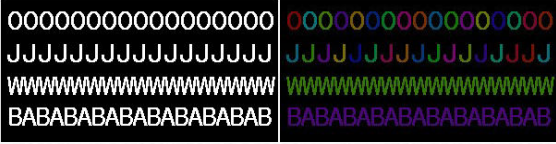
- Treat background using 4-adjacency
- Treat object using 8-adjacency
- Treat holes using 4-adjacency
- Treat objects in holes using 8-adjacency
- ...

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Connectivity – Extracting regions



```
vector<vector<Point>> contours;
vector<Vec4i> hierarchy;
findContours( binary_image, contours, hierarchy,
             CV_RETR_TREE, CV_CHAIN_APPROX_NONE );
```

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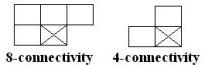
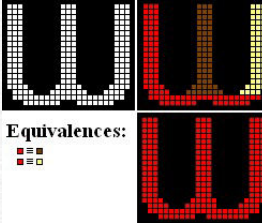
Connectivity – Connected Components Analysis

Search image row by row


- Label each non-zero pixel
- If previous pixels are all background
 - Assign New Label
- Otherwise
 - Pick any label from the previous pixels
 - If any of the other previous pixels have a different label
 - Note equivalence

Relabel equivalent labels.

Previous pixels:

Equivalences:

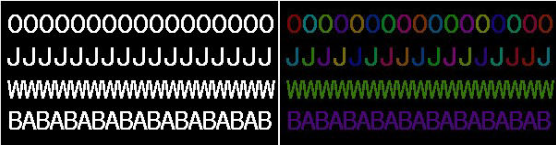


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Connectivity – Labelling regions



```
for (int contour=0; (contour < contours.size()); contour++)
{
  Scalar colour( rand()&0xFF,rand()&0xFF,rand()&0xFF );
  drawContours( contours_image, contours, contour, colour,
               CV_FILLED, 8, hierarchy );
}
```


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k means Clustering

- We'd like to
 - identify significant colours in images
 - Concise descriptions
 - Object tracking
 - reduce the number of colours in any image
 - Compression
- How do we find the best colours?
- k means clustering
 - Creates k clusters of pixels
 - Unsupervised learning

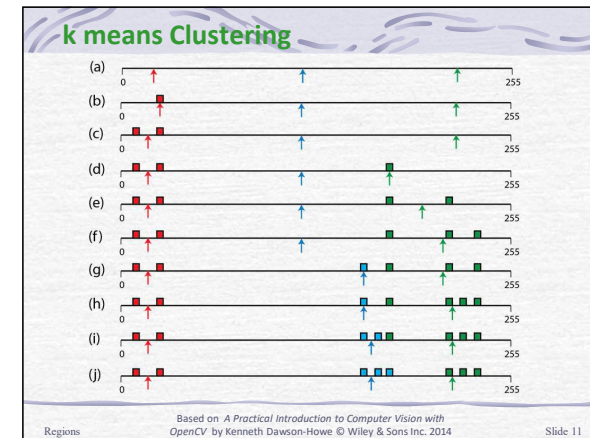


Regions

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k means Clustering – Algorithm

- Number of clusters (k) is known in advance (or determine the k with the maximum confidence)
- Initialise the k cluster exemplars either randomly or use the first k patterns or ...
- 1st pass: Allocate patterns to the closest existing cluster exemplar and recompute the exemplar as the centre of gravity
- 2nd pass: Using the final exemplars from the first pass allocate all patterns cluster exemplars.

Regions

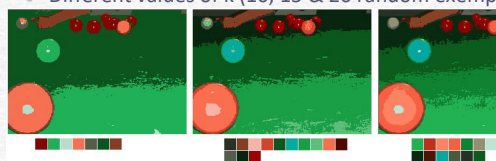
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k means Clustering

- Different values of k (10, 15 & 20 random exemplars):



- Not all clusters end up with patterns
- More exemplars generally gives a more faithful representation



Regions

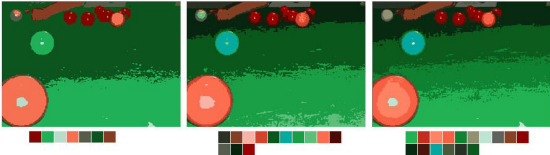
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k means Clustering

- Choosing the best number of exemplars
 - Evaluate the resulting clusters



- Davies-Bouldin index measures cluster separation:
 - $DB = 1/k \sum_{1..k} \max_{i \neq j} ((\Delta_i + \Delta_j) / \delta_{ij})$
- OR Check that distributions are normal

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k means Clustering

```
// Store the image pixels as an array of samples
Mat samples(image.rows*image.cols, 3, CV_32F);
float* sample = samples.ptr<float>(0);
for(int row=0; row<image.rows; row++)
  for(int col=0; col<image.cols; col++)
    for (int channel=0; channel < 3; channel++)
      samples.at<float>(row*image.cols+col,channel) =
        (uchar) image.at<Vec3b>(row,col)[channel];
// Apply k-means clustering, determining the cluster
// centres and a label for each pixel.
....
```

Regions

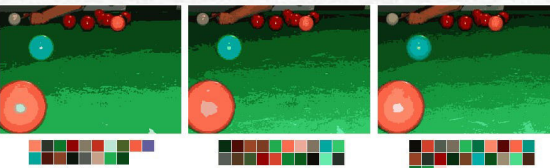
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k means Clustering

- Using random exemplars gives non-deterministic results (30 random exemplars each time):



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k means Clustering

```
Mat labels, centres;
kmeans(samples, k, labels, TermCriteria( CV_TERMCRIT_ITER |
  CV_TERMCRIT_EPS, 0.0001, 10000), iterations,
  KMEANS_PP_CENTERS, centres );
// Use centres and label to populate result image
Mat& result_image = Mat( image.size(), image.type() );
for(int row=0; row<image.rows; row++)
  for(int col=0; col<image.cols; col++)
    for (int channel=0; channel < 3; channel++)
      result_image.at<Vec3b>(row,col)[channel] =
        (uchar) centres.at<float>({(labels.ptr<int>(
          row*image.cols+col)), channel});
```

Regions

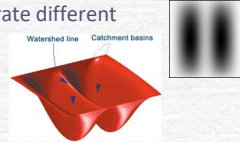
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Watershed segmentation

- In geology watersheds separate different catchment basins.
 - Where the rain gets caught
- In computer vision we
 - Identify all minima.
 - Label as different regions.
 - Flood from the minima extending the regions.
 - Where regions meet we have watershed lines.
- Minimum what?
 - Greyscale
 - Gradient
 - Inverse of the chamfer distance



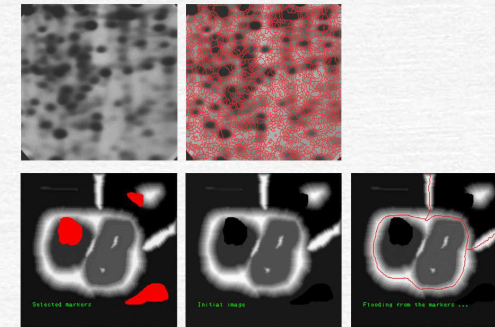
Images from <http://uk.mathworks.com/help/images/creating-watershed-segmentation-for-images-segmentation.html> © 1994-2017 The MathWorks, Inc.

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Watershed segmentation with markers



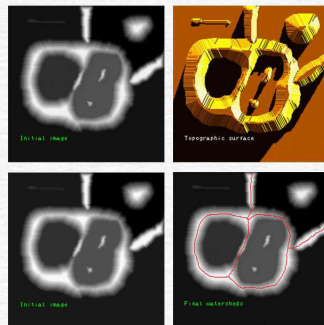
Images from <http://uk.mathworks.com/help/images/creating-watershed-segmentation-for-images-segmentation.html> © 1994-2017 The MathWorks, Inc.

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Watershed segmentation example



Images from <http://uk.mathworks.com/help/images/creating-watershed-segmentation-for-images-segmentation.html> © 1994-2017 The MathWorks, Inc.

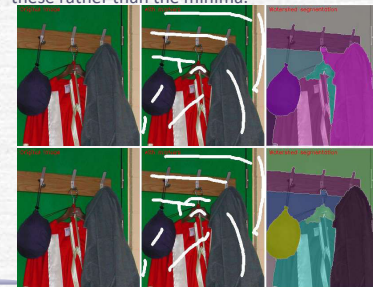
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Watershed segmentation with markers

- Generally we get too many regions
 - Use a priori labels to identify 'objects' and expand from these rather than the minima.



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Mean Shift Segmentation

- k-means clustering
 - Requires the number of clusters to be known
 - Takes no account of spatial location
- Mean Shift Segmentation...
 - Do not need to know the number of clusters
 - Can provide spatial as well as colour segmentation
 - Developed by Comaniciu & Meer 2002



Image from "Mean Shift: A Robust Approach Toward Feature Space Analysis" Dorin Comaniciu, and Peter Meer, IEEE TRANSACTIONS ON PATTERN ANALYSIS AND MACHINE INTELLIGENCE, VOL. 24, NO. 5, MAY 2002;

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Kernel Density Estimation

- The Problem: Given a sparse dataset determine an estimate of density at each point.

$$\hat{f}_h(x) = \frac{1}{n} \sum_{i=1}^n K_h(x - x_i) = \frac{1}{nh} \sum_{i=1}^n K\left(\frac{x - x_i}{h}\right)$$

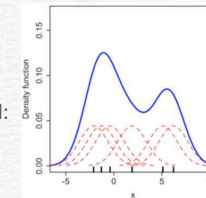
- Kernel Density K() function n samples x_i
- h is the bandwidth

- Effectively

- Smooth all data samples
- Add them all together

- If the dataset is multidimensional:

$$\hat{f}(\mathbf{x}) = \frac{1}{nh^d} \sum_{i=1}^n K\left(\frac{\mathbf{x} - \mathbf{x}_i}{h}\right)$$



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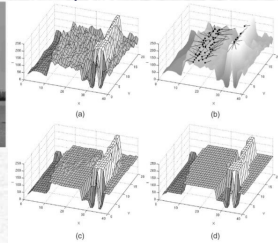
Mean Shift for segmentation– goal

- To associate each point with a particular high-density cluster/mode in colour space.



- Move particles

- in the direction of
- the local
- increasing density



Images from "Mean Shift: A Robust Approach Toward Feature Space Analysis" Dorin Comaniciu, and Peter Meer, IEEE TRANSACTIONS ON PATTERN ANALYSIS AND MACHINE INTELLIGENCE, VOL. 24, NO. 5, MAY 2002;

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Kernel Density Estimation – Kernels

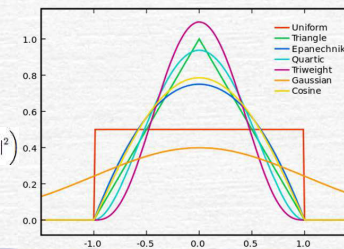
- Many different kernels.
- Kernel functions must integrate to 1.
- Typically use either

- Uniform

$$k_U(x) = \begin{cases} 1-x & 0 \leq x \leq 1 \\ 0 & x > 1, \end{cases}$$

- Gaussian

$$K_N(\mathbf{x}) = (2\pi)^{-d/2} \exp\left(-\frac{1}{2} \|\mathbf{x}\|^2\right)$$



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Mean Shift – Basic Algorithm

- For each particle (pixel)
 - Estimate the local kernel density and more importantly the direction of local increasing density (the *mean shift vector*)
 - Shift the particle to the new mean.
 - Re-compute until the location stabilizes.
- Finally identify which pixels ended up in the same location
 - Mark these as members of the same cluster.
 - Determine the local mean of similar particles

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Mean Shift – The mean shift vector

- For radially symmetric kernels $K(\mathbf{x}) = c_{k,d} k(\|\mathbf{x}\|^2)$
- So the KDE becomes $\hat{f}_{h,K}(\mathbf{x}) = \frac{c_{k,d}}{nh^{d+2}} \sum_{i=1}^n k\left(\left\|\frac{\mathbf{x} - \mathbf{x}_i}{h}\right\|^2\right)$ as $\hat{f}(\mathbf{x}) = \frac{1}{nh^d} \sum_{i=1}^n K\left(\frac{\mathbf{x} - \mathbf{x}_i}{h}\right)$
- We are interested in the rate of change...

$$\hat{\nabla} \hat{f}_{h,K}(\mathbf{x}) \equiv \nabla \hat{f}_{h,K}(\mathbf{x}) = \frac{2c_{k,d}}{nh^{d+2}} \sum_{i=1}^n (\mathbf{x} - \mathbf{x}_i) k'\left(\left\|\frac{\mathbf{x} - \mathbf{x}_i}{h}\right\|^2\right)$$
- Set $g(x) = -k'(x)$ so

$$= \frac{2c_{k,d}}{nh^{d+2}} \sum_{i=1}^n (\mathbf{x}_i - \mathbf{x}) g\left(\left\|\frac{\mathbf{x} - \mathbf{x}_i}{h}\right\|^2\right)$$

$$= \frac{2c_{k,d}}{nh^{d+2}} \left[\sum_{i=1}^n g\left(\left\|\frac{\mathbf{x} - \mathbf{x}_i}{h}\right\|^2\right) \right] \left[\frac{\sum_{i=1}^n \mathbf{x}_i g\left(\left\|\frac{\mathbf{x} - \mathbf{x}_i}{h}\right\|^2\right)}{\sum_{i=1}^n g\left(\left\|\frac{\mathbf{x} - \mathbf{x}_i}{h}\right\|^2\right)} - \mathbf{x} \right]$$
- Define the mean shift vector as $\mathbf{m}_{h,G}(\mathbf{x}) = \frac{\sum_{i=1}^n \mathbf{x}_i g\left(\left\|\frac{\mathbf{x} - \mathbf{x}_i}{h}\right\|^2\right)}{\sum_{i=1}^n g\left(\left\|\frac{\mathbf{x} - \mathbf{x}_i}{h}\right\|^2\right)} - \mathbf{x}$

Maths from "Mean Shift: A Robust Approach Toward Feature Space Analysis" Dorin Comaniciu, and Peter Meer, IEEE TRANSACTIONS ON PATTERN ANALYSIS AND MACHINE INTELLIGENCE, VOL. 24, NO. 5, MAY 2002;

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Mean Shift – The local kernel density

- We limit the points included in the kernel density estimate based on distance and on similar to the current point.

$$K_{h_s, h_c}(\mathbf{x}) = \frac{C}{h_s^s h_c^c} k\left(\left\|\frac{\mathbf{x}^s}{h_s}\right\|^2\right) k\left(\left\|\frac{\mathbf{x}^c}{h_c}\right\|^2\right)$$

- We must use both a spatial kernel and a colour kernel.
- Both can be Gaussian
- Spatial kernel limits/weights the region to consider around the current point
- Colour/range kernel limits/weights the colour/intensity of the points to be included in the mean.

Maths from "Mean Shift: A Robust Approach Toward Feature Space Analysis" Dorin Comaniciu, and Peter Meer, IEEE TRANSACTIONS ON PATTERN ANALYSIS AND MACHINE INTELLIGENCE, VOL. 24, NO. 5, MAY 2002;

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Mean Shift – Spatial kernel functions



Varying the Spatial radius and varying the colour radius

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Mean Shift – Pros and cons

- + Do not need to know the number of clusters *a priori*.
- + Provides spatial as well as colour segmentation.
- Selection of kernel widths can be very hard.
- It is quite slow particularly if there are a lot of clusters.

