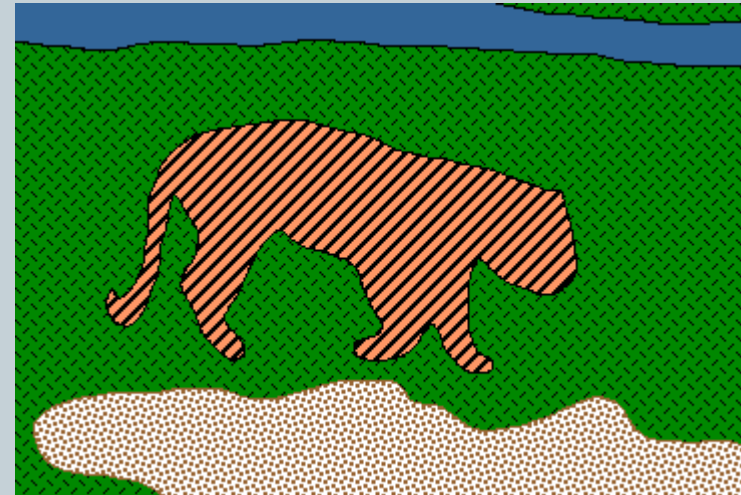




# ELEC 474 – Machine Vision

1

## REGION-BASED SEGMENTATION

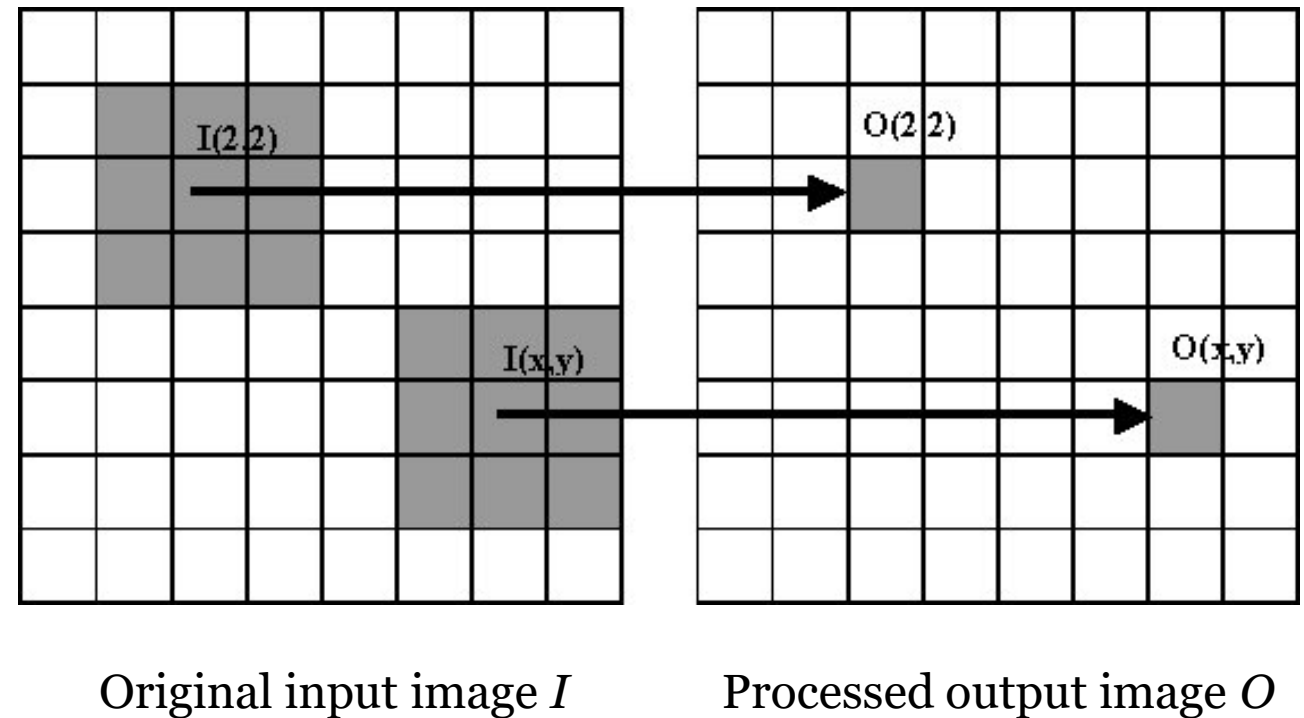


# Region-Based Segmentation



2

- Each pixel has a local neighborhood
- Information in each local neighborhood of the original input image is used to determine the value of the central pixel in the output processed image



# Region-Based Segmentation



3

- Region-Grouping
  - Group pixels or sub-regions into larger regions based on predefined criteria

- Basic Formulation: Let  $I$  represent the entire image.

Segmentation partitions  $I$  into  $n$  subregions,  $R_1, R_2, \dots, R_n$  such that:

1. Segmentation must be complete:  $\bigcup_{i=1}^n R_i = I$
2.  $R_i$  is a connected region, in some predefined sense
3.  $R_i \cap R_j = \emptyset$  for all  $i$  and  $j$  such that  $i \neq j$
4.  $P(R_i) = \text{TRUE}$  using some *homogeneity* criterion
5.  $P(R_i \cup R_j) = \text{FALSE}$  for adjacent regions  $R_i, R_j$

# Region-Based Segmentation



4

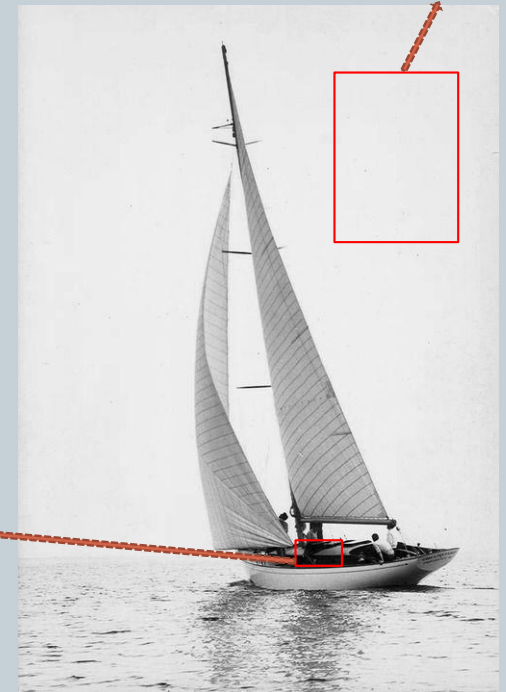
- Examples of homogeneity criteria for region R

- Monochrome images:

- ✦ difference between max and min grey values for all pixels within R is small
      - range of grey values within R is small
    - ✦ difference between any pixel and mean grey value within R is small
      - variance of grey values within R is small

- Color images:

- ✦ Same as above, except for color space



<https://www.pinterest.ca/pin/239605642651959121/>

# Region Growing



5

- Group pixels or sub-regions into larger regions based on predefined criteria.
- Starting from one or more “*seed points*” and look for similarity between the seed points and their neighbours based on the defined homogeneity criterion
- Two variants:
  1. Select seeds from the whole range of pixel values in the image.
    - Grow regions until all pixels in image belong to a region.
  2. Select seeds only from objects of interest (e.g. bright structures, dark structure, color range, etc).
    - Grow regions only as long as the similarity criterion is fulfilled.

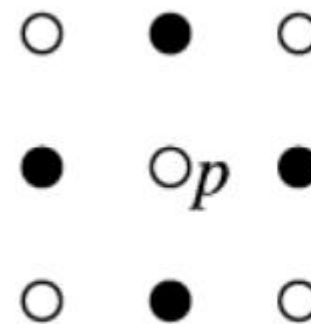
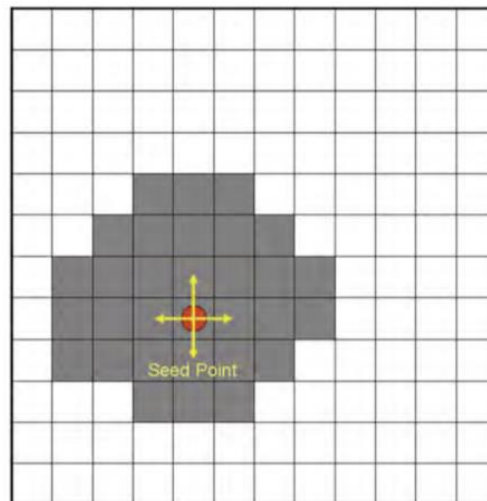
# Region Growing



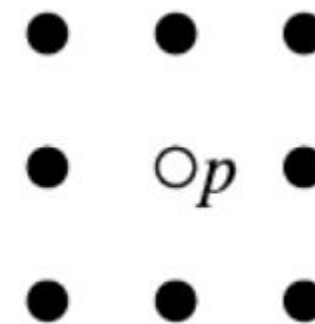
6

- Algorithm

1. Choose the seed pixel(s)
2. Check the neighboring pixels and add them to the region if they are similar to the seed
3. Repeat step 2 for each of the newly added pixels; stop if no more pixels can be added.



4-connectivity



8-connectivity

# Region Growing



7

0	0	5	6	7
1	1	5	8	7
0	1	6	7	7
2	0	7	6	6
0	1	5	6	5

image, 2 seeds

a	a	b	b	b
a	a	b	b	b
a	a	b	b	b
a	a	b	b	b
a	a	b	b	b

result for  $T = 4$

a	a	a	a	a
a	a	a	a	a
a	a	a	a	a
a	a	a	a	a
a	a	a	a	a

result for  $T = 8$

Homogeneity criterion: maximum allowed absolute difference  $T$  within region

# How do we choose the seed(s) in practice ?



8

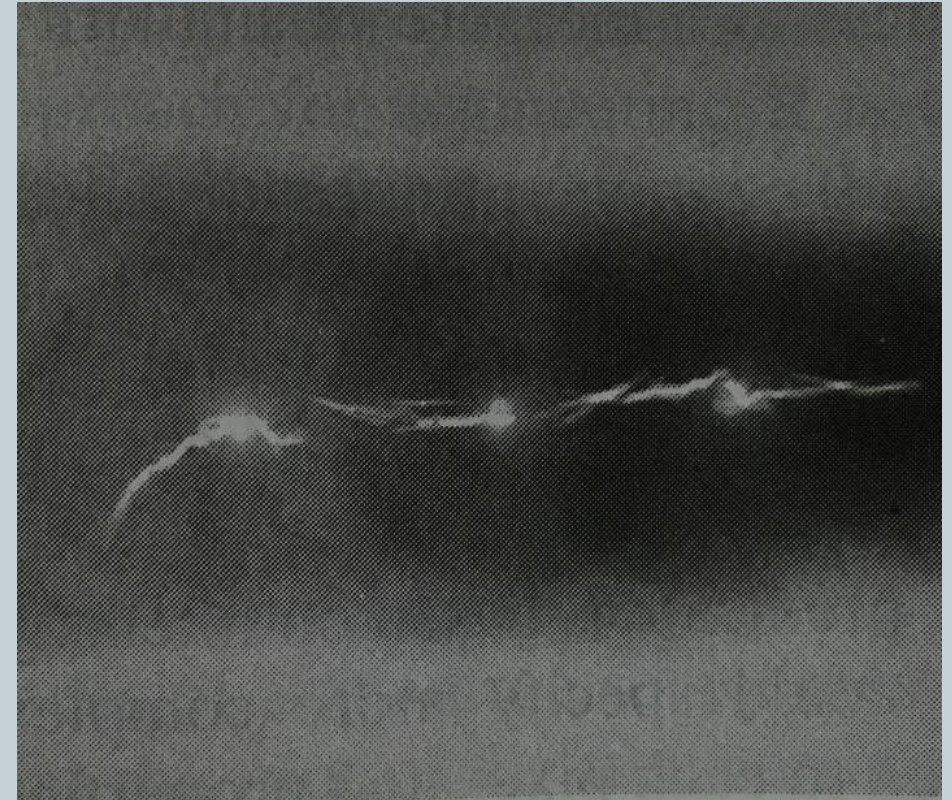
- It depends on the nature of the problem.
  - Segments are regions with some homogeneous characteristics, compared to other regions
    - ✦ Pixels within a segment are “similar” to their neighbors, with respect to these characteristics
    - ✦ Seeds ideally are the most representative of these characteristics
  - Seeds can be identified using local neighborhood operations
    - ✦ E.g., if similarity of color is the characteristic, then choose seeds with lowest color variance among local neighborhood
  - Seeds can also be identified without reference to local neighborhood
    - ✦ E.g., if targets need to be detected using infrared images for example, choose the brightest pixels
  - Without a-priori knowledge, compute the histogram and choose the gray-level values corresponding to the strongest peaks

# Region Growing



9

- Example: Weld failure region segmentation
  - Can be used for
    - ✦ Inspection
    - ✦ Controlling an automated welding system
  - Find the seed points
    - ✦ Histogram of the image
    - ✦ Its an x-ray so select pixels  $> 254$

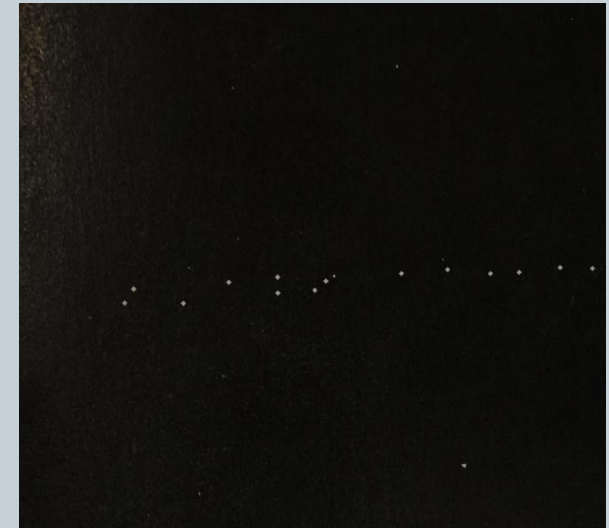


# Region Growing



10

- Seed points
  - Many points in the seed region, we can use several schemes to reach to the seed
    - ✦ Use all of them
    - ✦ Erosion
    - ✦ Centroid

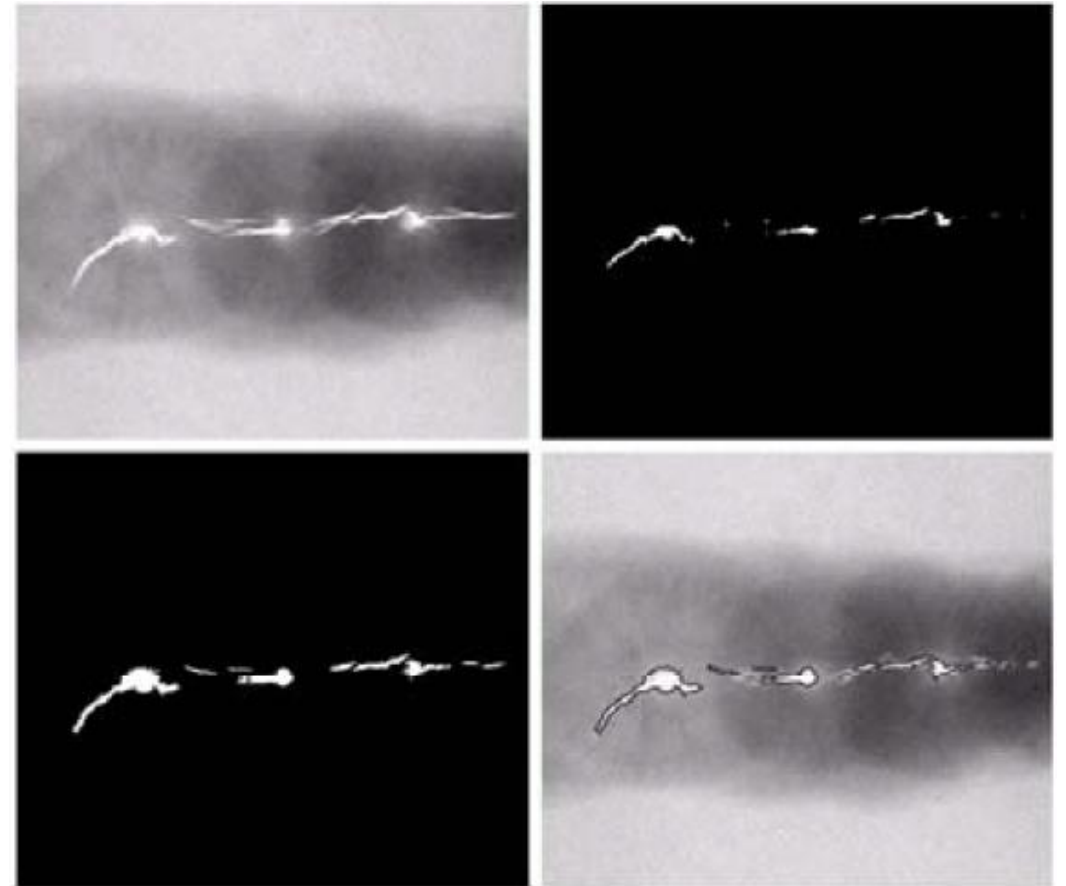


# Region Growing



11

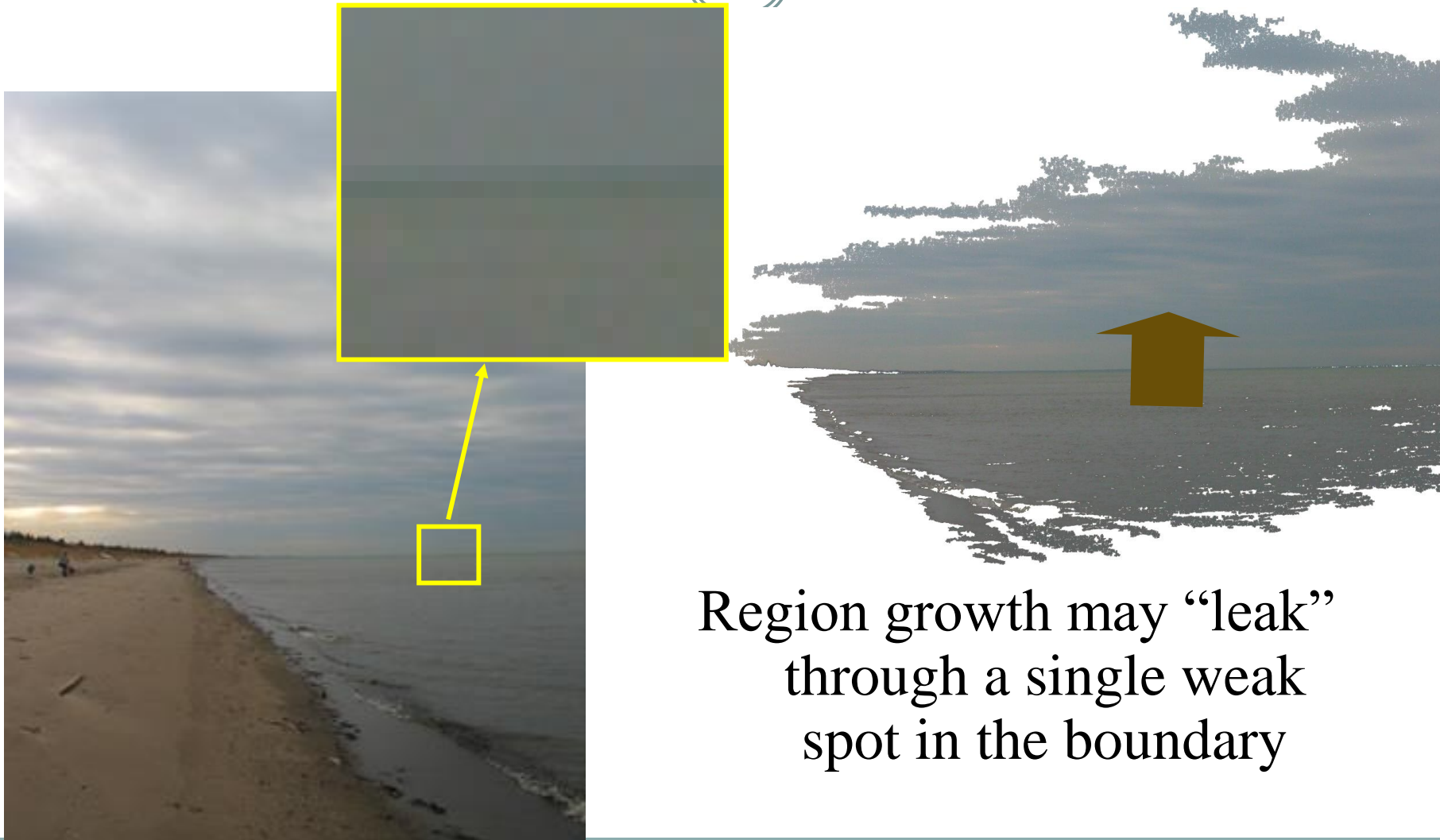
- Predicate is based on two criteria
  - Absolute gray level difference
  - 8-Connected
- Region Growing Disadvantages
  - Its not trivial to find good seed points
    - ✦ Different seed points will give different results
  - Region growth may “leak” through a single weak spot in the boundary



# Region Growing



12



Region growth may “leak”  
through a single weak  
spot in the boundary

# Region Splitting and Merging



13

START: consider entire image as one region

- If region satisfies homogeneity criteria, leave it unmodified
- If not, split it into four quadrants and recursively apply 1 and 2 to each newly generated region. STOP when all regions in the quadtree satisfy the homogeneity criterion
- If any two adjacent regions  $R_i$ ,  $R_j$  can be merged into a homogeneous region, merge them. STOP when no merging is possible anymore.

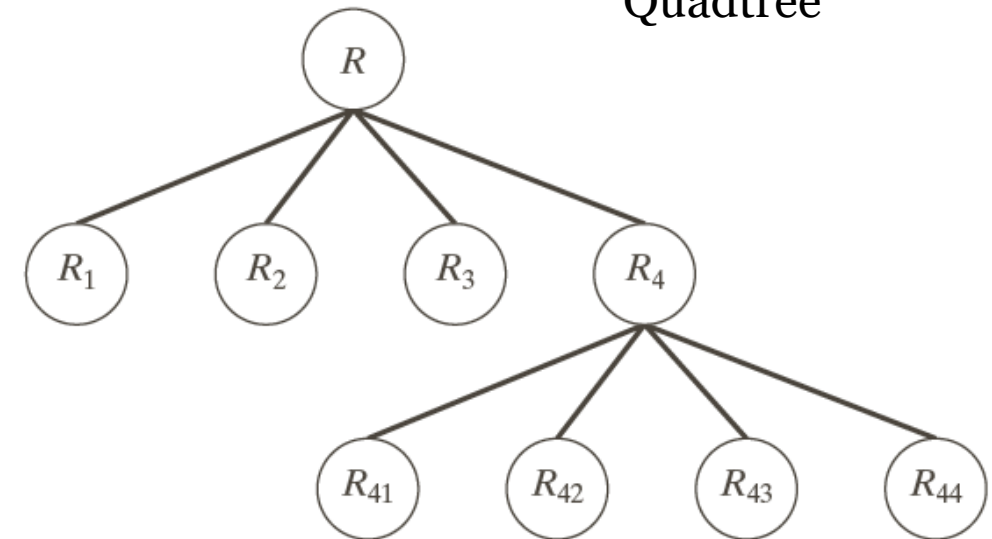
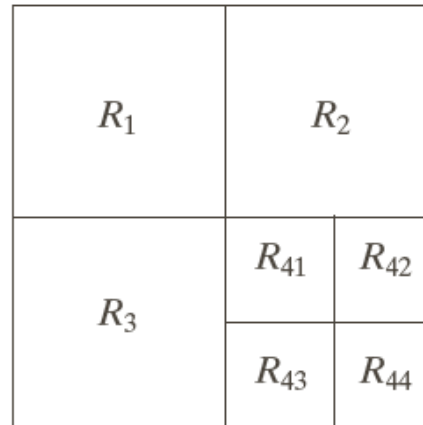




Figure 1 consists of three parts. The top-left part is a 3x3 grid with various patterns: the top row has two light gray squares followed by a dark gray square; the middle row has a white square with diagonal lines, a dark gray square, and a dark gray square; the bottom row has a white square with diagonal lines, a dark gray square, and a white square with vertical lines. The top-right part is a 3x3 grid with labels: the top row has '00', '01', and '1'; the middle row has '02', '03', and '1'; the bottom row has '2', '30', and '310' (with an arrow pointing to the top-right cell of the 3x3 grid). The bottom part is a tree diagram with a root node branching into three nodes labeled '1', '2', and '3'. Node '1' branches into three nodes labeled '00', '01', and '02'. Node '2' branches into three nodes labeled '30', '31', and '32'. Node '3' branches into three nodes labeled '310', '311', and '312'.

# Region Splitting and Merging



15

1	1	1	1	1	1	1	2
1	1	1	1	1	1	1	0
3	1	4	9	9	8	1	0
1	1	8	8	8	4	1	0
1	1	6	6	6	3	1	0
1	1	5	6	6	3	1	0
1	1	5	6	6	2	1	0
1	1	1	1	1	1	0	0

Sample image

1	1	1	1	1	1	1	2
1	1	1	1	1	1	1	0
3	1	4	9	9	8	1	0
1	1	8	8	8	4	1	0
1	1	6	6	6	3	1	0
1	1	5	6	6	3	1	0
1	1	5	6	6	2	1	0
1	1	1	1	1	1	0	0

First split

1	1	1	1	1	1	1	2
1	1	1	1	1	1	1	0
3	1	4	9	9	8	1	0
1	1	8	8	8	4	1	0
1	1	6	6	6	3	1	0
1	1	5	6	6	3	1	0
1	1	5	6	6	2	1	0
1	1	1	1	1	1	0	0

Second split

1	1	1	1	1	1	1	2
1	1	1	1	1	1	1	0
3	1	4	9	9	8	1	0
1	1	8	8	8	4	1	0
1	1	6	6	6	3	1	0
1	1	5	6	6	3	1	0
1	1	5	6	6	2	1	0
1	1	1	1	1	1	0	0

Third split

1	1	1	1	1	1	1	2
1	1	1	1	1	1	1	0
3	1	4	9	9	8	1	0
1	1	8	8	8	4	1	0
1	1	6	6	6	3	1	0
1	1	5	6	6	3	1	0
1	1	5	6	6	2	1	0
1	1	1	1	1	1	0	0

Merge

1	1	1	1	1	1	1	2
1	1	1	1	1	1	1	0
3	1	4	9	9	8	1	0
1	1	8	8	8	4	1	0
1	1	6	6	6	3	1	0
1	1	5	6	6	3	1	0
1	1	5	6	6	2	1	0
1	1	1	1	1	1	0	0

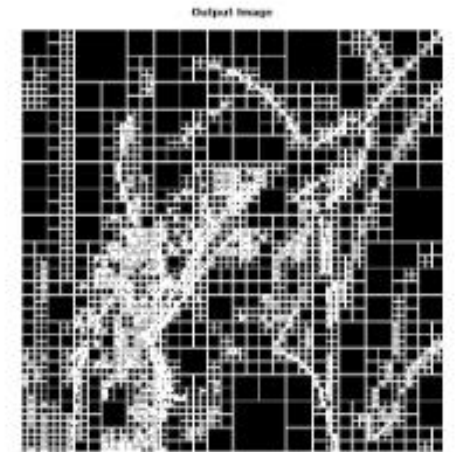
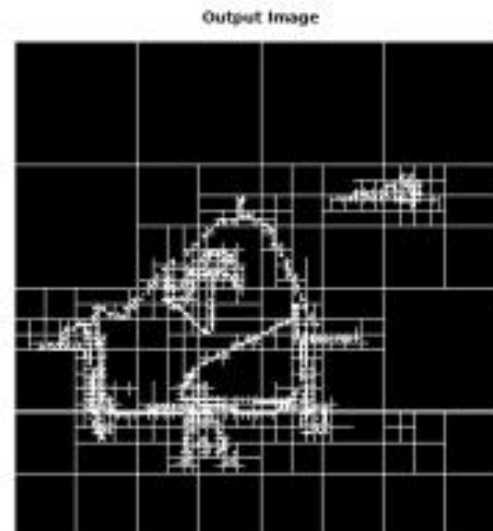
Final result

<https://nirantak.com/image-processing-region-splitting>

# Region Splitting and Merging



16



<https://nirantak.com/image-processing-region-splitting>