

# ECE5554 – Computer Vision

## Lecture 7c – Segmentation by Clustering

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# Today's Objectives

## Segmentation by Clustering

- Intensity clustering
- Brief discussion of RGB space
- Color space clustering using KMeans
- Texture clustering
- The Mean-shift approach

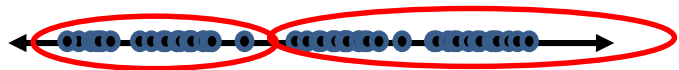
# Segmentation as clustering

Depending on what we choose as the *feature space*, we can group pixels in different ways.

Grouping pixels based on **intensity** similarity



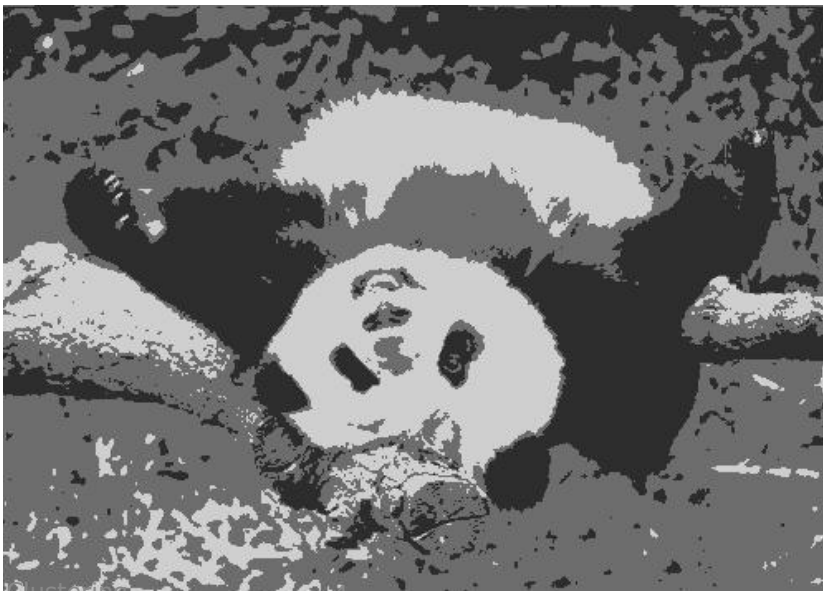
Feature space: intensity value (1-dimensional)



K=2



K=3

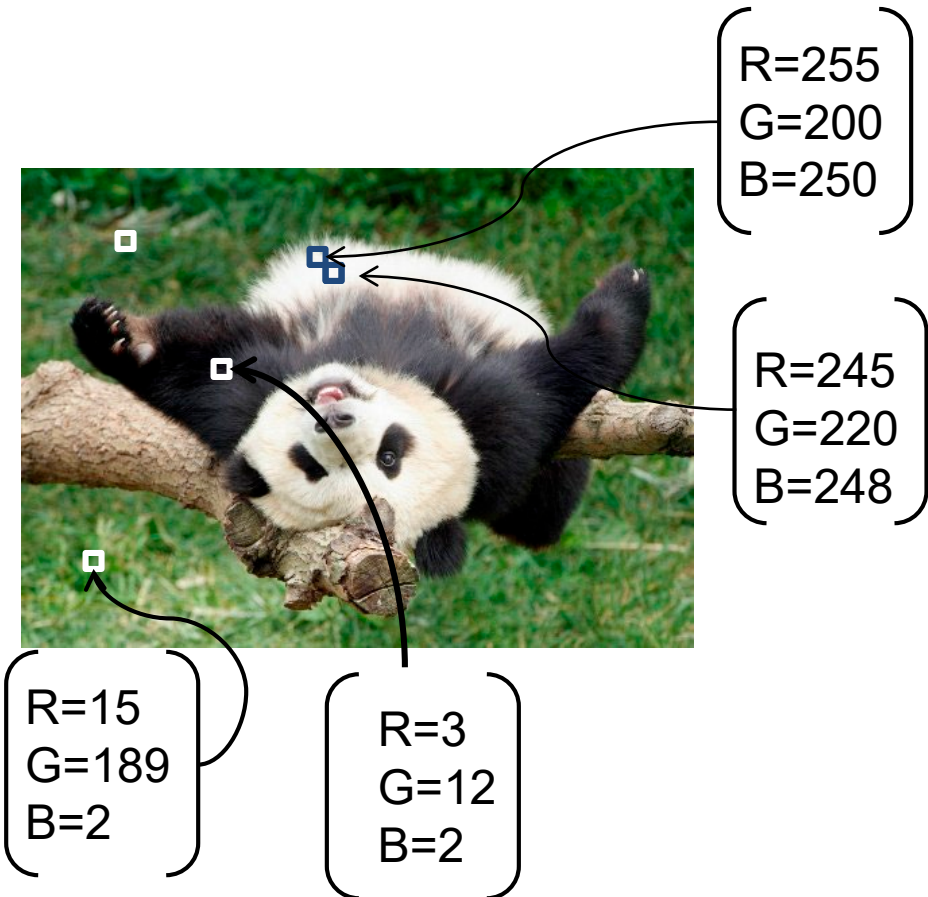
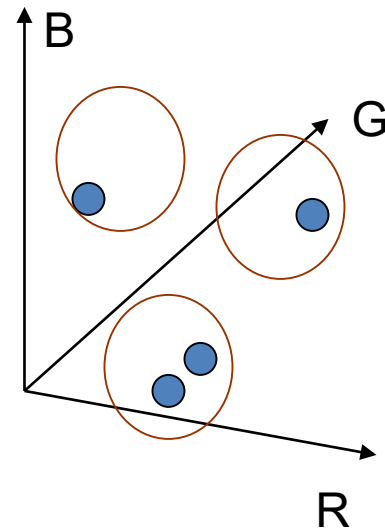


Clustering in the intensity axis accomplishes *Quantization* of the feature space; segmentation label map

# Segmentation as clustering

Depending on what we choose as the *feature space*, we can group pixels in different ways.

Grouping pixels based on **color** similarity



Feature space: color value (3-D)

# A color image in three components

- The overall image can be thought of as a vector function of two dimensions

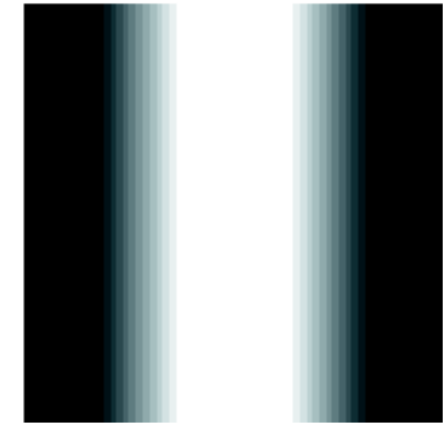
- $$I(x, y) = \begin{bmatrix} I_R(x, y) \\ I_G(x, y) \\ I_B(x, y) \end{bmatrix}$$

- Each component image is bright where the overall image is high in that color

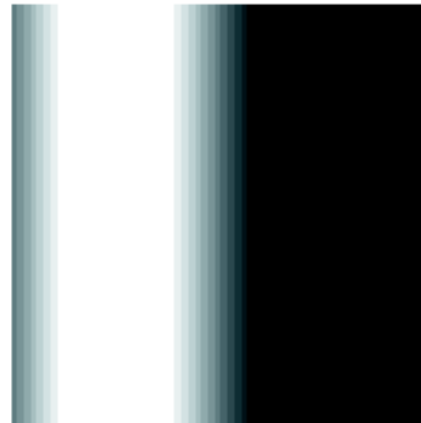
Red Plane



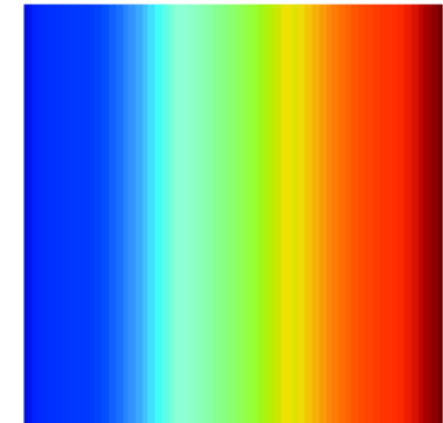
Green Plane



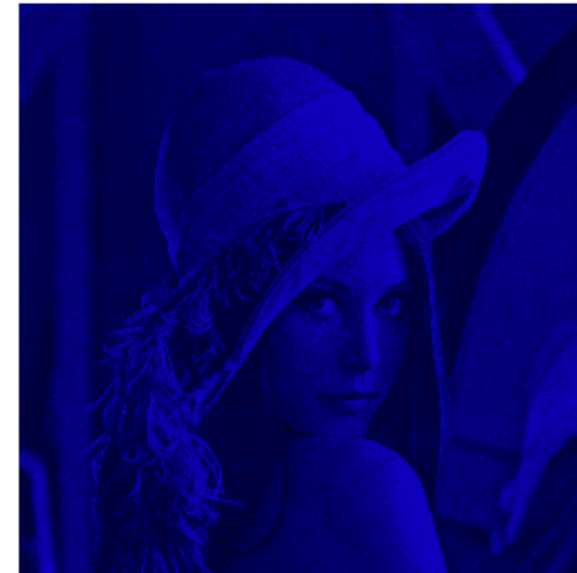
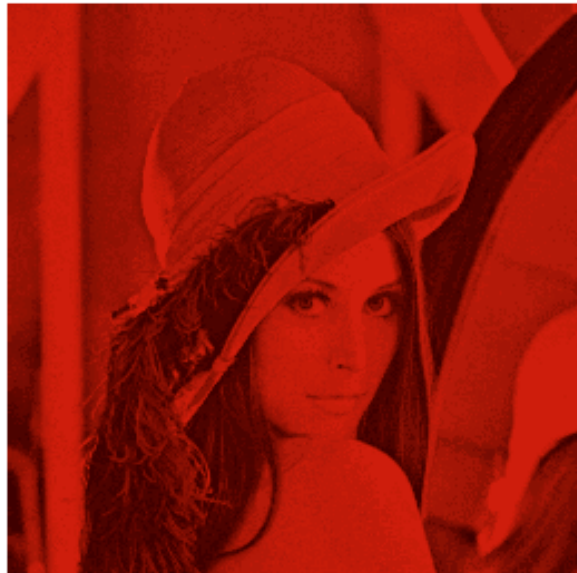
Blue Plane



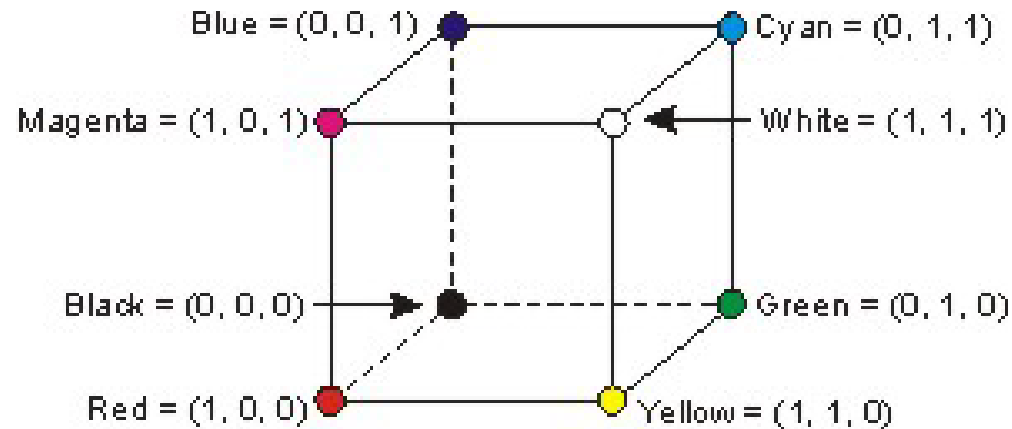
Original Image



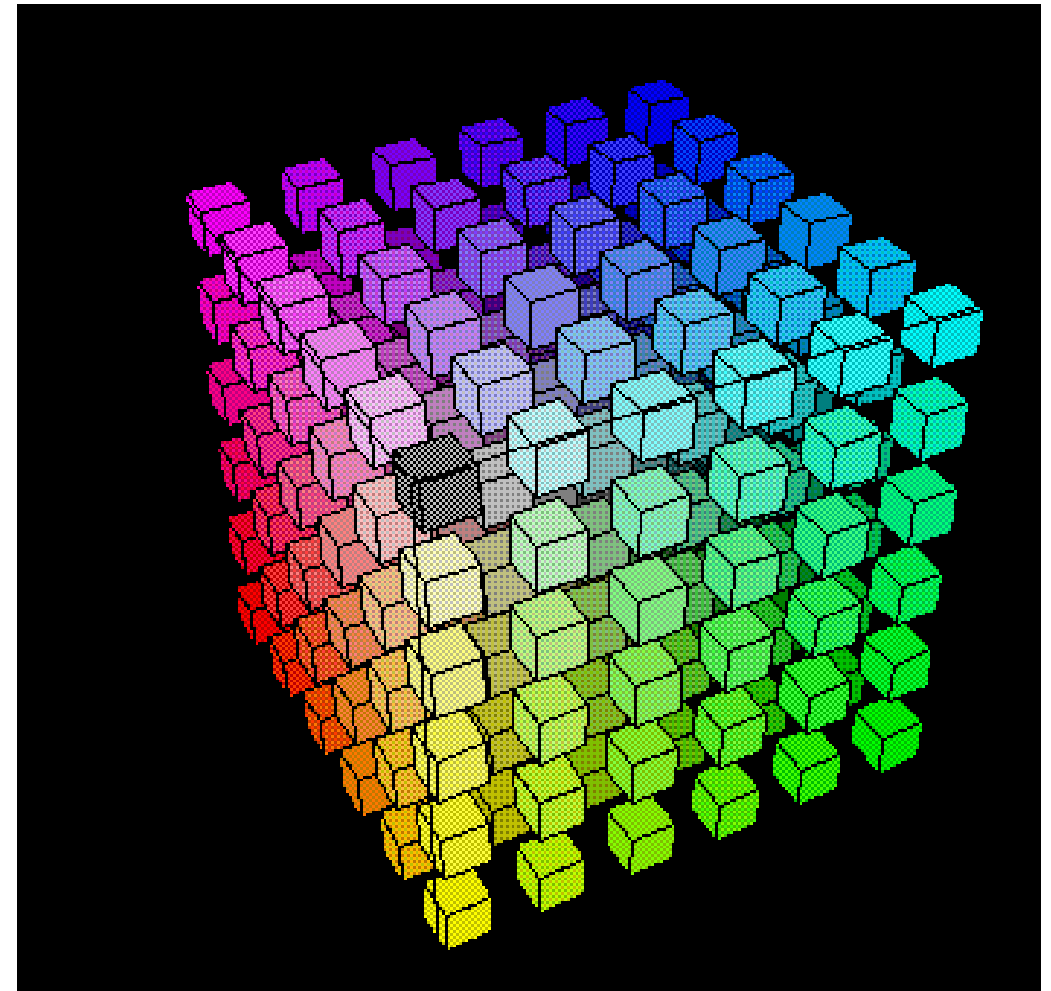




# RGB color space can be thought of as 3D Cartesian space



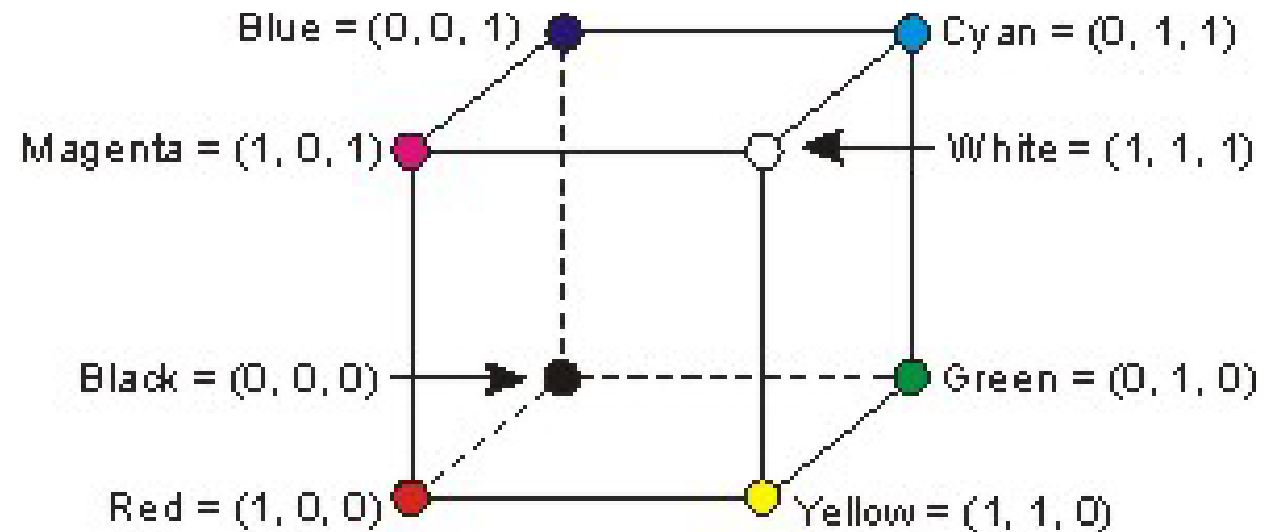
- Red, Green and Blue are the 3 axes
- Black is at the origin
- Shades of gray are along the diagonal of the cube
- Widely used in color cameras and displays





# Color variations in RGB space

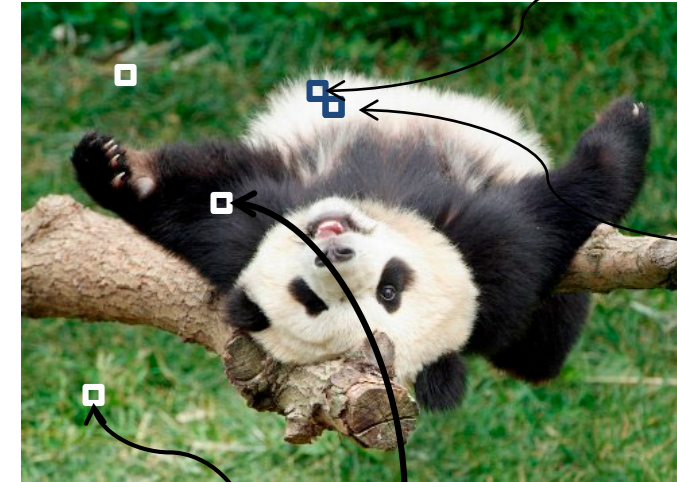
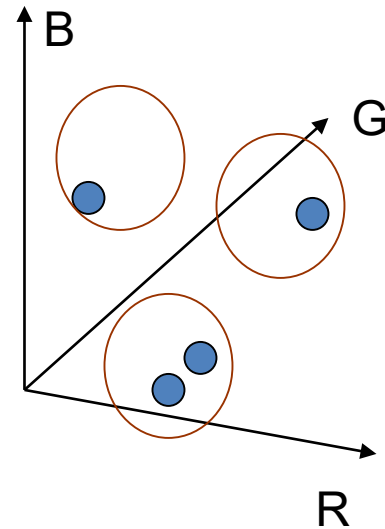
- Grays are found along the diagonal line where  $R=G=B$  (no discernible tone)
- To make a color darker without changing the tone, move along the line towards the origin
  - To make lighter, move out along the same line
- Moving towards any of the corners changes the tone



# Segmentation as clustering

Depending on what we choose as the *feature space*, we can group pixels in different ways.

Grouping pixels based on **color** similarity



R=255  
G=200  
B=250

R=245  
G=220  
B=248

R=15  
G=189  
B=2

R=3  
G=12  
B=2

Feature space: color value (3-D)

Look at the output of KMeans clustering  
in RGB space on a color image

- find clusters
- set each pixel to its cluster number
- assign false colors to each cluster



Look at the output of KMeans clustering  
in RGB space on a color image

- find clusters
- set each pixel to its cluster number
- assign false colors to each cluster



K=4



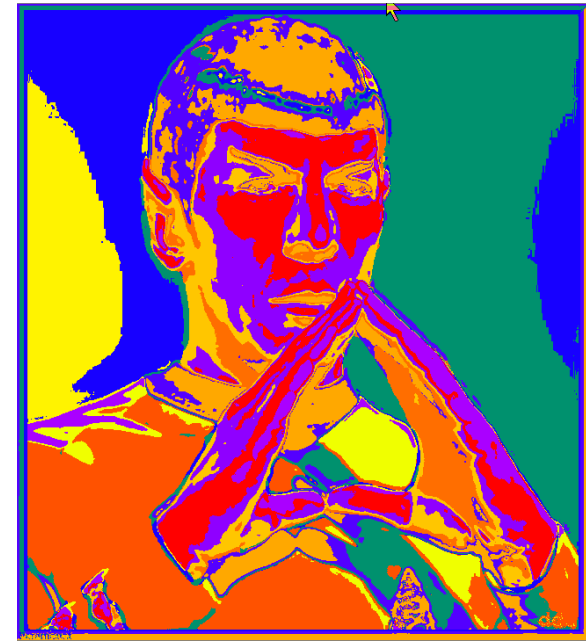
K=5



K=6



K=12



# Color space KMeans clustering in opencv/Python

```
import numpy as np
import cv2
import sklearn.cluster as cl

# Load an image and segment on color alone
nclusters = 8
img = cv2.imread('C:\\Data\\spock.jpg')
(ROWS, COLS, PLANES) = img.shape
print("Image shape is" + str(img.shape))
colors = img.reshape((ROWS*COLS, 3))
clus = cl.KMeans(nclusters)
clus.fit(colors)
newcolors = np.uint8(clus.predict(colors))
newimg = newcolors.reshape((ROWS, COLS))
pcolor = cv2.applyColorMap(cv2.equalizeHist(newimg), cv2.COLORMAP_RAINBOW)
cv2.imwrite('C:\\Data\\ColorSeg\\INPUT.png',img)
cv2.imwrite('C:\\Data\\ColorSeg\\NEW.png', pcolor)
```

# Segmentation as clustering

Depending on what we choose as the *feature space*, we can group pixels in different ways.

Grouping pixels based on **intensity** similarity



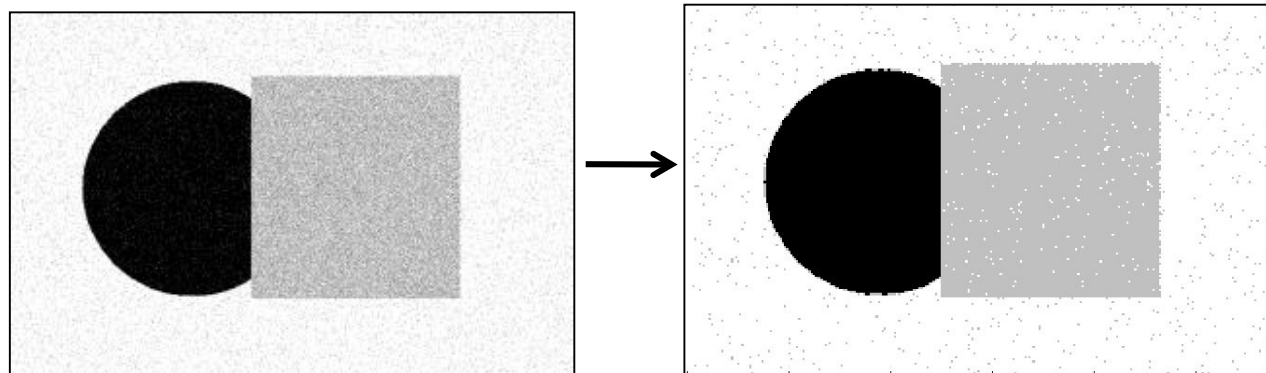
Clusters based on intensity similarity don't have to be spatially coherent.





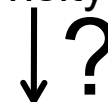
# An aside: Smoothing out cluster assignments

- Assigning a cluster label per pixel may yield outliers:

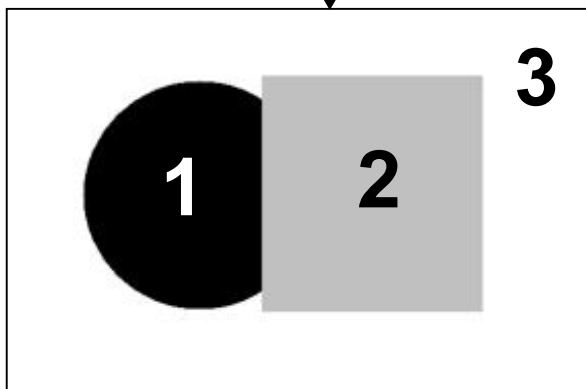


original

labeled by cluster center's  
intensity



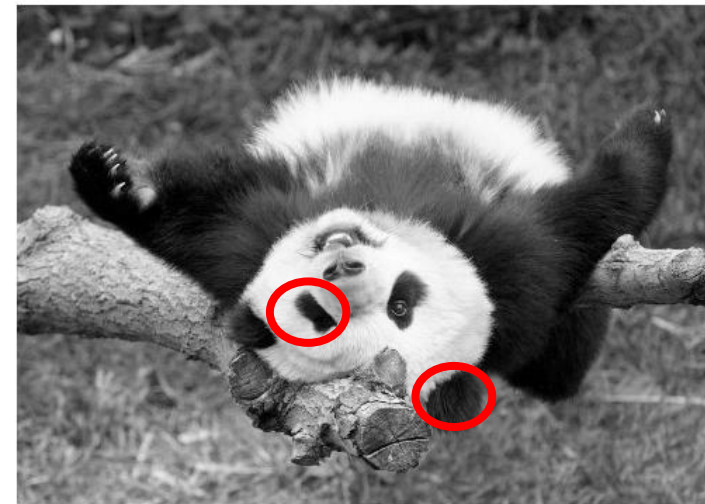
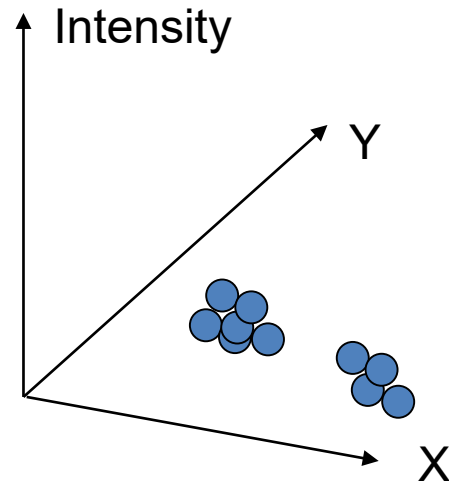
- How to ensure they are spatially smooth?



# Segmentation as clustering

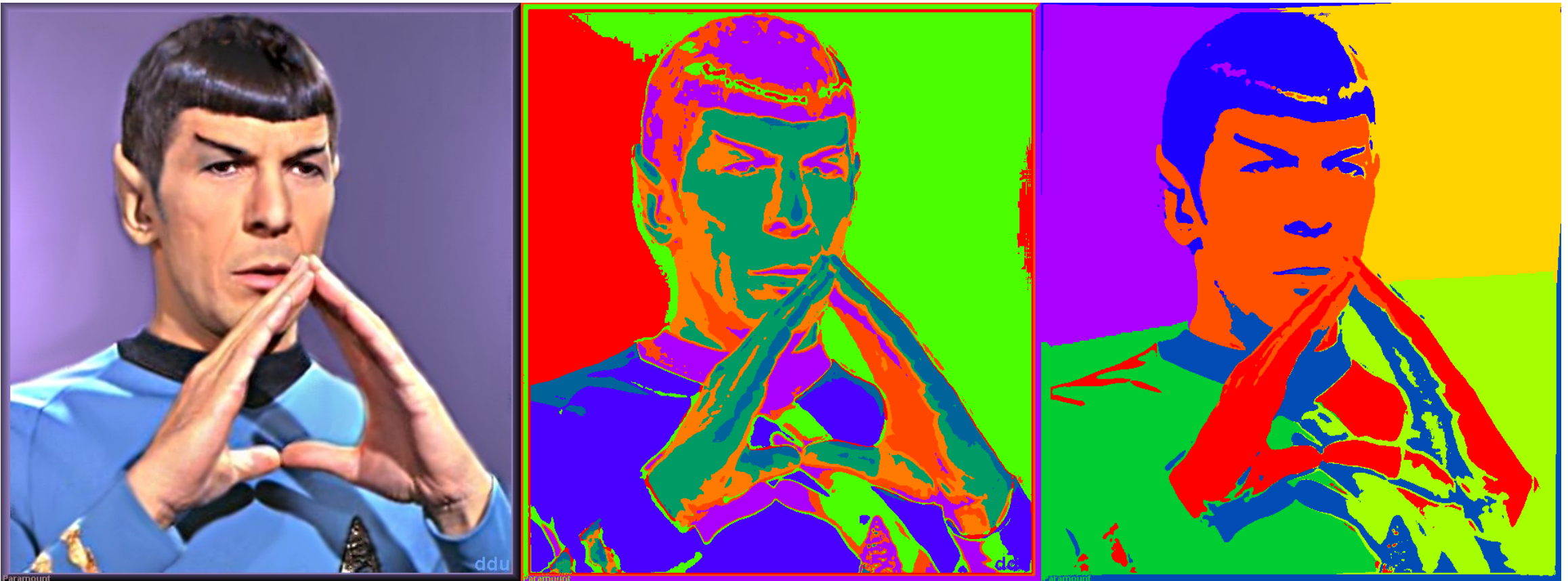
- Clusters based on intensity similarity don't have to be spatially coherent
- The feature space could be designed to include proximity

Grouping pixels based on **intensity+position** similarity



Both regions are black, but if we also include **position (x,y)**, then we could group the two into distinct segments; way to encode both similarity & proximity.

Clustering on color and position gives different results than clustering on color alone; regions are connected



```

import numpy as np
import cv2
import sklearn.cluster as cl

# Load an image and segment on color and position
img = cv2.imread('C:\\Data\\spock.jpg')
(ROWS, COLS, PLANES) = img.shape
posScale = 0.25
features = np.zeros((ROWS*COLS, 5), np.uint16)
part1 = np.arange(0, COLS)
part2 = np.arange(0, ROWS)
gridd = np.meshgrid(part1, part2)
features[:, 0:3] = img.reshape((ROWS*COLS, 3))
features[:, 3] = posScale * gridd[0].reshape((ROWS*COLS))
features[:, 4] = posScale * gridd[1].reshape((ROWS*COLS))
clus = cl.KMeans(nclusters)
clus.fit(features)
newfeatures = np.uint8(clus.predict(features))
newAugmentedImage = newfeatures.reshape((img.shape[0], img.shape[1]))
pcolor2 = cv2.applyColorMap(cv2.equalizeHist(newAugmentedImage), cv2.COLORMAP_RAINBOW)

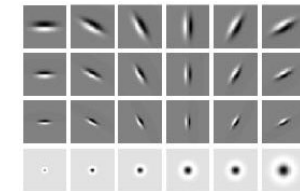
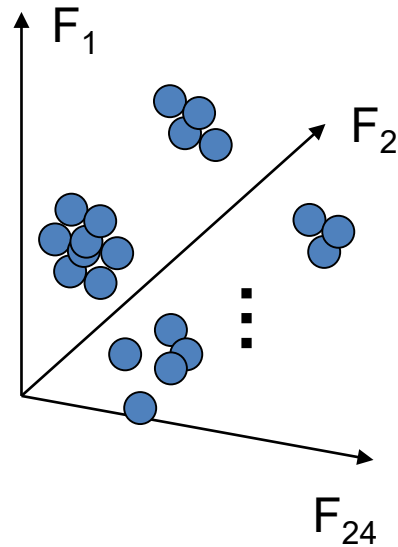
cv2.imwrite('C:\\Data\\ColorSeg\\NEW2.png', pcolor2)
combined = np.concatenate((img, pcolor, pcolor2), 1)
fname = "COMBINED_ncl-" + str(nclusters) + "_scl-" + str(posScale)
cv2.imwrite("C:\\Data\\ColorSeg\\" + fname + ".png", combined)

```

# Segmentation as clustering

Depending on what we choose as the *feature space*, we can group pixels in different ways

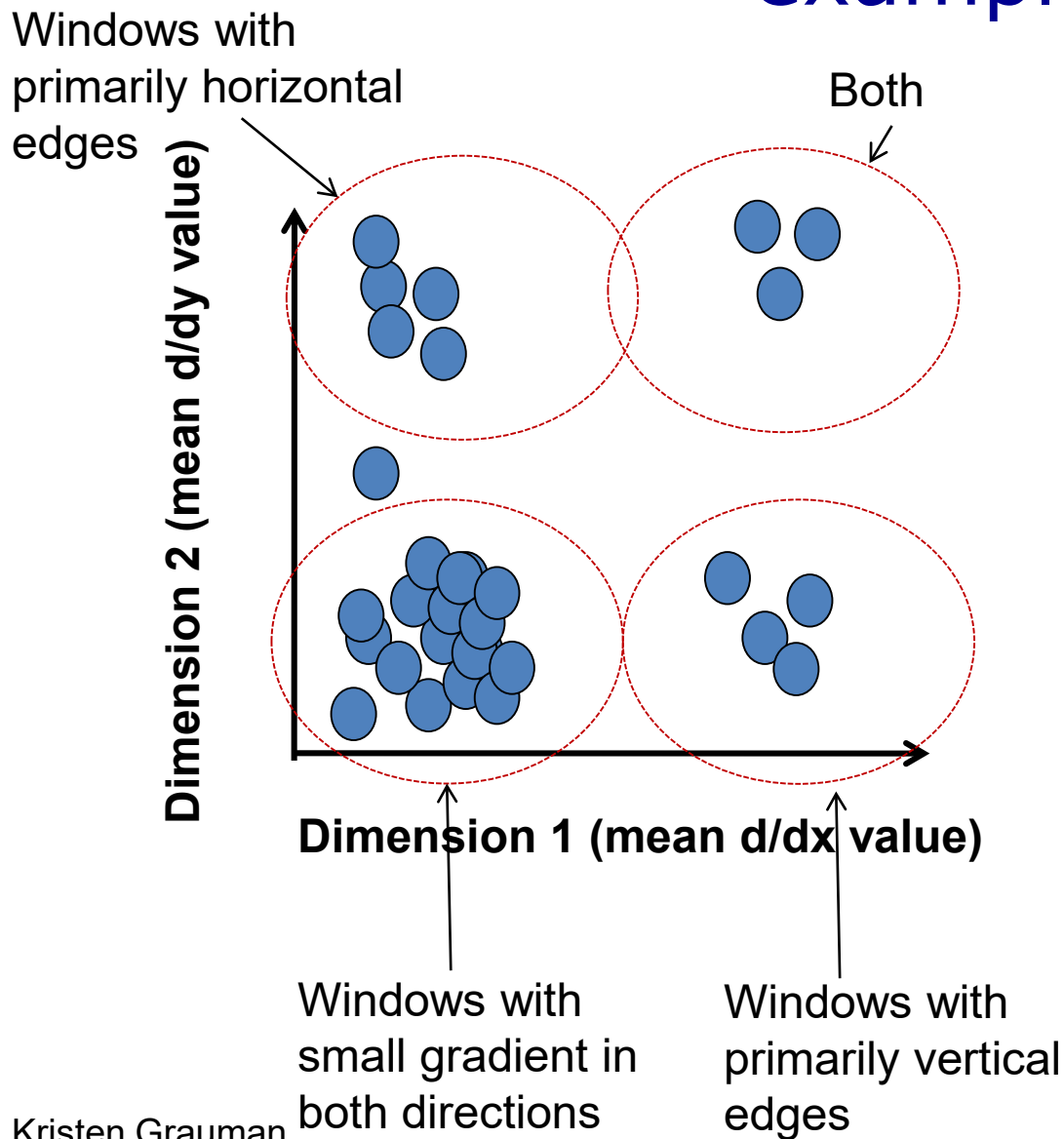
Grouping pixels based on **texture** similarity



Filter bank  
of 24 filters

Feature space: filter bank responses (e.g., 24-D)

# As a preview: texture representation example



	<u>mean d/dx value</u>	<u>mean d/dy value</u>
Win. #1	4	10
Win.#2	18	7
⋮		
Win.#9	20	20
	⋮	

statistics to  
summarize patterns  
in small windows



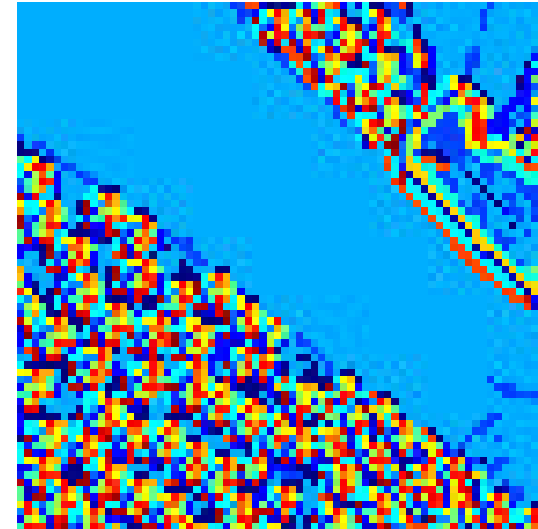
# Segmentation with texture features

- Find “textons” by **clustering** vectors of filter bank outputs
- Describe texture in a window based on *texton histogram*

Image



Texton map



Malik, Belongie, Leung and Shi. IJCV 2001.

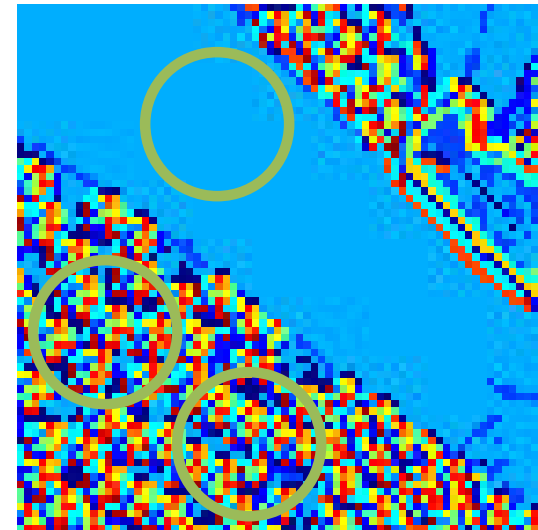
# Segmentation with texture features

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Image



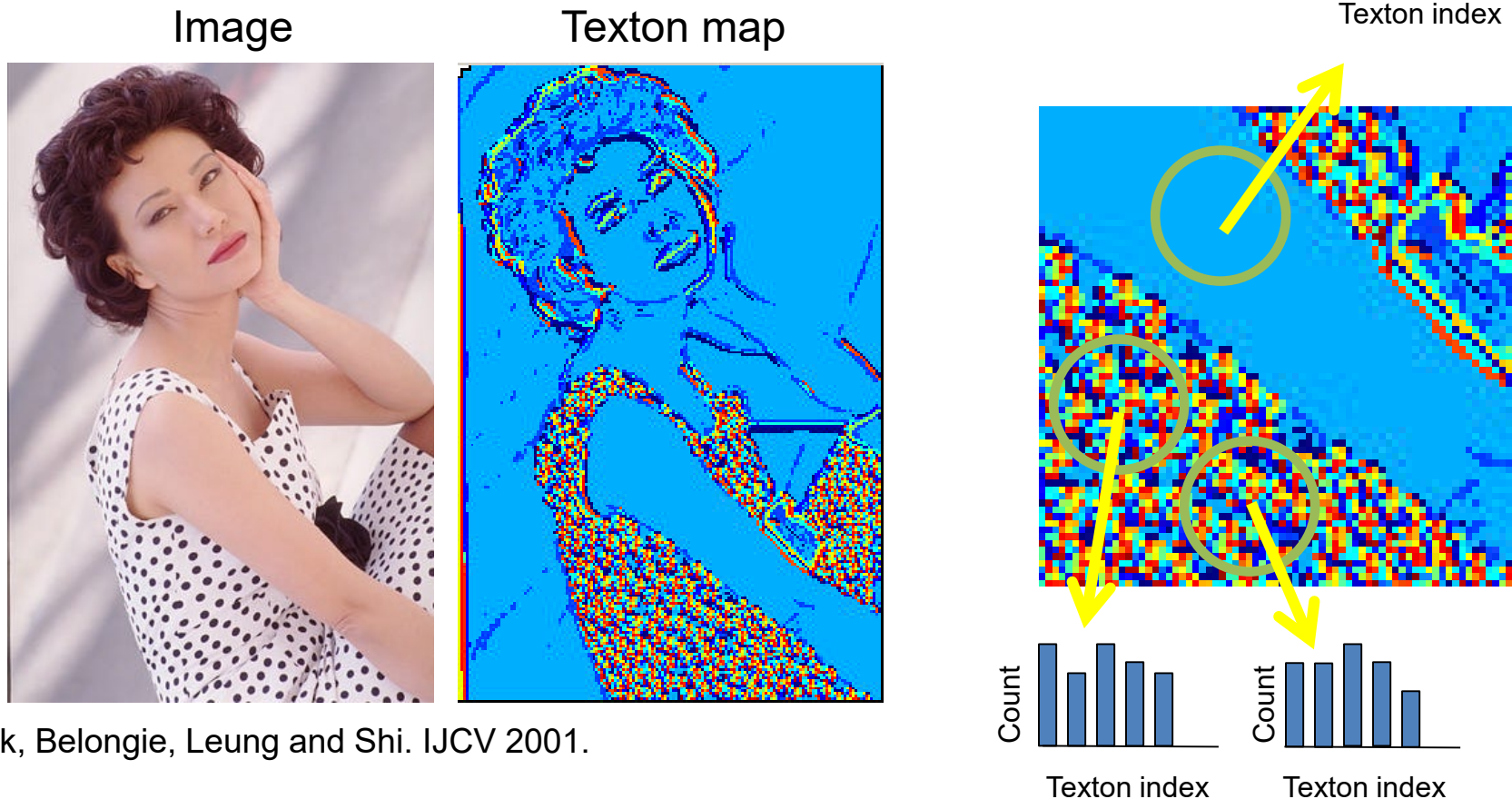
Texton map



Malik, Belongie, Leung and Shi. IJCV 2001.

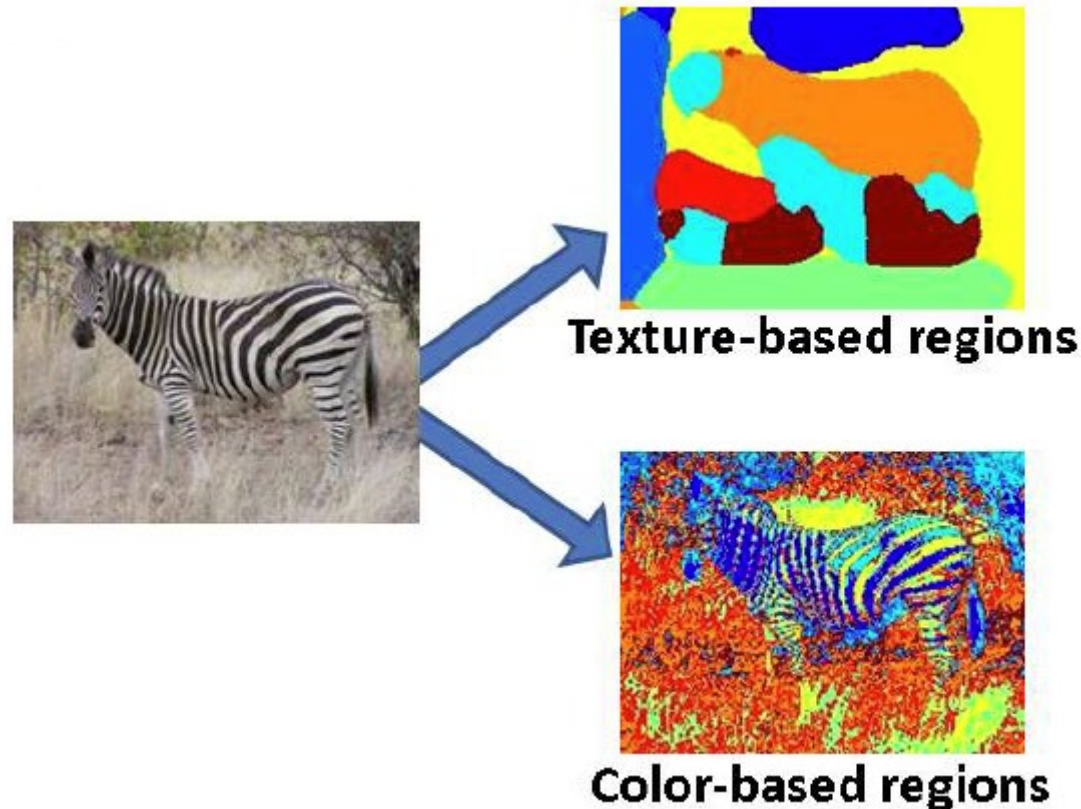
# Segmentation with texture features

- Find “textons” by **clustering** vectors of filter bank outputs
- Describe texture in a window based on *texton histogram*



Malik, Belongie, Leung and Shi. IJCV 2001.

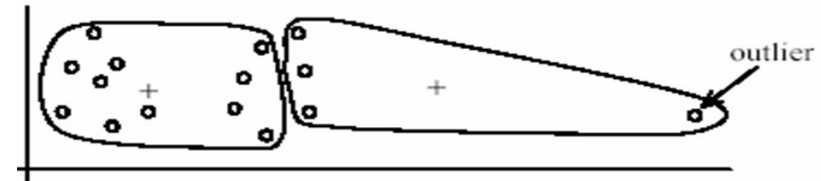
For the same image, different segmentation strategies will define different regions; some may be irrelevant to what we think the object boundaries are



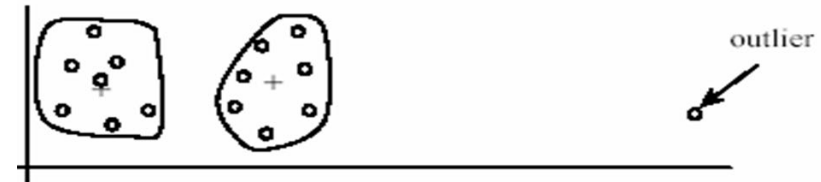
# K-means: pros and cons

## Pros

- Simple, fast to compute
- Converges to local minimum of within-cluster squared error



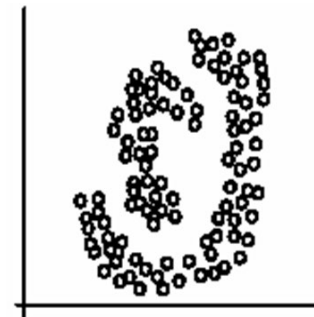
(A): Undesirable clusters



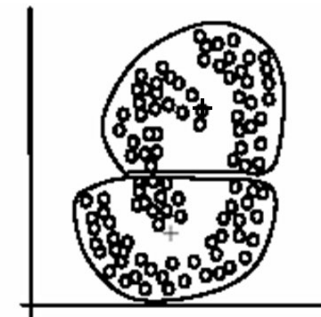
(B): Ideal clusters

## Cons/issues

- Setting  $k$ ?
- Sensitive to initial centers
- Sensitive to outliers
- **Detects spherical clusters**
- Assuming means can be computed



(A): Two natural clusters



(B):  $k$ -means clusters



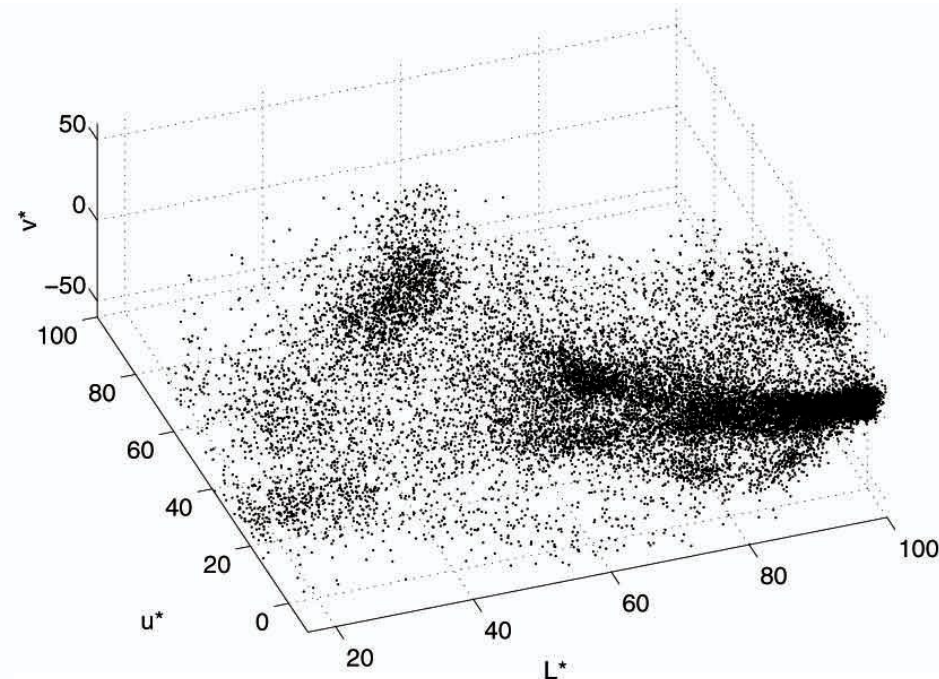
# Mean shift algorithm

- The mean shift algorithm seeks local maxima (“modes”) of density in the feature space

**Image**

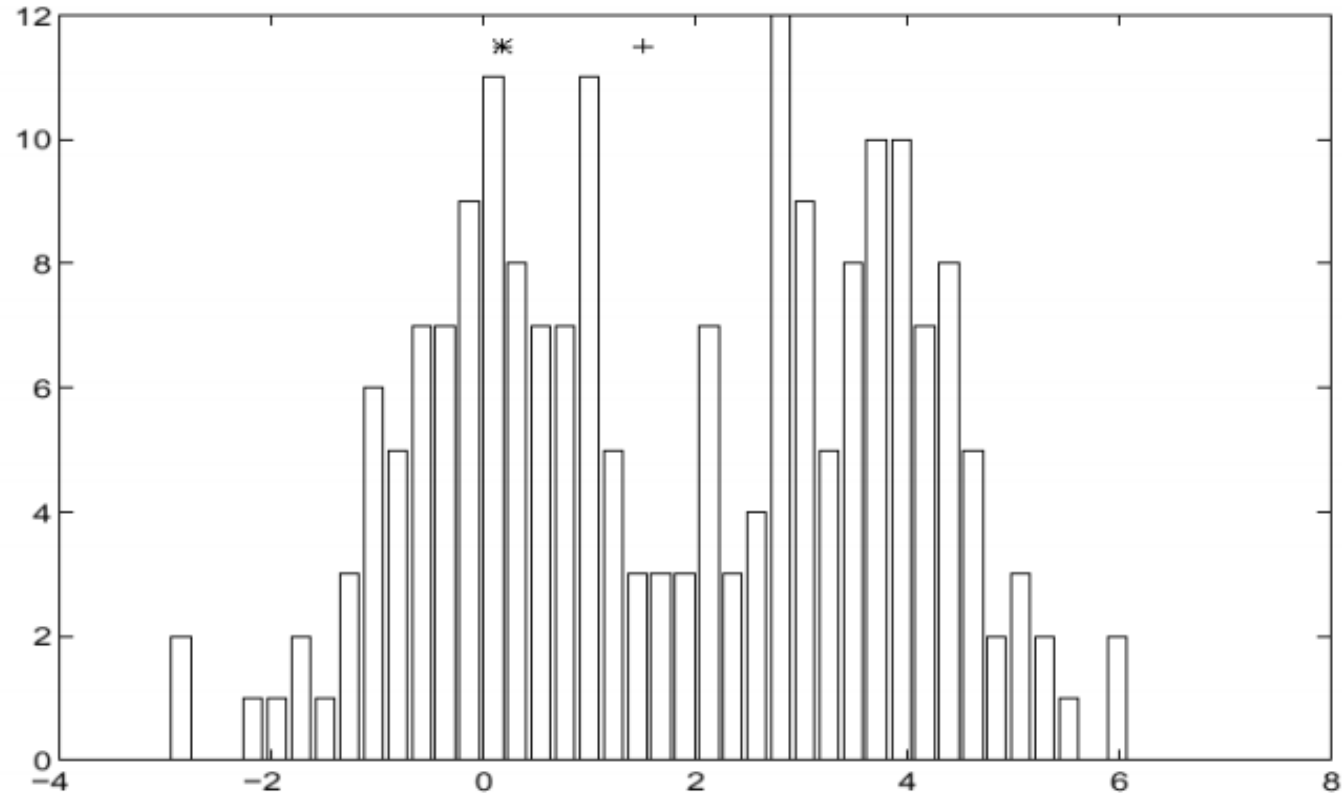


**Feature space  
( $L^*u^*v^*$  color space)**





# Mean-Shift Algorithm



- Iterative Mode Search

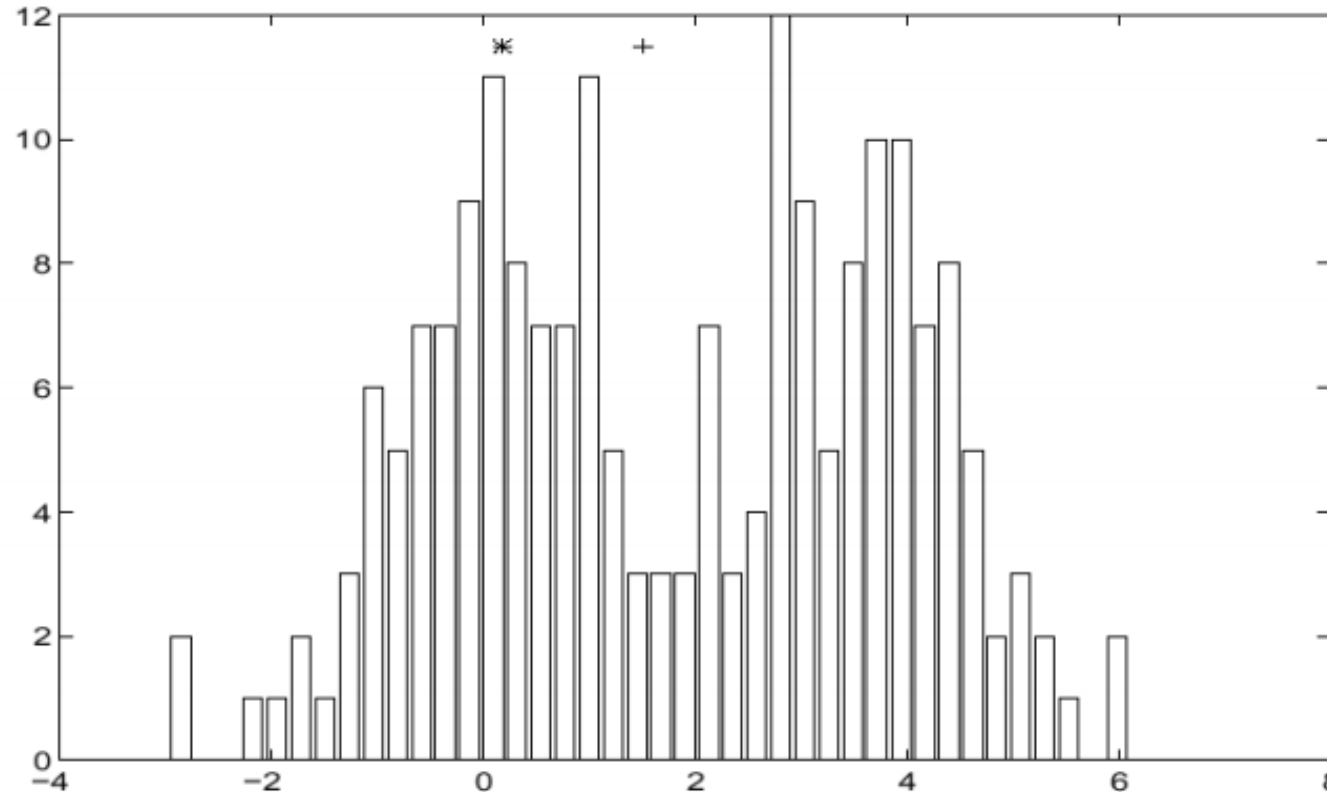
1. Initialize random seed, and window  $W$
2. Calculate center of gravity (the "mean") of  $W$ :
3. Shift the search window to the mean
4. Repeat Step 2 until convergence

$$\sum_{x \in W} xH(x)$$

Slide credit: Steve Seitz

[http://vision.stanford.edu/teaching/cs131\\_fall1314\\_nope/](http://vision.stanford.edu/teaching/cs131_fall1314_nope/)

# Mean-Shift Algorithm



Note the importance of the window  $W$

- Iterative Mode Search

1. Initialize random seed, and window  $W$
2. Calculate center of gravity (the "mean") of  $W$ :
3. Shift the search window to the mean
4. Repeat Step 2 until convergence

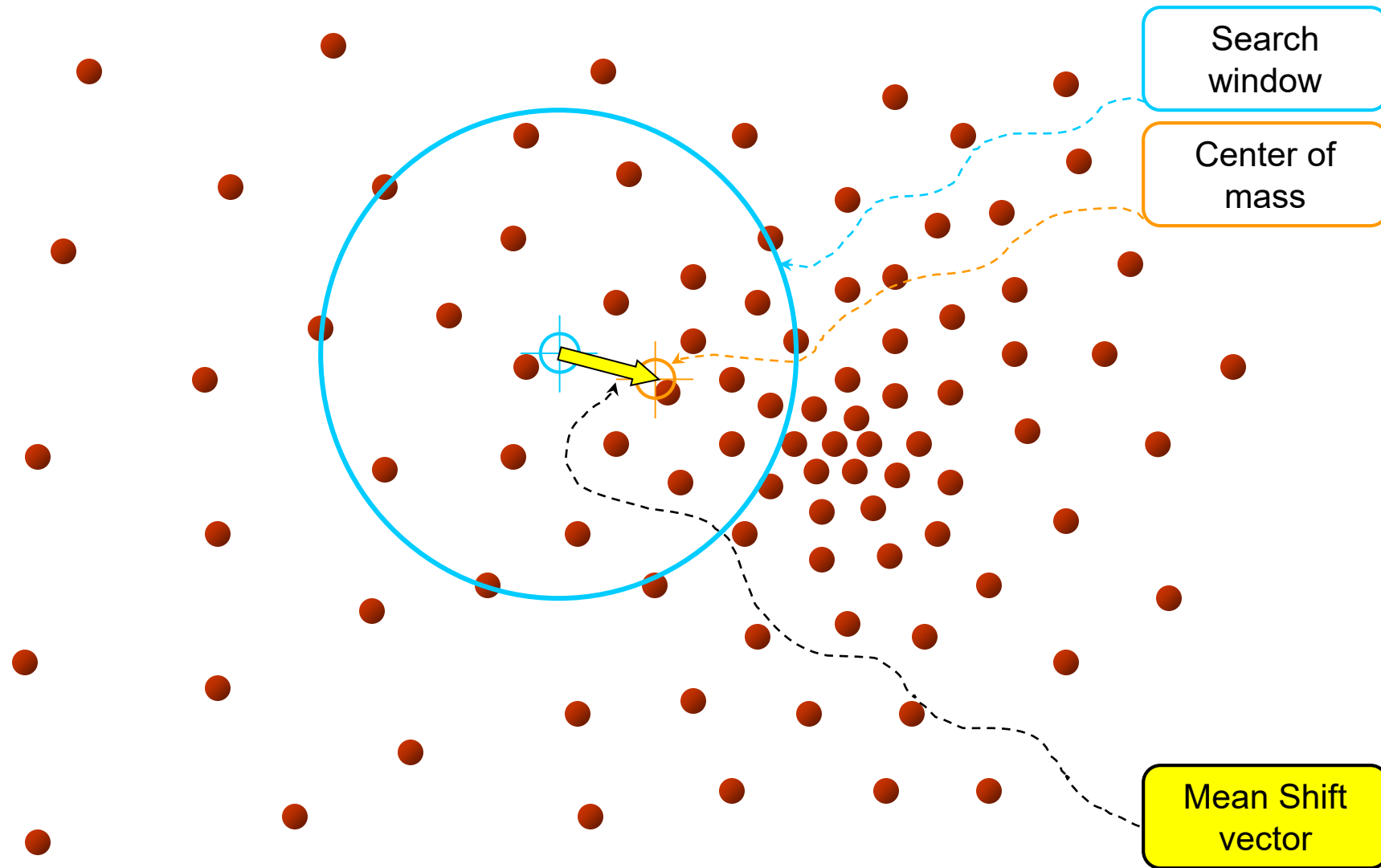
$$\sum_{x \in W} x H(x)$$

- Size
- Need not be square
- Need not be circular

Slide credit: Steve Seitz

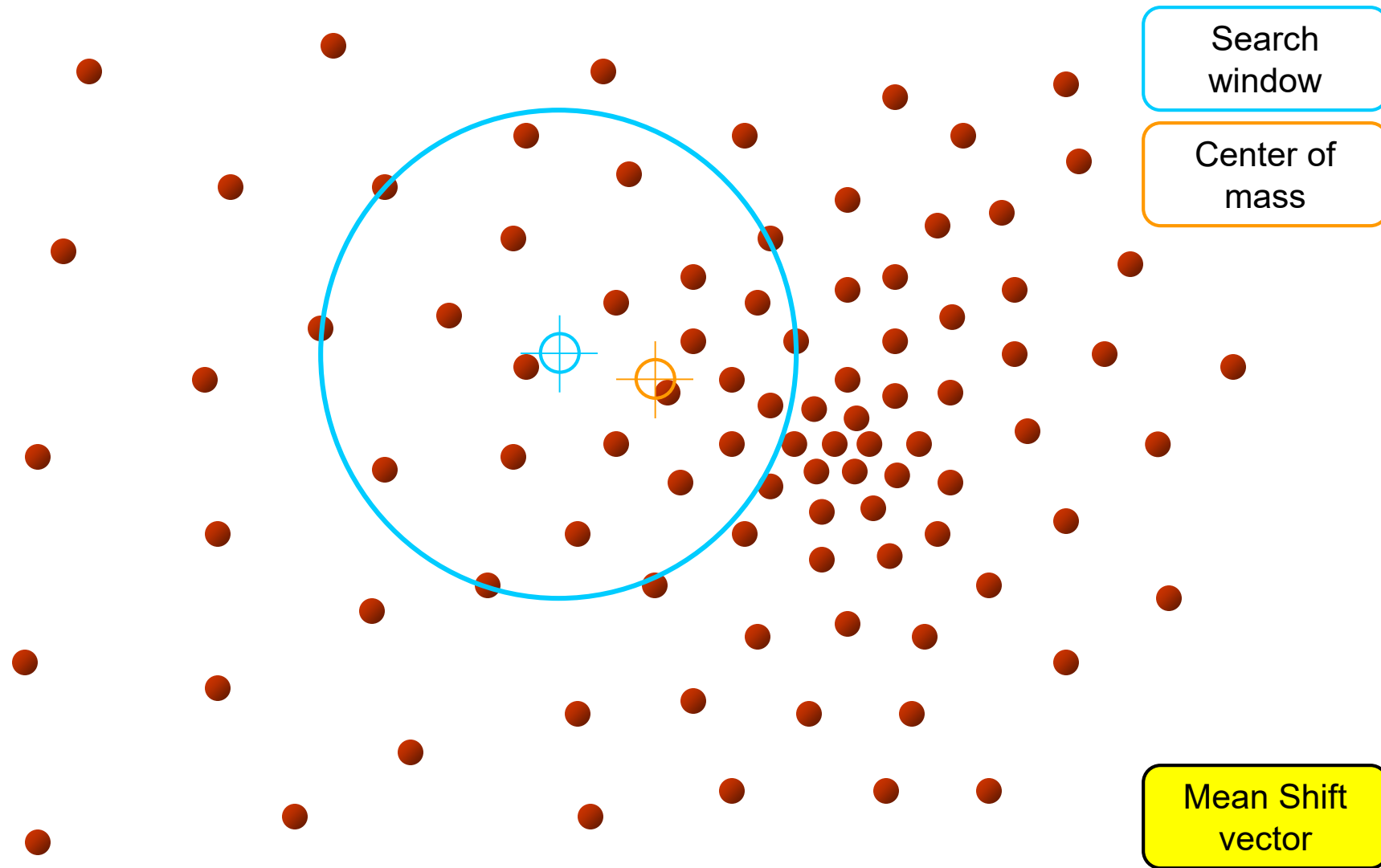
[http://vision.stanford.edu/teaching/cs131\\_fall1314\\_nope/](http://vision.stanford.edu/teaching/cs131_fall1314_nope/)

# Mean shift



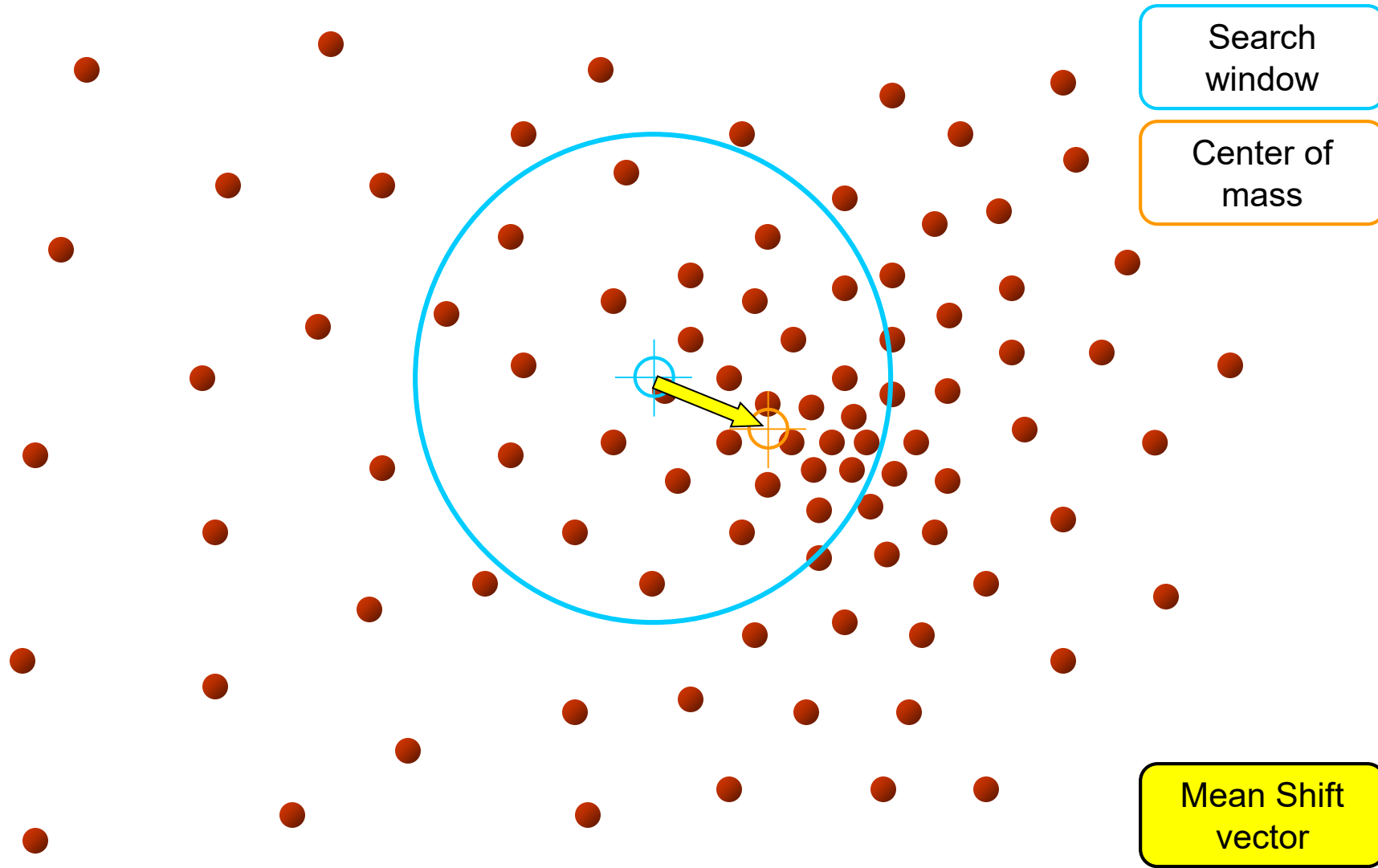
Slide by Y. Ukrainitz & B. Sarel

# Mean shift



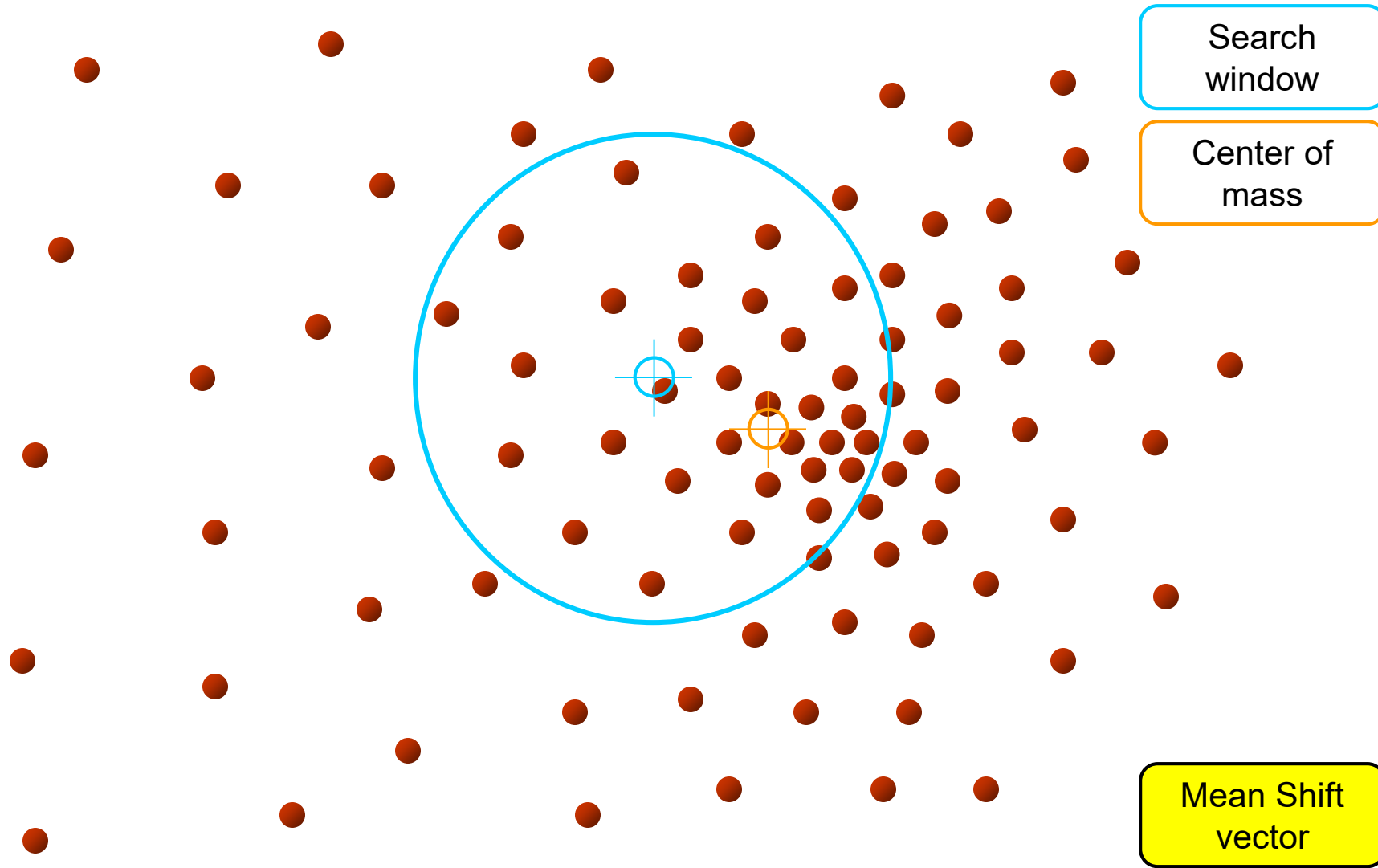
Slide by Y. Ukrainitz & B. Sarel

# Mean shift



Slide by Y. Ukrainitz & B. Sarel

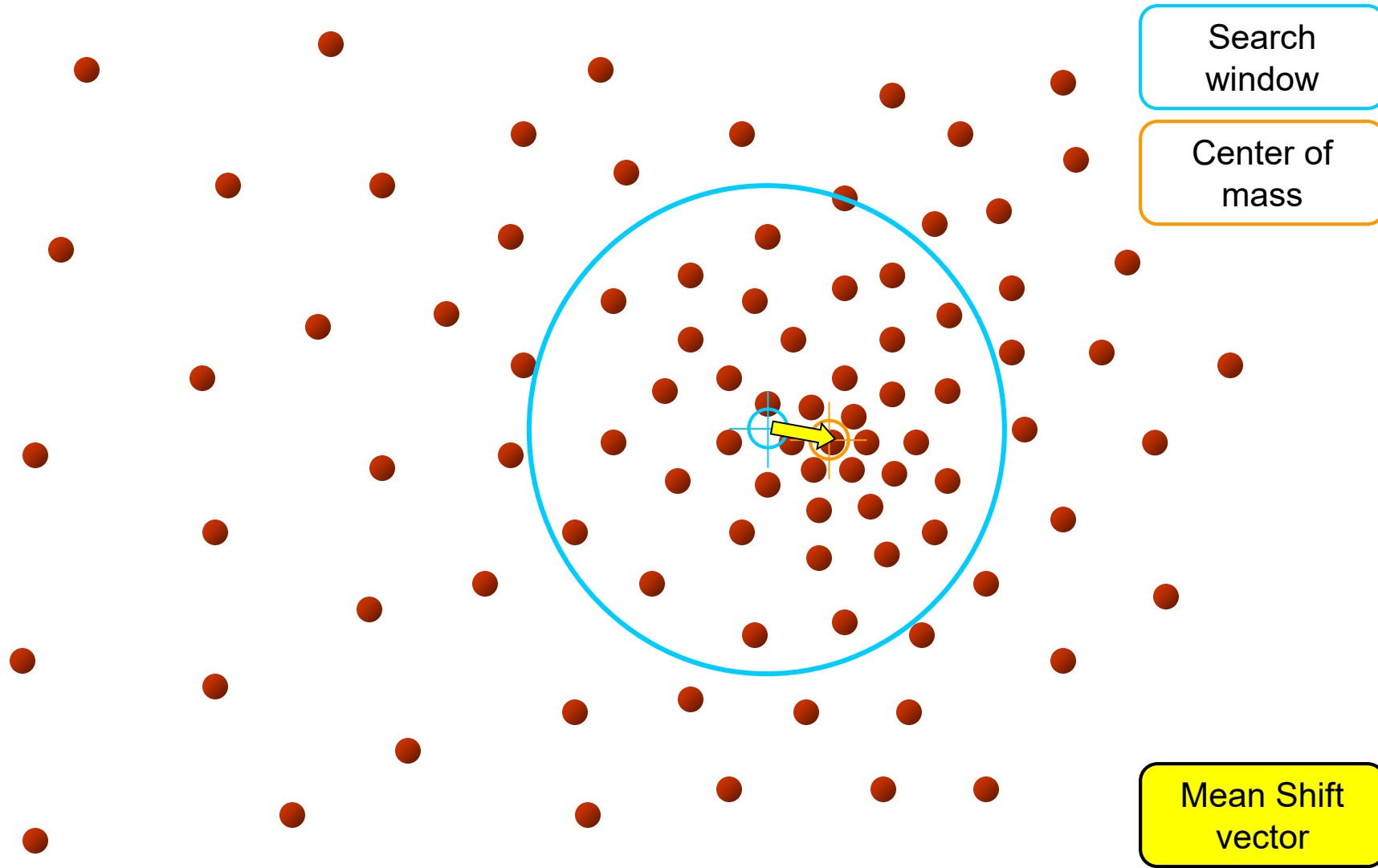
# Mean shift



Slide by Y. Ukrainitz & B. Sarel

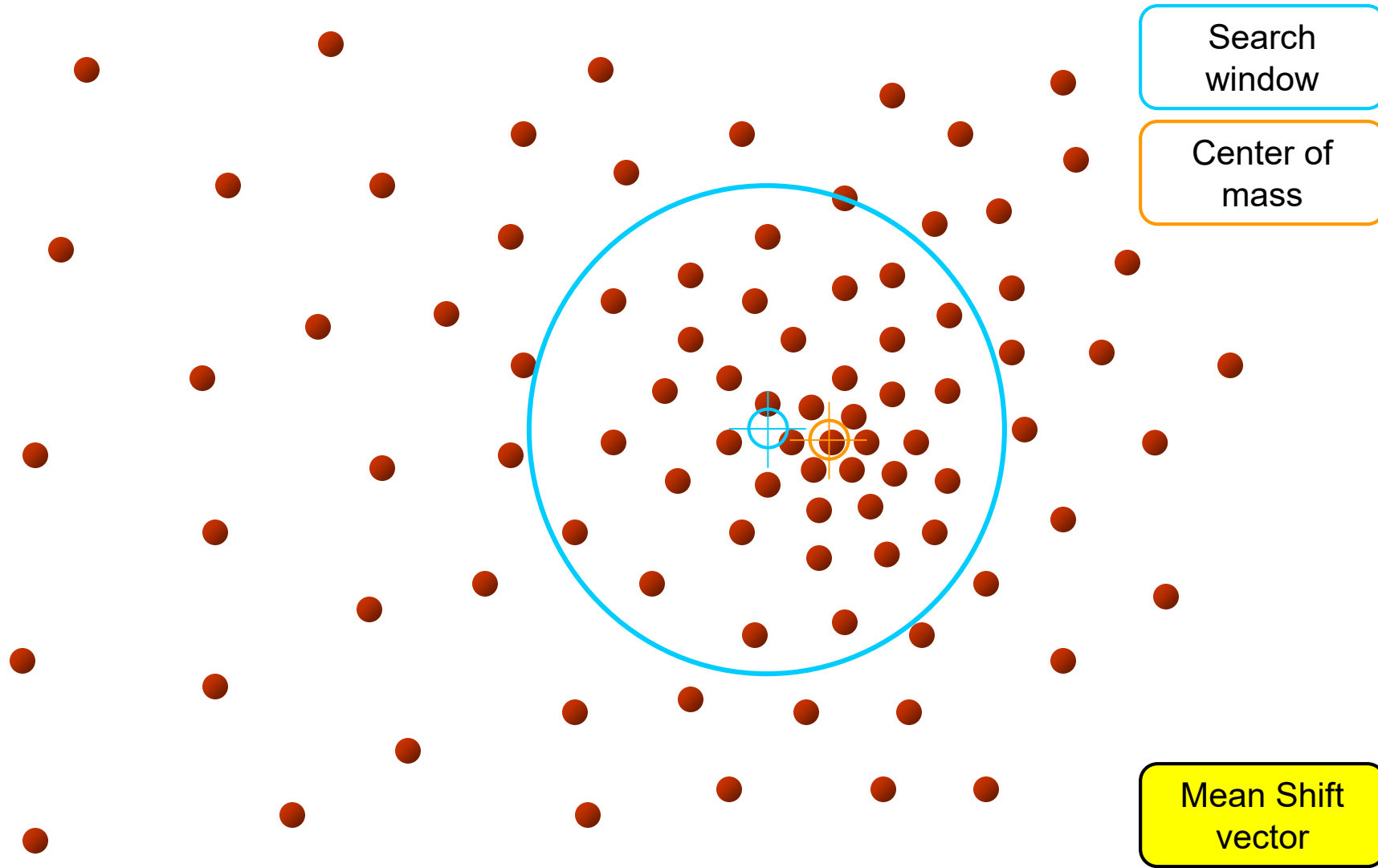


# Mean shift



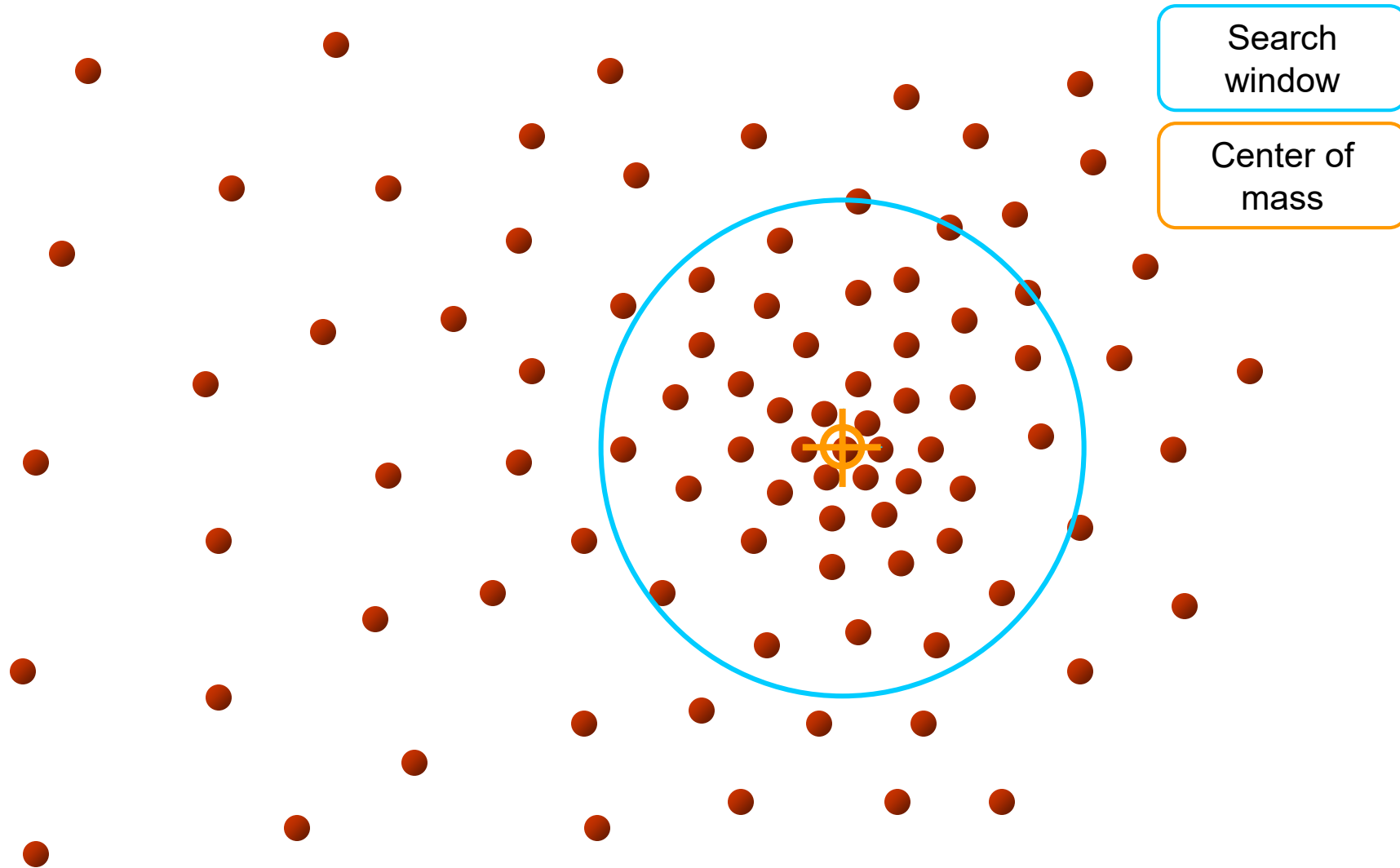
Slide by Y. Ukrainitz & B. Sarel

# Mean shift



Slide by Y. Ukrainitz & B. Sarel

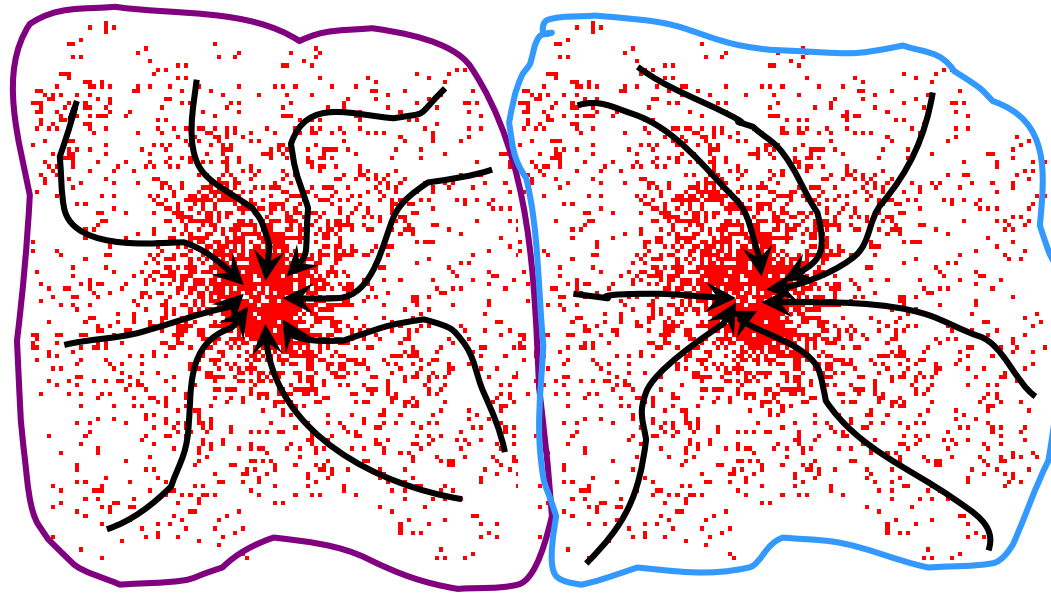
# Mean shift



Slide by Y. Ukrainitz & B. Sarel

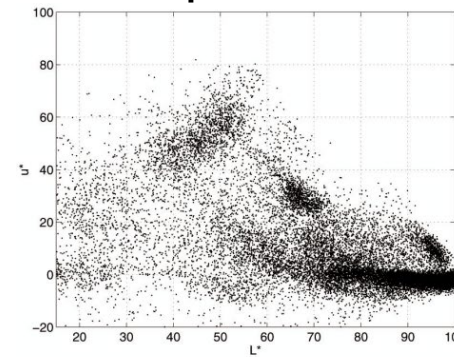
# Mean shift clustering

- Cluster: all data points in the *attraction basin* of a mode
- Attraction basin: the region for which all trajectories lead to the same mode

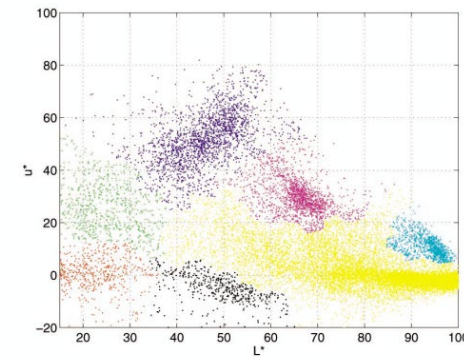


# Mean shift clustering/segmentation

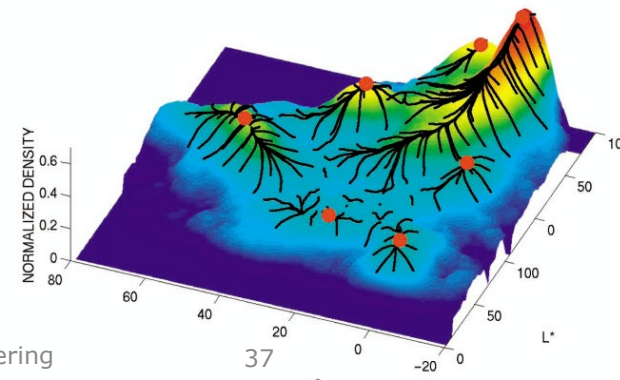
- Find features (color, gradients, texture, etc.)
- Initialize windows at individual feature points
- Perform mean shift for each window until convergence
- Merge windows that end up near the same “peak” or mode



(a)

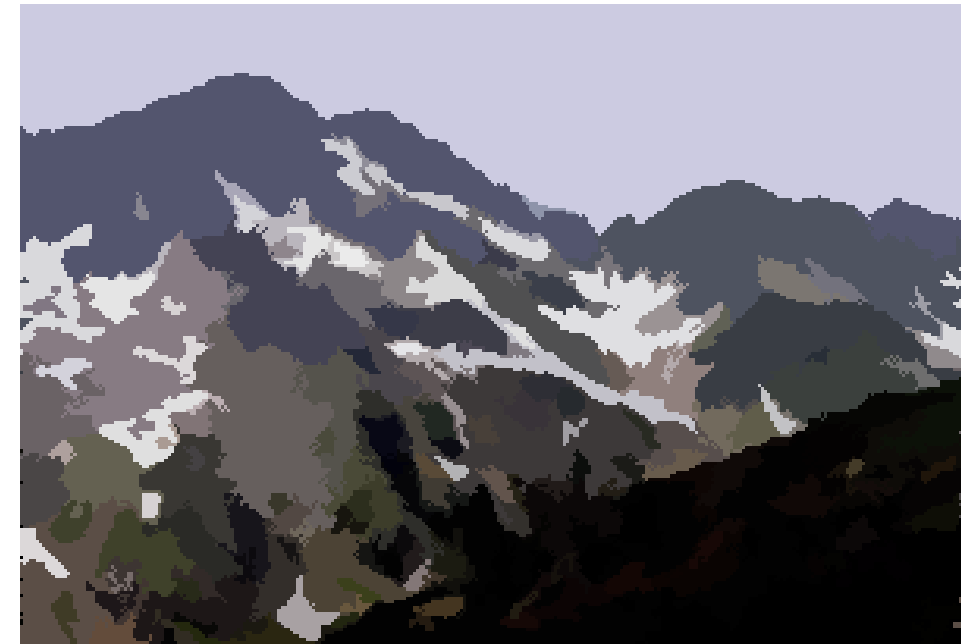


(b)





Mean shift  
segmentation  
results  
(note color  
mapping)



Mean shift  
segmentation  
results  
(outlines of  
regions)



# Mean shift – pros and cons

- Pros:
  - Does not assume shape on clusters
  - One parameter choice (window size)
  - Generic technique
  - Find multiple modes
- Cons:
  - Selection of window size
  - Does not scale well with dimension of feature space

# Today's Objectives

## Segmentation by Clustering

- Intensity clustering
- Brief discussion of RGB space
- Color space clustering using Kmeans
- Texture clustering
- The Mean-shift approach