Lecture 04 - Component Segmentation

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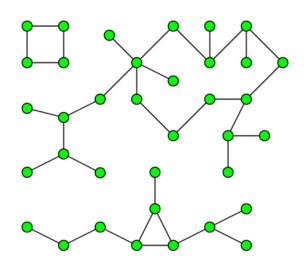
Topics

- 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....)

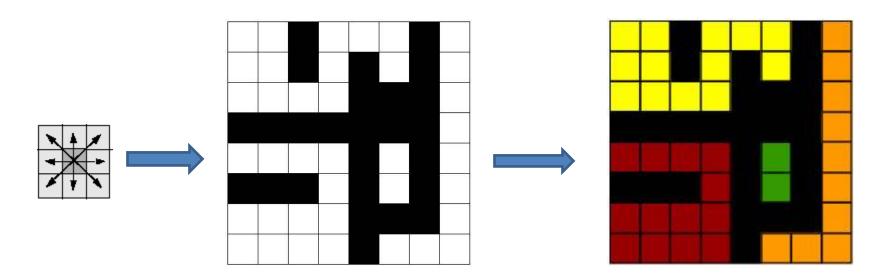
Kernels:



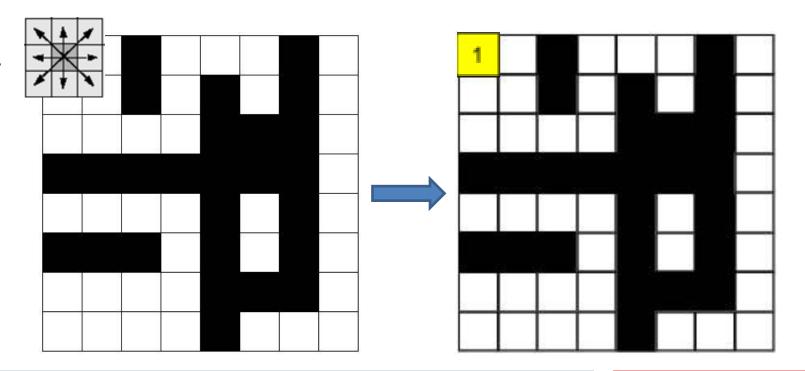
4-Neighboors



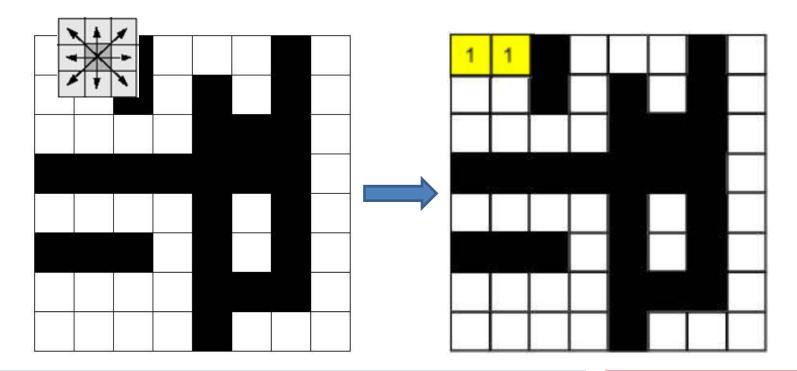
8-Neighboors



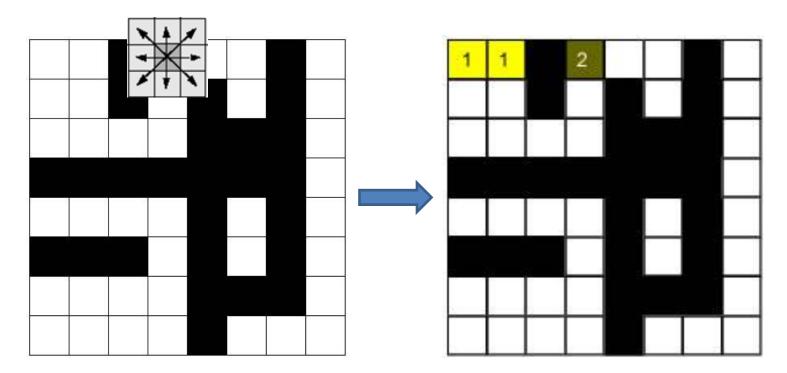
- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor 's label.
 - A Union-Find structure control adjacent labels (Union-Find)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



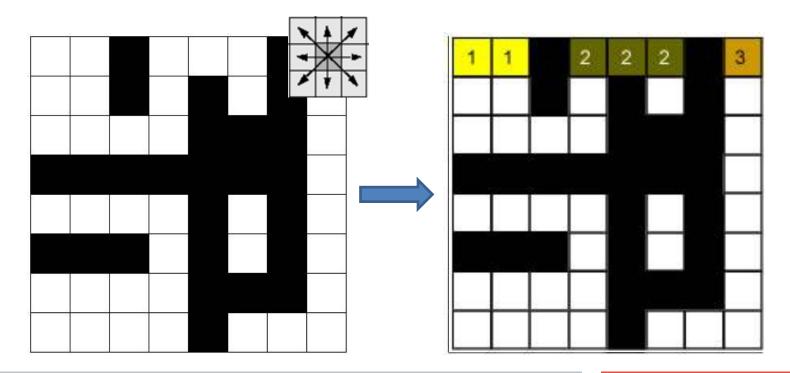
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 - Row #1



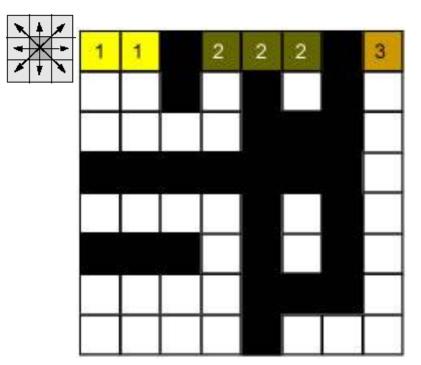
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 - Row #1



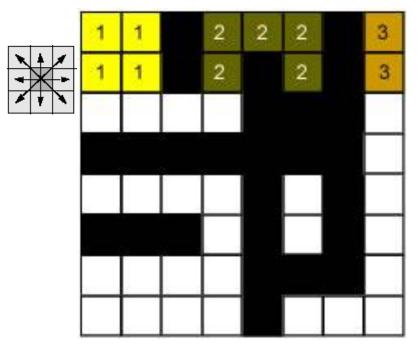
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- Pass #1:
 - Row #1



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 - If the center falls in a non-zero pixel, label it!
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 - A Union-Find structure control adjacent labels (Union-Find)
- Pass #1:
 - Row #2

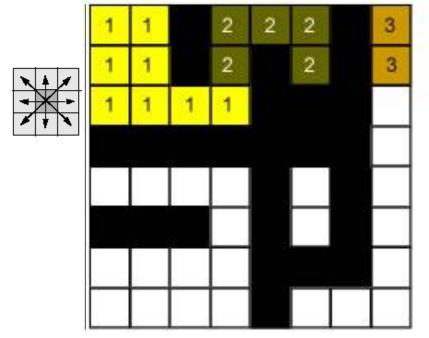


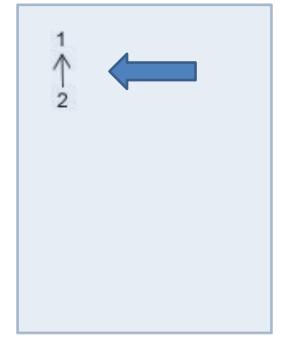
- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
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Adjacent labels



- Pass #1:
 - Row #3

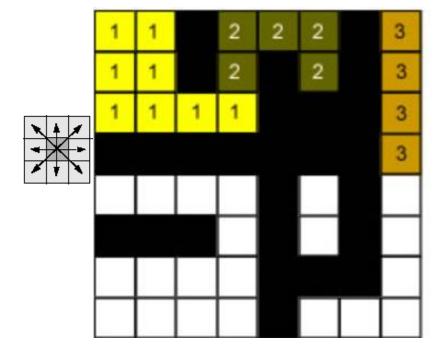




- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor 's label.
 - A Union-Find structure control adjacent labels (Union-Find)

Pass #1:

Row #4

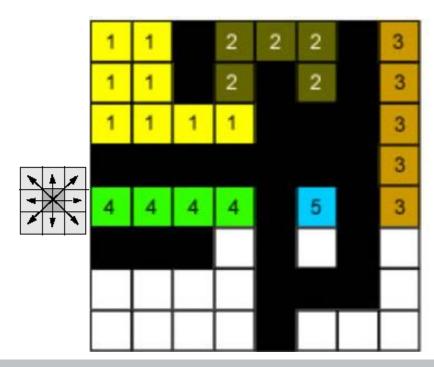


Union-Find

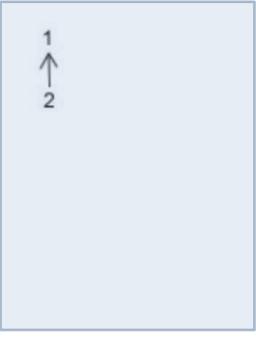
- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
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 - Otherwise, attribute to it the neighbor 's label.
 - A Union-Find structure control adjacent labels (Union-Find)

Pass #1:

Row #5



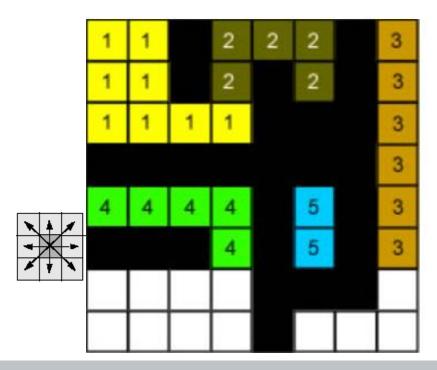
Union-Find



- 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 #6

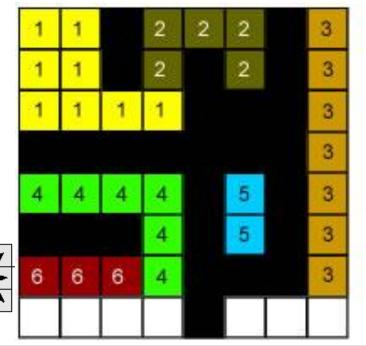


Union-Find

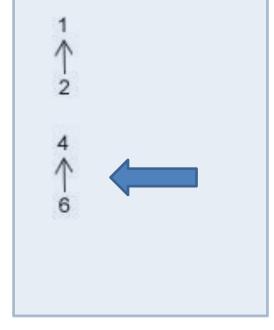


- Sliding a connectivity kernel, row by row (2 passes)
 - If the center falls in a non-zero pixel, label it!
 - Labeling:
 - If there are no labeled pixels connected, attribute a new label
 - Otherwise, attribute to it the neighbor 's label.
 - A Union-Find structure control adjacent labels (Union-Find)

Pass #1:



Union-Find



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)

Pass #1:

 1
 1
 2
 2
 2
 2
 3

 1
 1
 1
 1
 1
 3

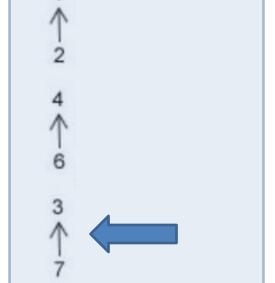
 3
 3
 3
 3
 3
 3

 4
 4
 4
 4
 5
 3

 6
 6
 6
 4
 7
 7
 3

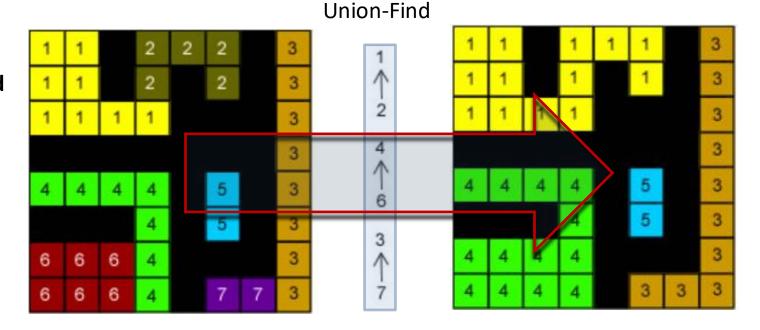
 6
 6
 6
 4
 7
 7
 3

Union-Find



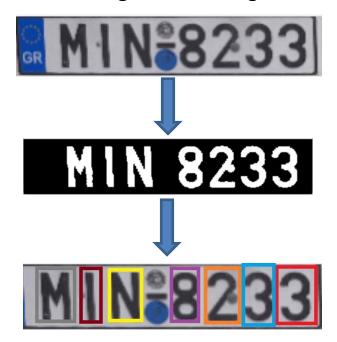
• Row #8

- Sliding a connectivity kernel, row by row (2 passes)
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- Pass #2:
- Resolve 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>