

## Assignment 5

Submission Deadline: 26.06.24, 11:00 pm

<u>Note</u>: To adjust to the reduced working time, you are free to choose only one of the two tasks (either A or B) and consider the other task optional.

## A) K-means clustering

66 slide in 10th lecture.

- a. Read the exemplary color input image inputEx5\_1.jpg and set up a three-dimensional RGB feature space (reshape).
- b. Implement your **own** *k-means* clustering approach with random initialization (see lecture notes) to group the color features.
- c. Select an appropriate number of clusters k, apply the algorithm and visualize the detected groups in feature and image space (e.g. with color coding: colormap).
- d. Extend the three-dimensional feature space with **additional spatial support** using the pixel positions (*x*, *y*) and test your algorithm on the five-dimensional feature space. Are the results different or significantly better?

## B) Watershed Segmentation

- a. Load the provided image inputEx4\_2.jpg, convert it to grayscale image and compute its gradient magnitude.
- b. The starting flooding points, also known as *seeds* or *markers*, can be determined automatically or manually (ginput). For noisy images, the automatic approach can lead to *oversegmentation*. Therefore, you should implement a robust version of the algorithm working with **manually chosen markers**. You can implement an interactive user selection for the seed points or use the following pre-selected seed points:

- c. Implement the *watershed segmentation* method **by yourself**. Use the seeds selected in step **b**. as the starting points for region growing. It is recommended to apply a *4-neighbor topology* (introduced in lecture number 3).
- d. Visualize the final segmentation result, as well as at least **two intermediate steps** during the region growing procedure. Apply an appropriate colormap to the segmented regions (colormap).
- e. Shortly describe the benefits and drawbacks of the watershed method for the given example image.