

# Skeletonization by Thinning

## *Approaches:*

- *Zhang-Suen*
- *Guo-Hall*

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## **01. Skeletonization by Thinning**

Explanation of the concept

## **02. Applications**

Medical and Biology fields

## **03. Zhang Suen Approach**

Pseudocode and theoretical  
Analysis

## **04. Guo Hall Approach**

Pseudocode and theoretical  
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Of both approaches

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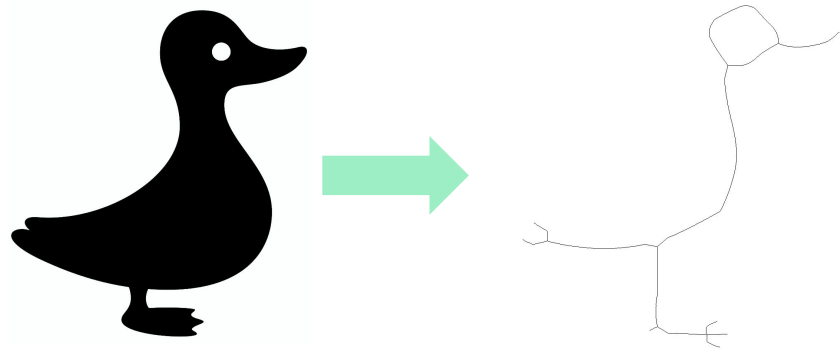
Of both approaches

# Skeletonization by Thinning

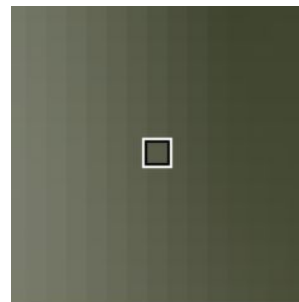
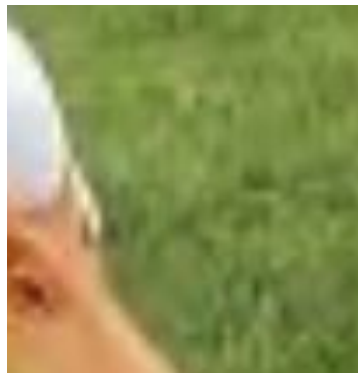
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Explanation of the concept

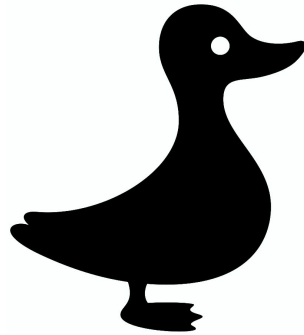
Skeletonization is a procedure to transform the width of an image into just one single pixel.



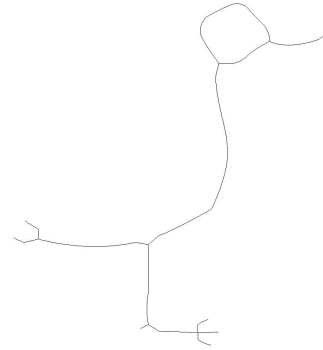
An image is composed by pixels



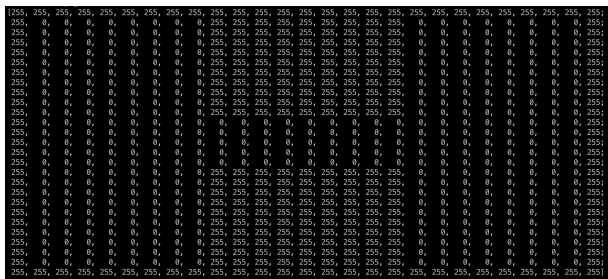
An image contains a pattern, and that is the reason why an algorithm use that pattern to make an image transformation and change the value of the numbers.



*Skeletonization*



## Skeletonization



Receive: a binary pattern/image  
Return: a skeleton

## Skeletonization by thinning


[illegible][illegible][illegible][illegible]



***Skeletonization Algorithm guarantee:***

Preservation the topological and geometric properties of the object in the image

## *Skeletonization by thinning*



The border points of a binary object that satisfy certain topological and geometric constraints are deleted in iteration steps.

The entire process is then repeated until only the skeleton is left .

# Applications

Medical and Biology fields

# Medicine

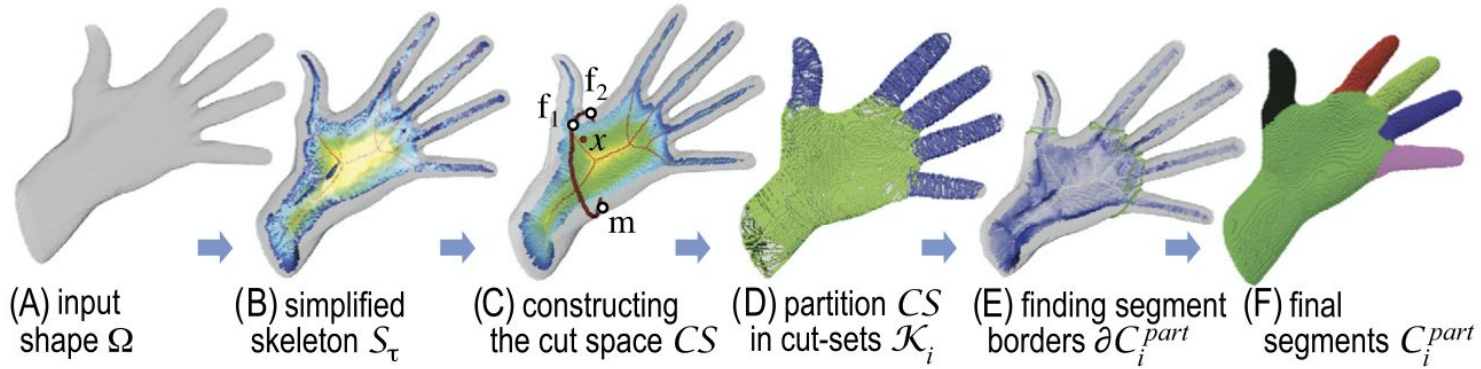
Analysis of blood vessels



Skeletonization process

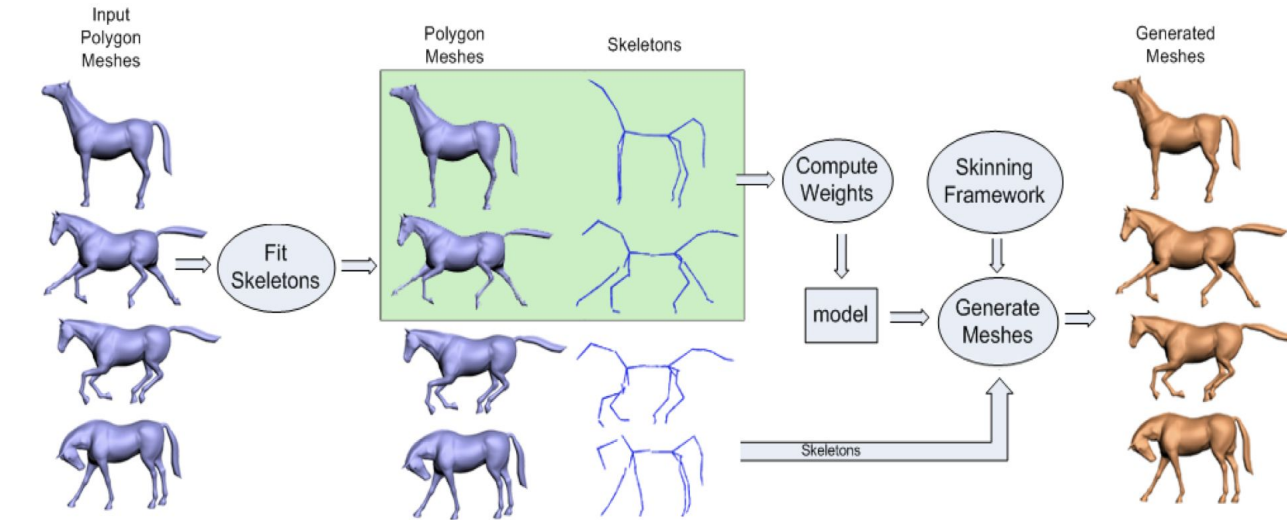
# Biology

## Voxel cut-space segmentation VCS



Skeletonization process

# Generation of mesh approximations



Skeletonization process

# Zhang–Suen Approach

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Pseudocode and theoretical analysis

# Algorithm

Verify conditions (A)

While points are deleted do

For all pixels  $p(i,j) = P_1$  do

if  $2 \leq B(P_1) \leq 6$  and  $A(P_1) = 1$

$P_2 \times P_4 \times P_6 = 0$

$P_4 \times P_6 \times P_8 = 0$

then

delete pixel  $p(i,j)$

For all pixels  $p(i,j) = P_1$  do

if  $2 \leq B(P_i) \leq 6$  and  $A(p_1) = 1$

$P_2 \times P_4 \times P_8 = 0$

$P_2 \times P_6 \times P_8 = 0$

then

delete pixel  $p(i,j)$

$$(a) \quad 2 \leq B(P_1) \leq 6$$

$$(b) \quad A(P_1) = 1$$

$$(c) \quad P_2 * P_4 * P_6 = 0$$

$$(d) \quad P_4 * P_6 * P_8 = 0$$

where  $A(P_1)$  is the number of 01 patterns in the sequence  $P_2 P_3 \dots, P_8, P_9, P_2$  that are the neighbours of  $P_1$  and  $B(P_1)$  is the number of nonzero neighbours of  $P_1$ .



# Guo-Hall Approach

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Pseudocode and theoretical analysis

# Algorithm

```
1. While points are deleted do
2.   For all pixels p(i,j) do
3.     if (a) C(p1) = 1
        (b) 2 <= N(p1) <= 3
        (c) Apply one of the following:
            (p2 | p3 | !p5) & p4 = 0 in odd iterations
            (p6 | p7 | !p9) & p8 = 0 in even iterations
        then
4.       Delete pixel p(i,j)
5.     end if
6.   end for
7. end while
```

P9	P2	P3
P8	P1	P4
P7	P6	P5

Where:

$C(p1) = !p2 \ \& \ (p3 \ | \ p4) \ + \ !p4 \ \& \ (p5 \ | \ p6) \ + \ !p6 \ \& \ (p7 \ | \ p8) \ + \ !p8 \ \& \ (p9 \ | \ p2)$

$N1(p1) = (p9 \ | \ p2) \ + \ (p3 \ | \ p4) \ + \ (p5 \ | \ p6) \ + \ (p7 \ | \ p8)$

$N2(p1) = (p2 \ | \ p3) \ + \ (p4 \ | \ p5) \ + \ (p6 \ | \ p7) \ + \ (p8 \ | \ p9)$

$N(p1) = \text{MIN}[N1, N2]$

# Analysis

Of both approaches

# Analysis

## Theoretical:

We considered the worst case to be when all pixels are distributed in such way that only one pixel is deleted in each iteration, which results in approximately  $(rows-1*cols-1)$  iterations. In each one, we traverse all pixels, thus, we get a bound of  $O(n^4)$ . The best case is when 0 or 1 pixel is deleted, resulting in 1 iteration and a bound of  $O(n^2)$ .

## Empirical:

Guo Hall approach was presented as an improvement of the former Zhang Suen, hence, it runs faster as we will see in results chart below, even though, it does way more iterations than the other. Both are based in a set of 2 sub-iterations, but consider different criteria to determine if a pixel is deleted or not.

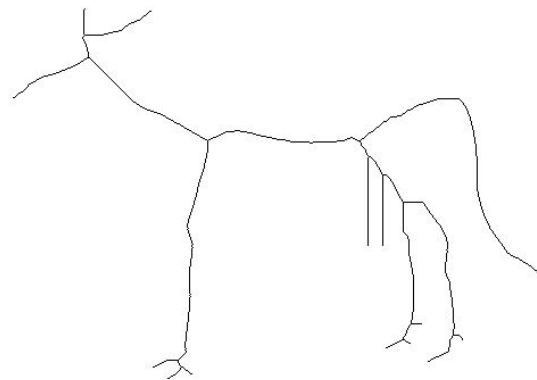
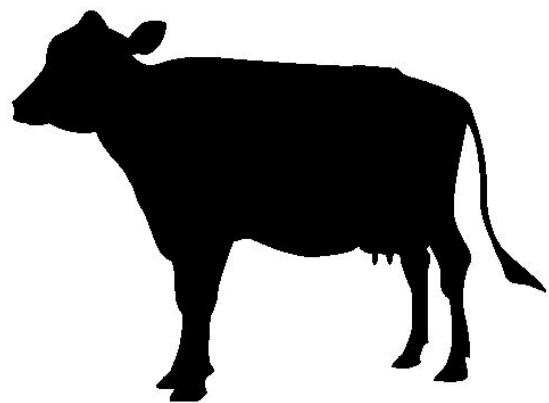
CPU 1	Cow	Duck
Zhang-Suen	5.05005 sec	24.4098 sec
Gou-Hall	2.40053 sec	16.4013 sec

CPU 2	Cow	Duck
Zhang-Suen	12.3745 sec	54.2858 sec
Gou-Hall	2.5839 sec	15.8636 sec

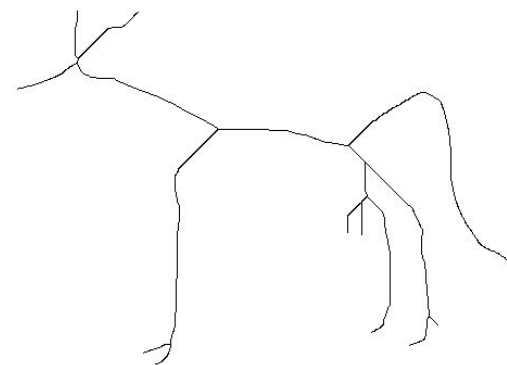
# Experiments and results

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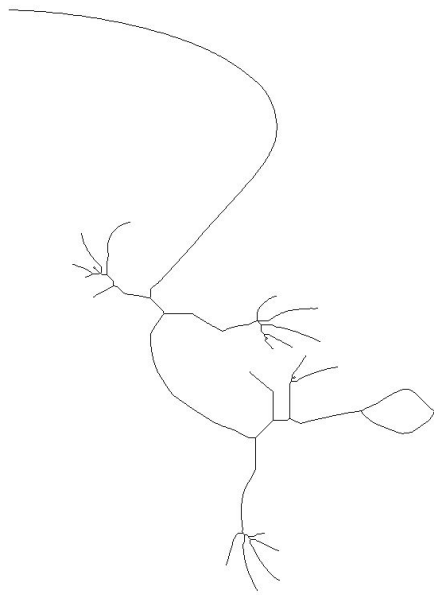
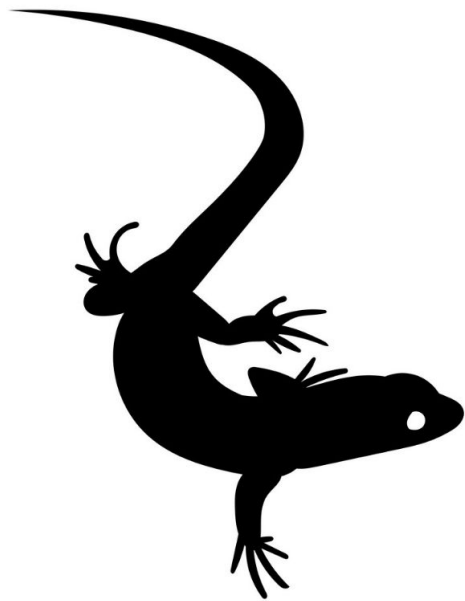
Pseudocode and theoretical approaches



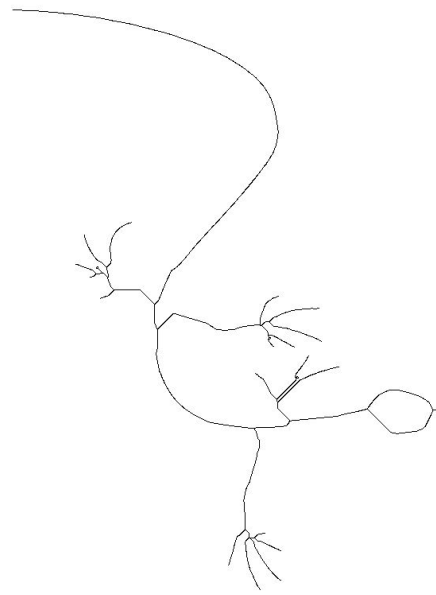
Guo Hall



Zhang Suen

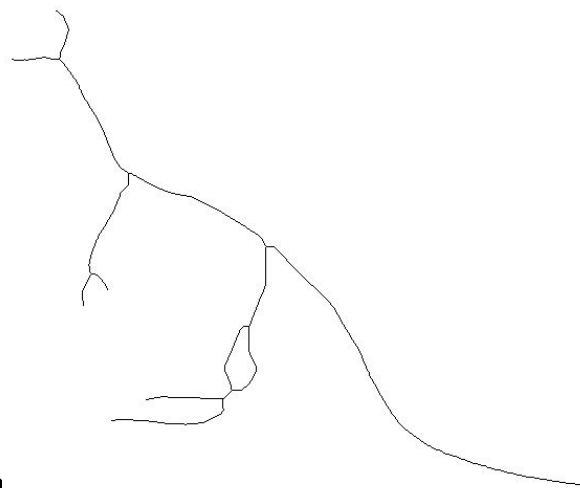


Guo Hall

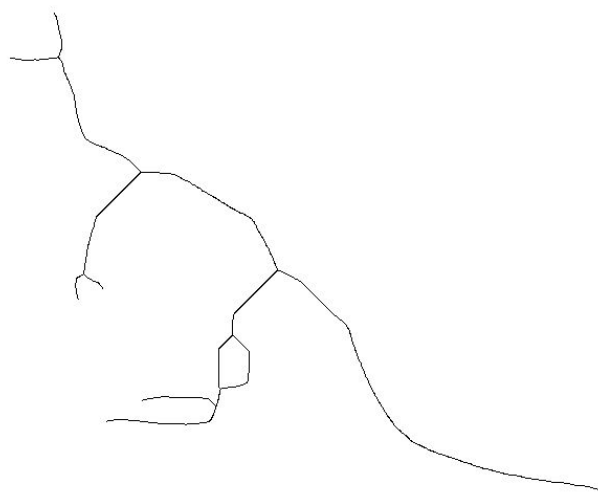


Zhang Suen





Guo Hall



Zhang Suen

