

Hierarchical Histogram Threshold Segmentation

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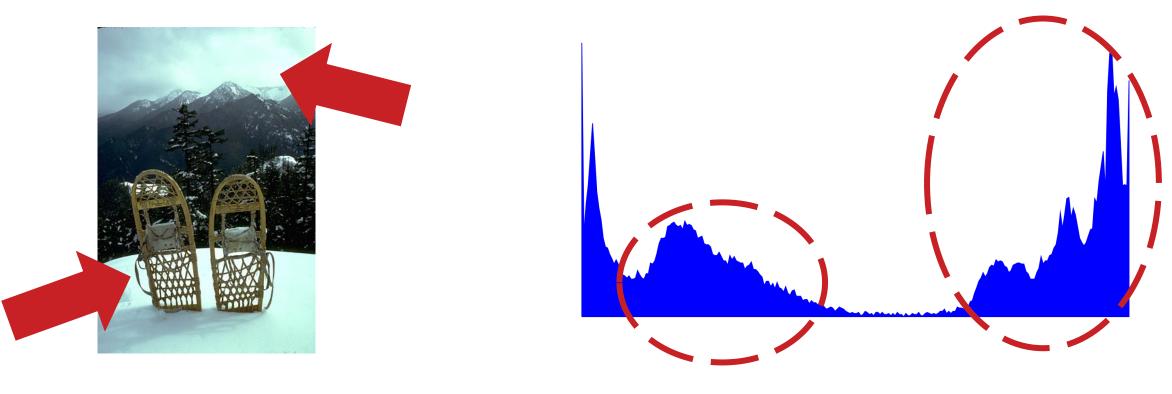
 \rightarrow SLIC

Motivation

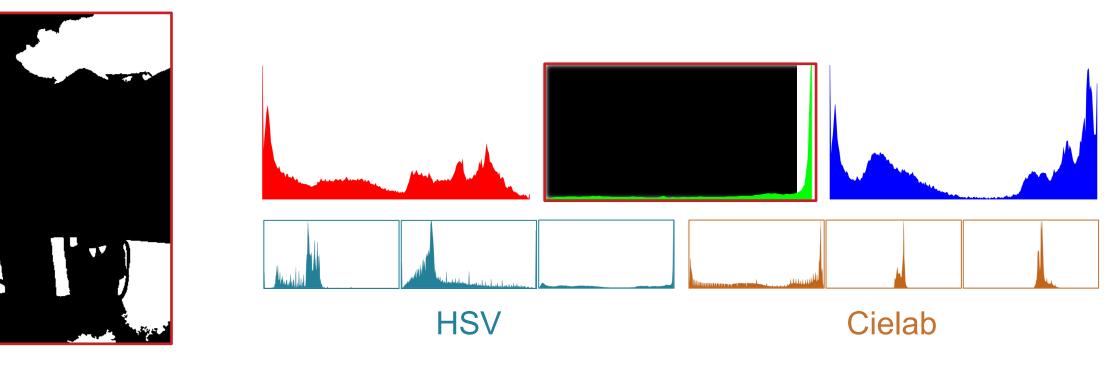
- Get superpixels with extraordinary boundary adherence (BR, MDE)
- Reduce input parameter dependencies (initialization, termination)

Key Idea

Assumption: Color histogram clusters correspond to object classes



 <u>Usage</u>: Separate object classes by color intensity thresholding at histogram cluster boundaries across multiple color channels



 <u>Progression</u>: Hierarchically split color-inhomogeneous segments into more homogeneous ones (until color information exhaustion)

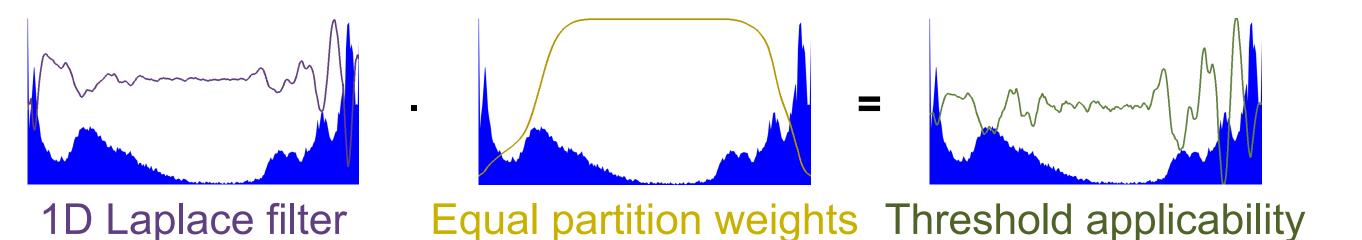


Challenges

- Where to threshold? → 1D Laplace filter & equal partition weights
- What segments to prioritize? → segment size & color variance
- When to stop? → color information exhaustion / superpixel count
- How to handle tiny segments? → min size & spatial connectivity

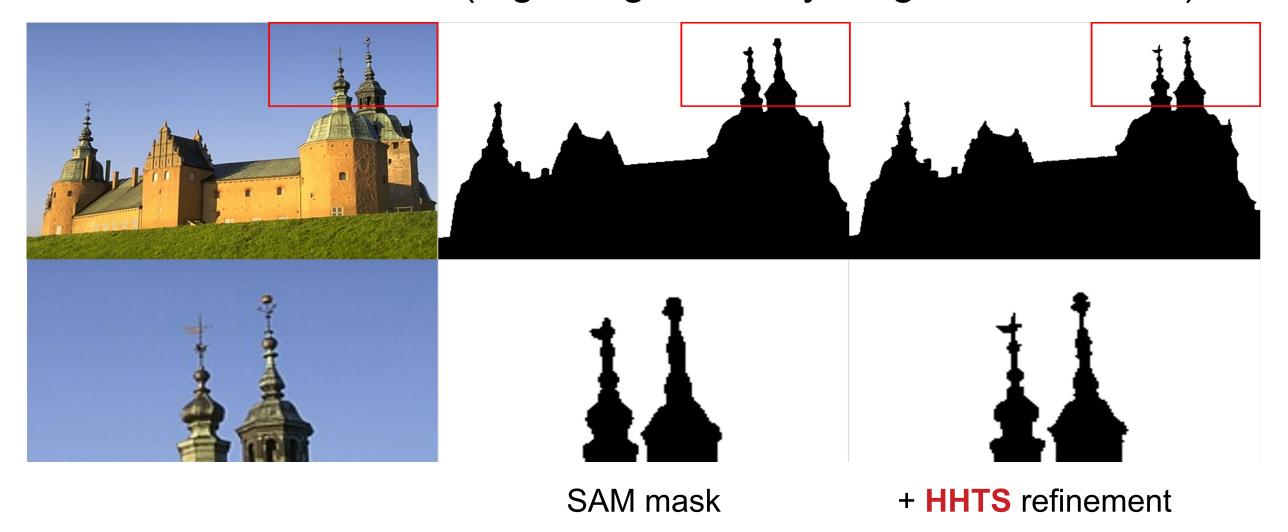
Thresholding

- A threshold should equally split an image at object class boundaries
- 1D Laplace kernel to find limits of object classes in a color histogram
- Cauchy distribution of accumulated histogram for a balanced partition

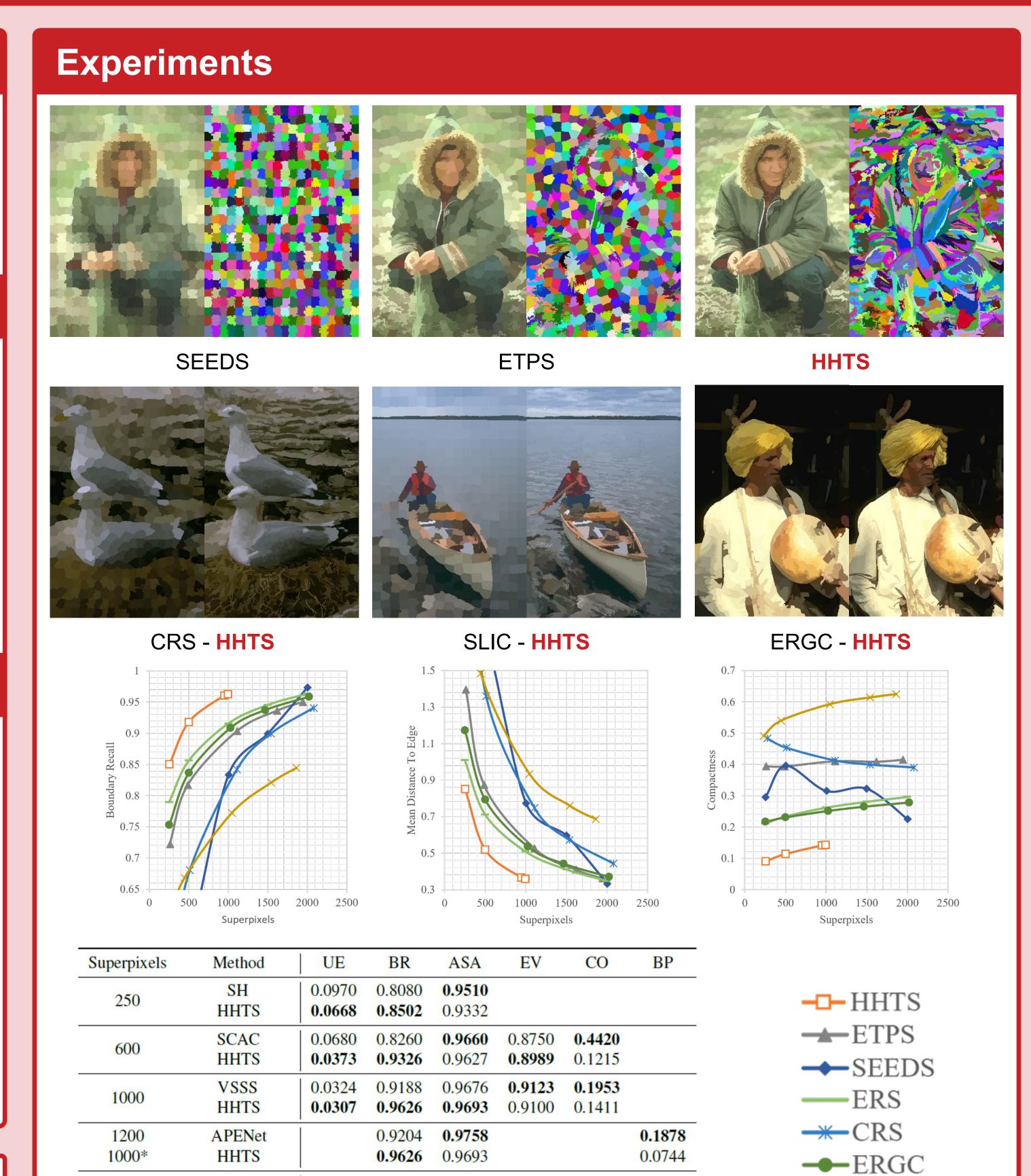


Application

Refine semantic masks (e.g., Segment Anything Model – SAM)







LDFUNet

CRTREES

2000

0.9300 0.9734

0.9626 0.9693

0.9482

0.9100

0.0716 0.9624

0.0307 0.9626