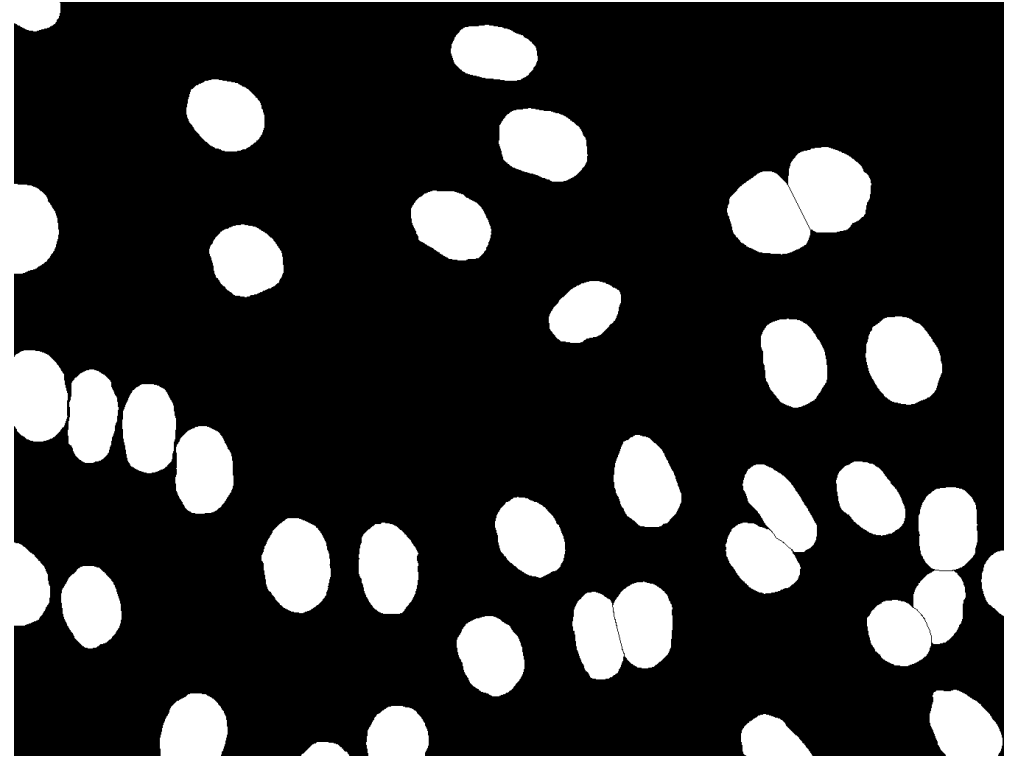
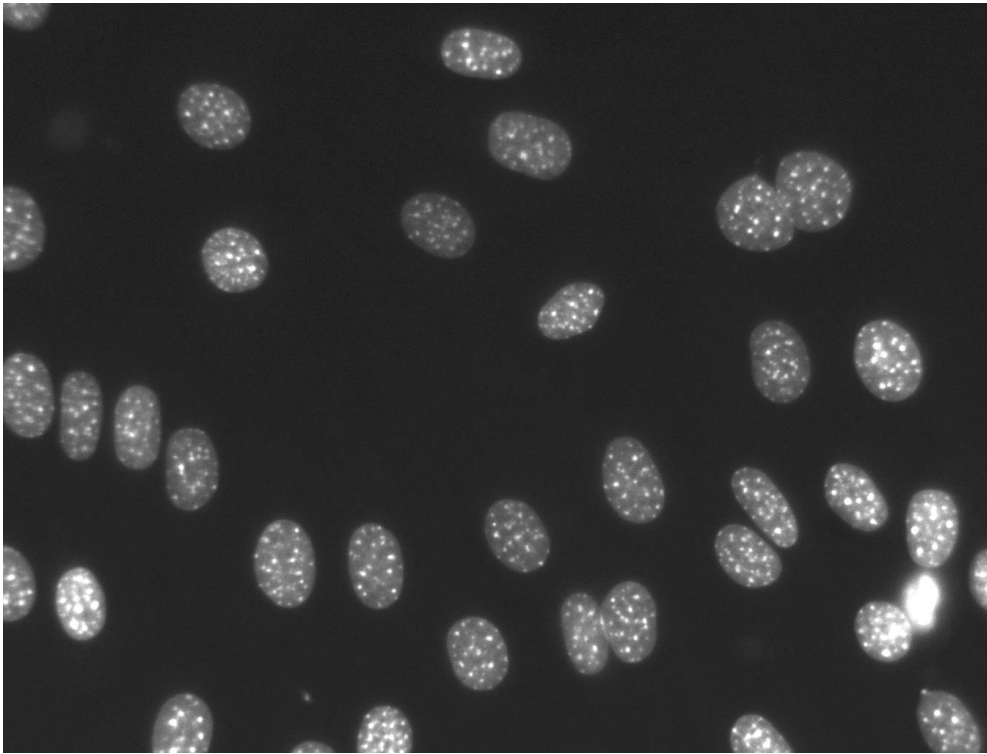


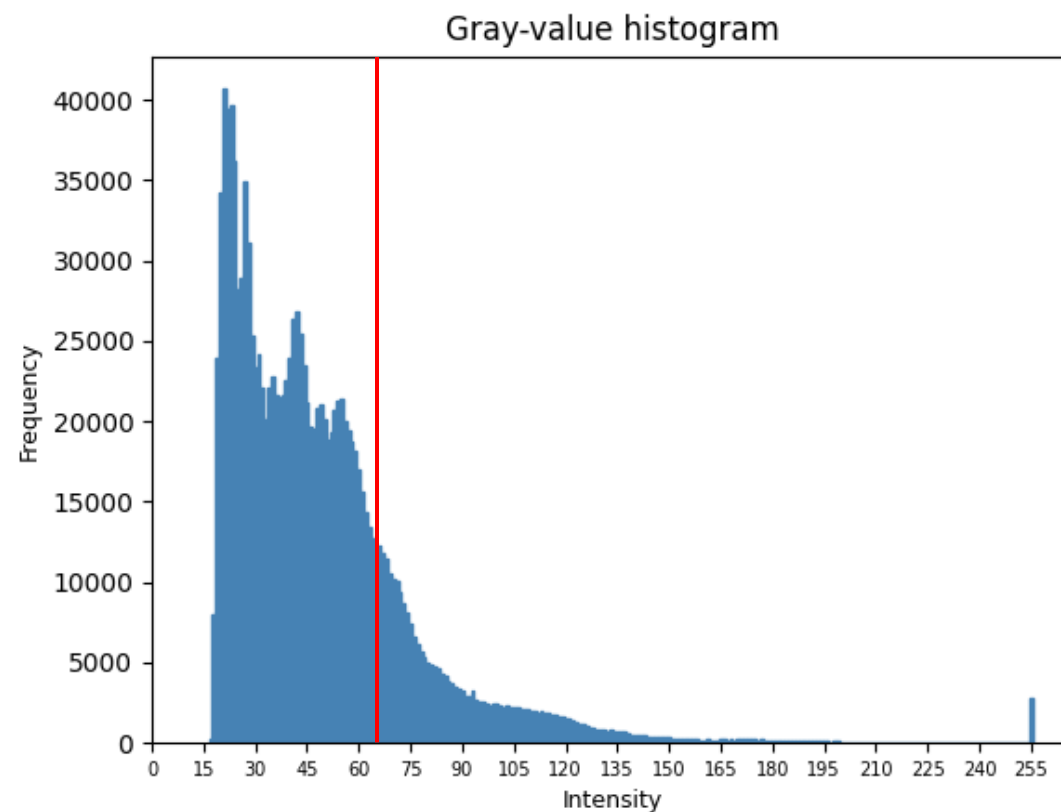
# Image segmentation



# Methods

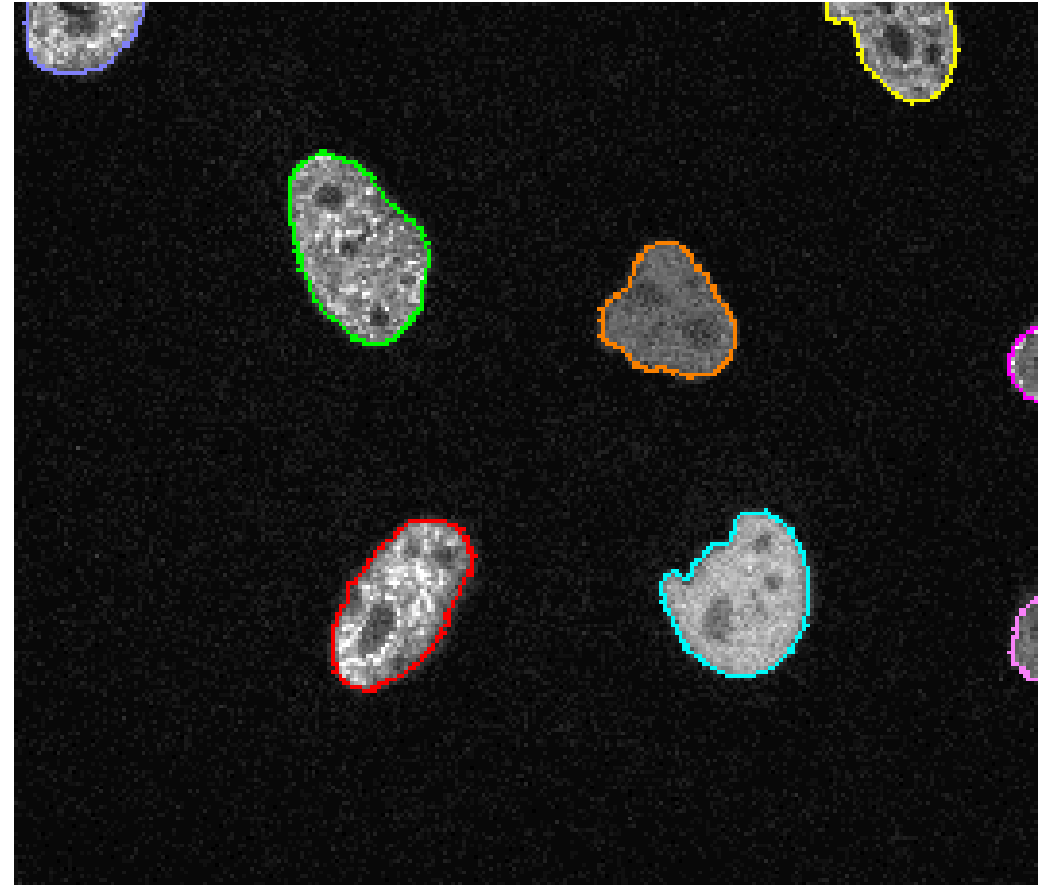
- Thresholding → Intensity clipping

**Otsu's thresholding**

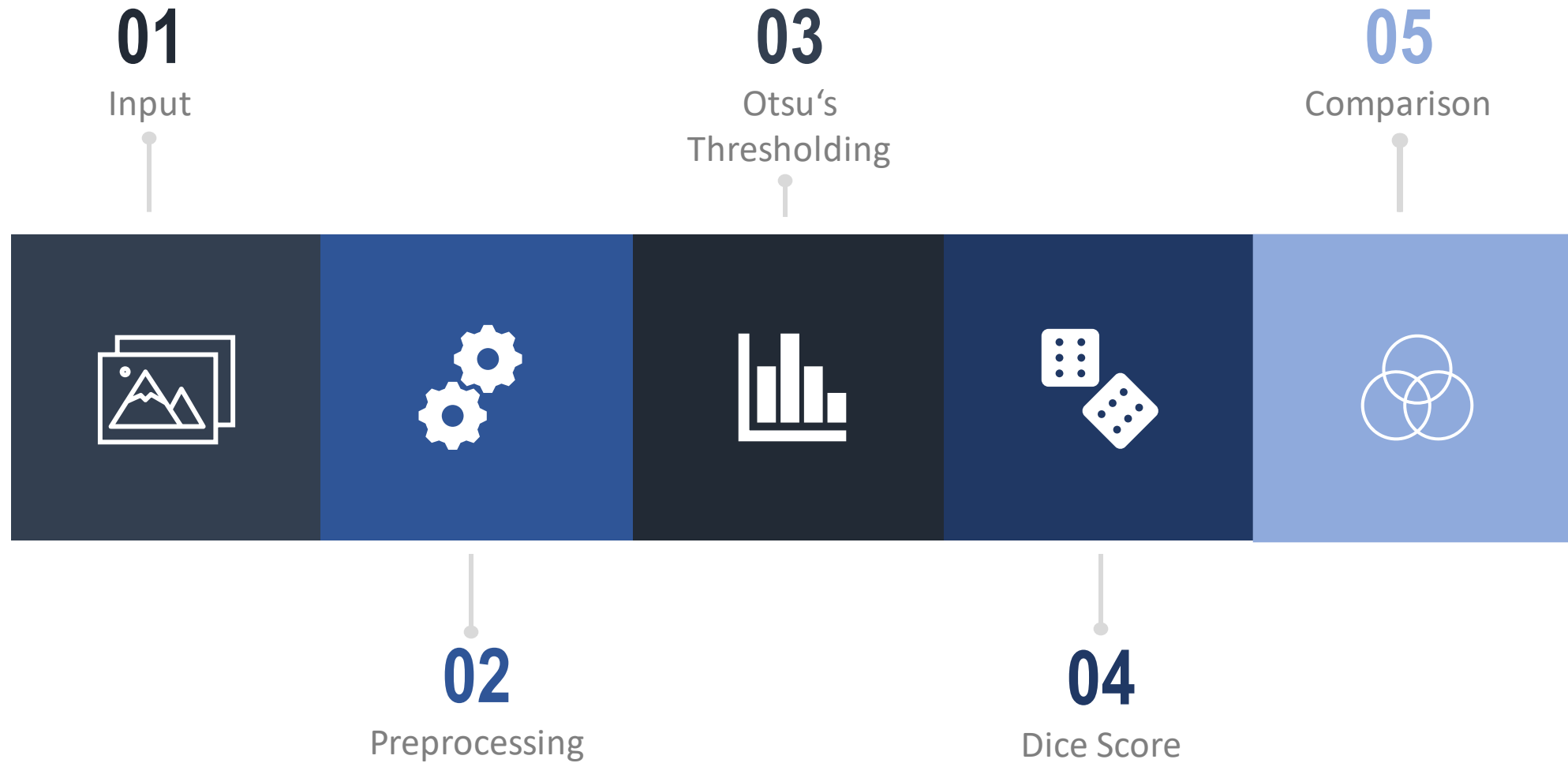


# Applications

- High-throughput cytometry
  - Cell size
  - Cell counting
- Cell tracking

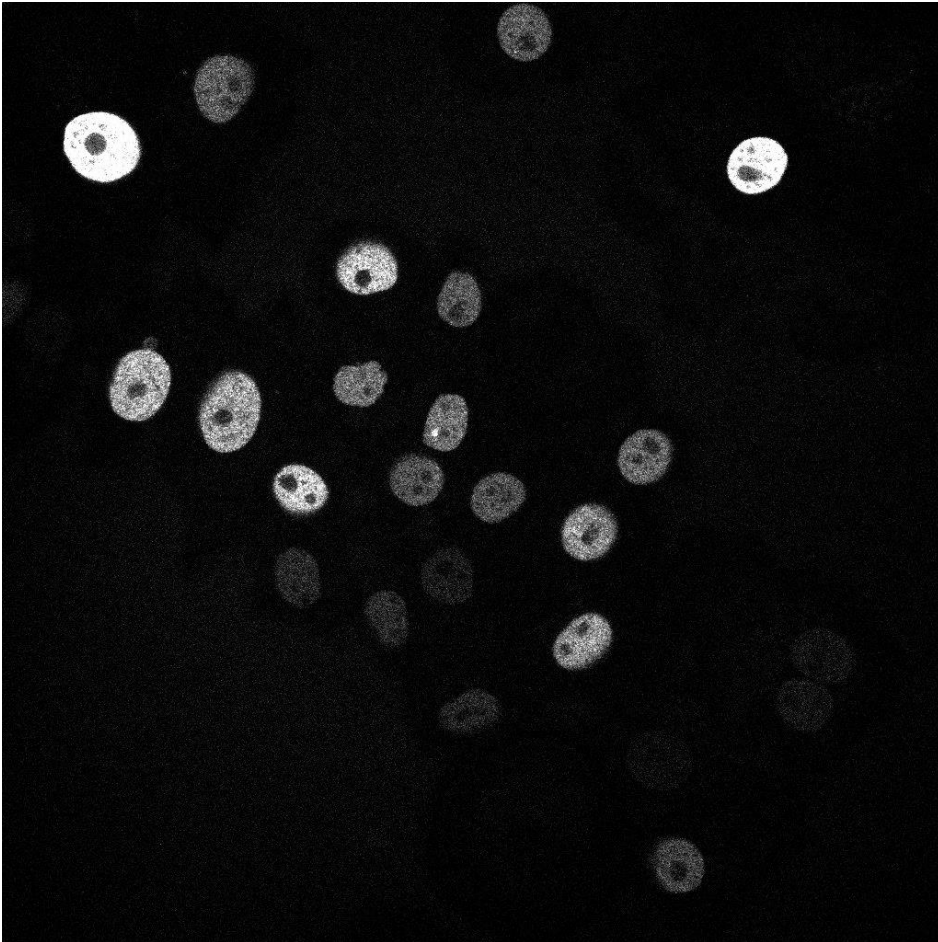


# Workflow





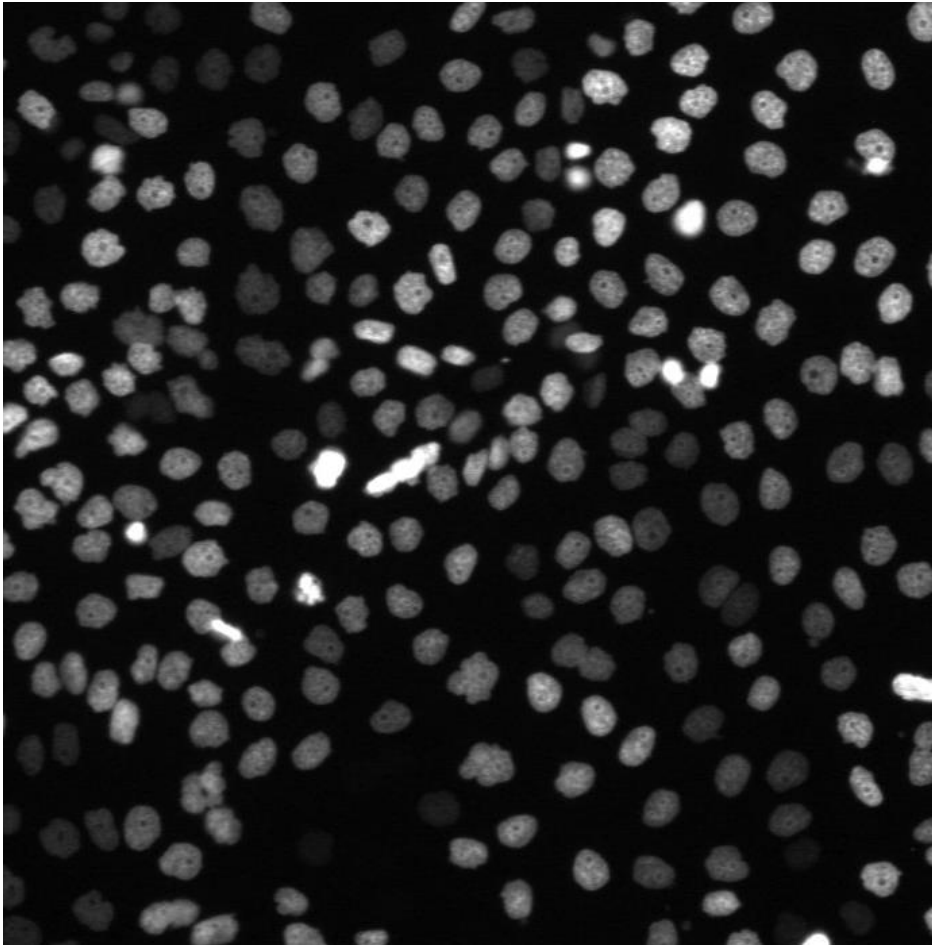
# Input 1: N2DH-GOWT1 cells



- GFP-Gowt1 mouse embryonic stem cells
- Time-lapse confocal microscopy and GFP-staining
- Leica TCS SP5 microscope
- Investigate genomic integrity of the cells



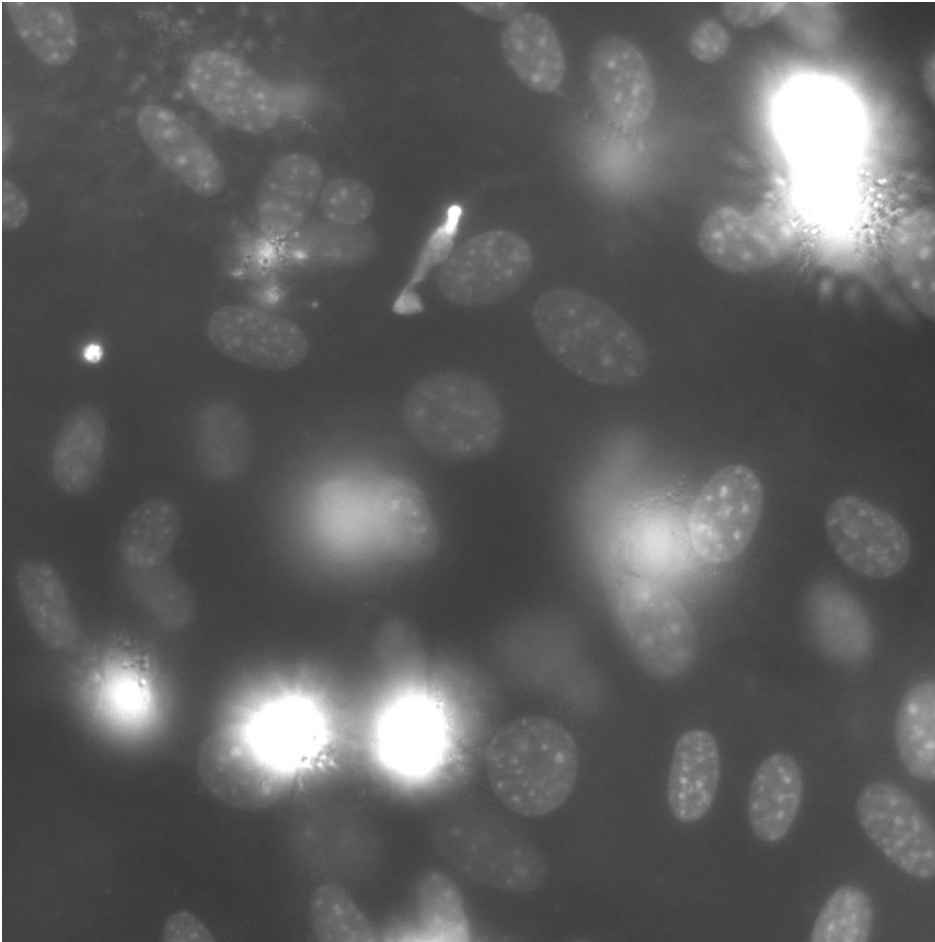
# Input 2: N2DH-HeLa cells



- Human epithelial cells of cervical cancer
- Live imaging of fluorescently labelled chromosomes
- Olympus IX81 microscope
- Phenotypic profiling of the human genome



# Input 3: NIH3T3 cells

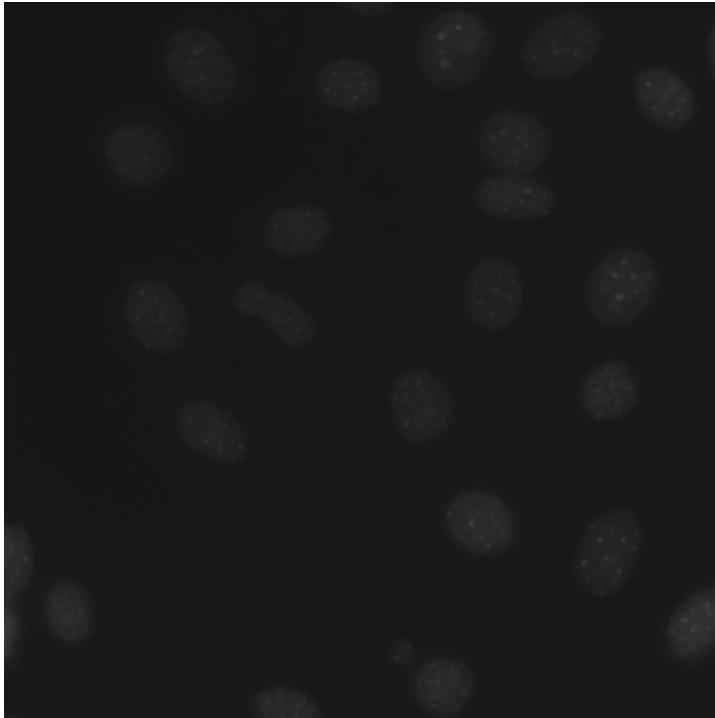


- Several mouse embryonic fibroblast cells
- Fluorescence microscopy images
- Evaluation of image analysis pipelines

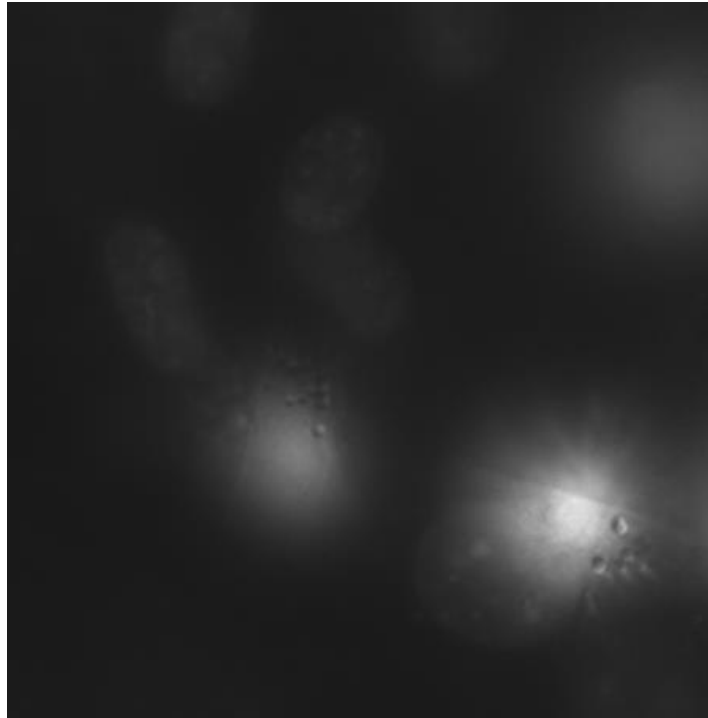


# Problems

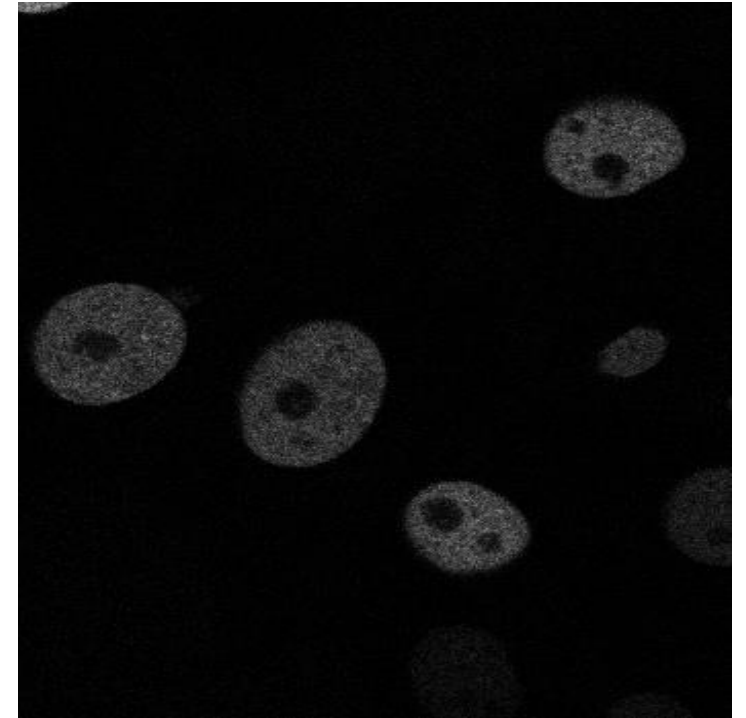
Low contrast



Reflections



Random noise



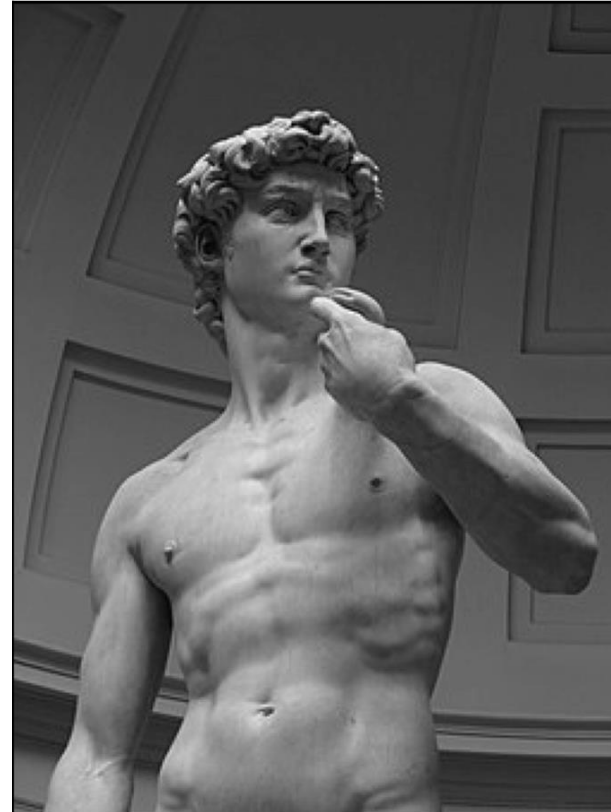




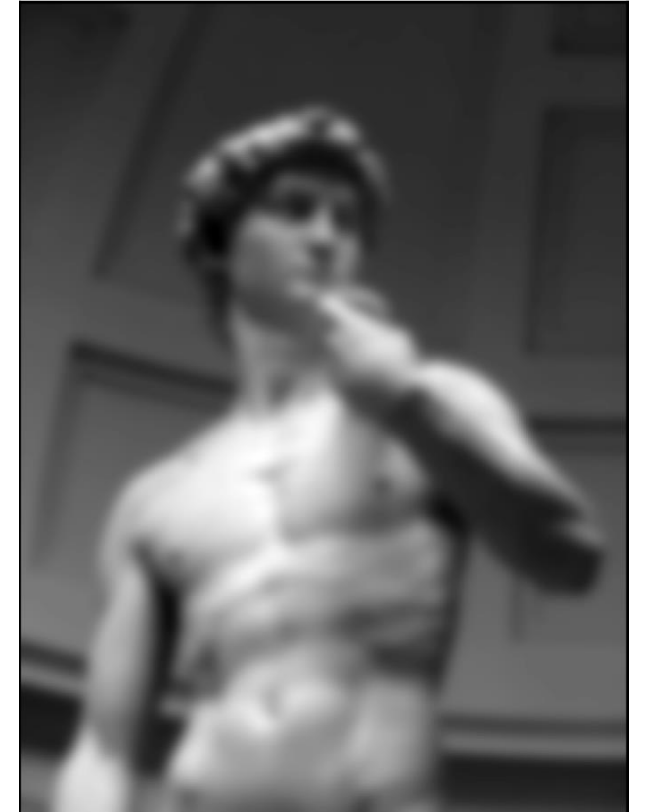
# Preprocessing

Solutions:

- Random noise  
→ **Gaussian filter**
- Reflections
- Low contrast



Original



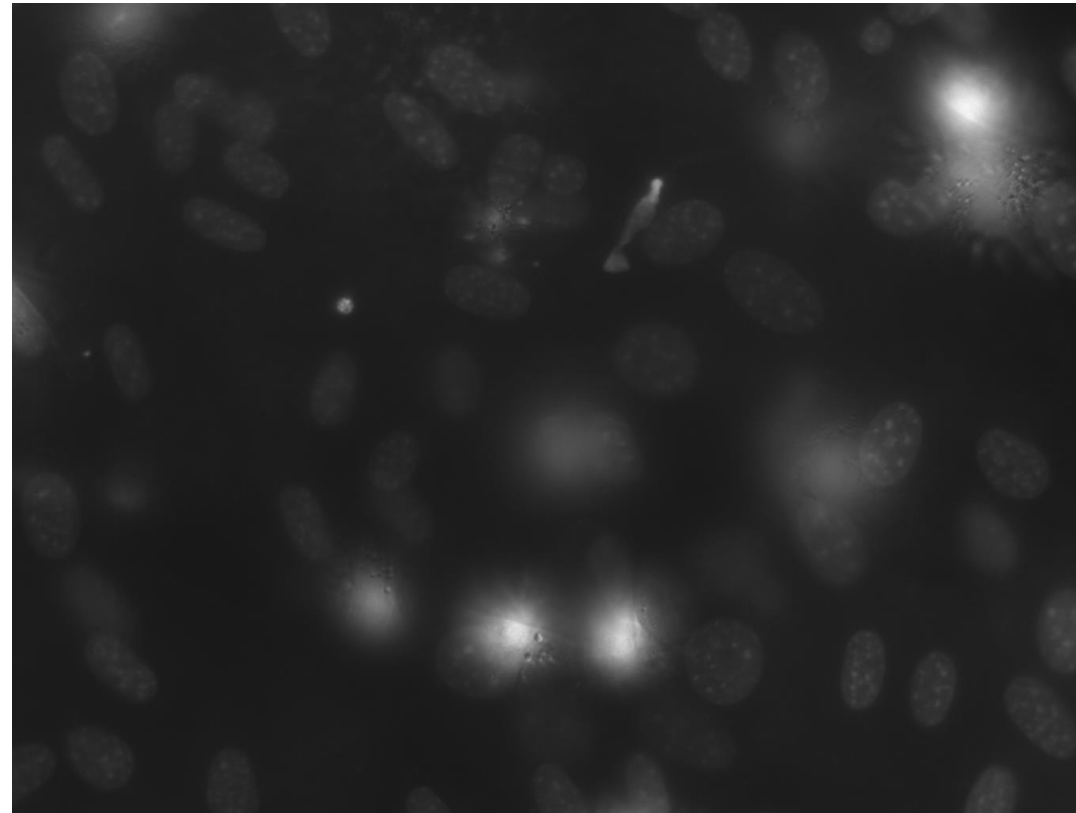
Gaussian filter ( $\sigma = 3$ )



# Preprocessing

Solutions:

- Random noise  
→ **Gauss filter, median filter**
- Reflections  
→ **Thresholding**
- Low contrast



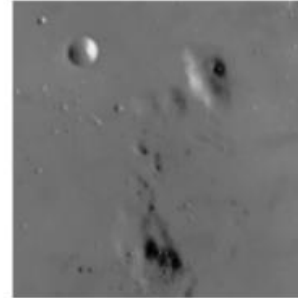


# Preprocessing

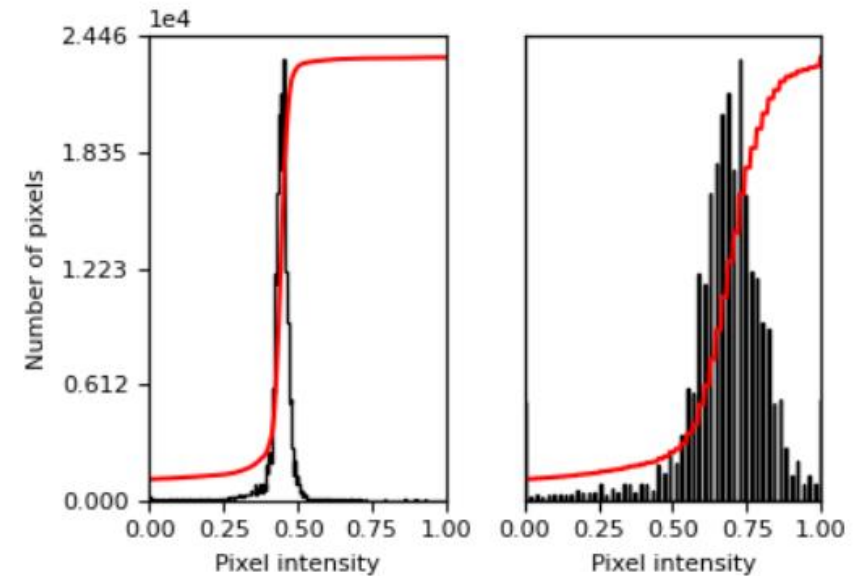
## Solutions:

- Random noise  
→ **Gauss filter, median filter**
- Reflections  
→ **Thresholding**
- Low contrast  
→ **Histogram stretching**

Low contrast image

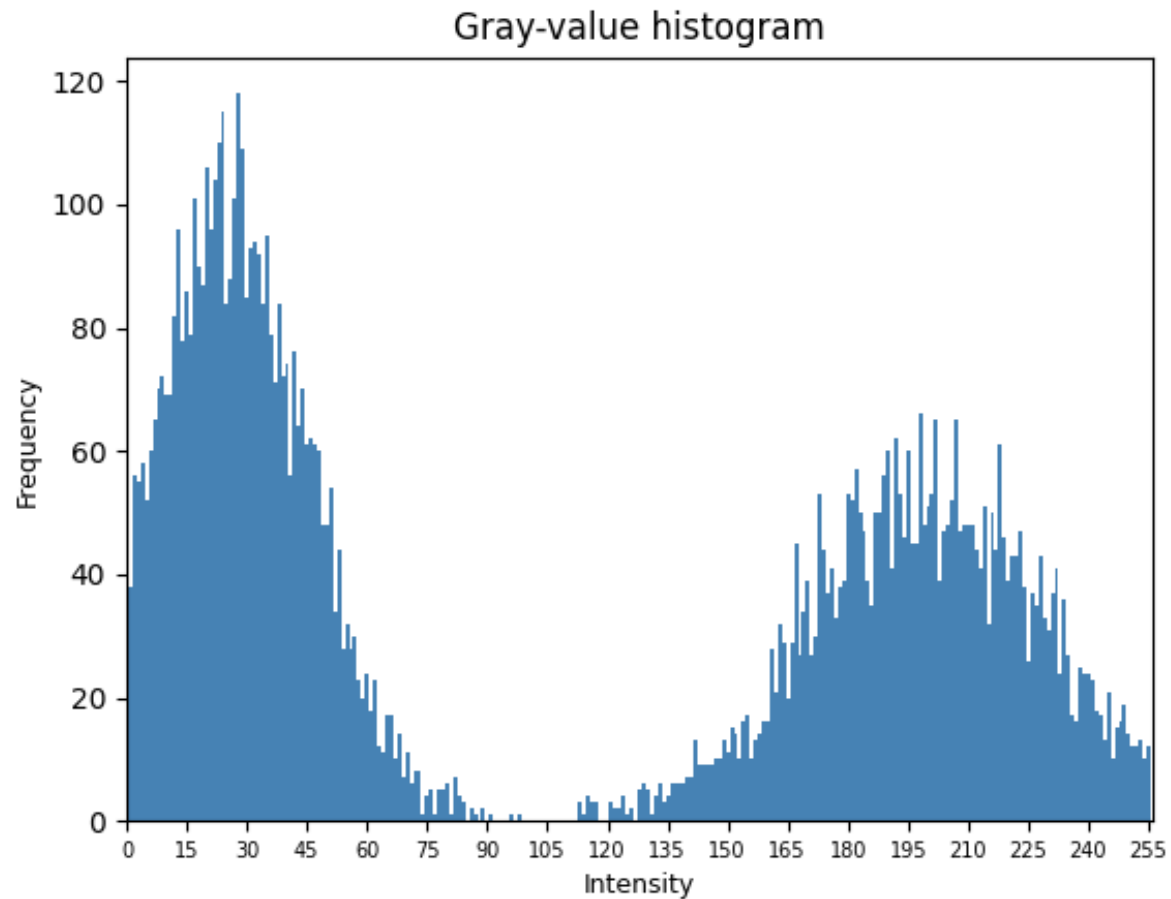


Contrast stretching



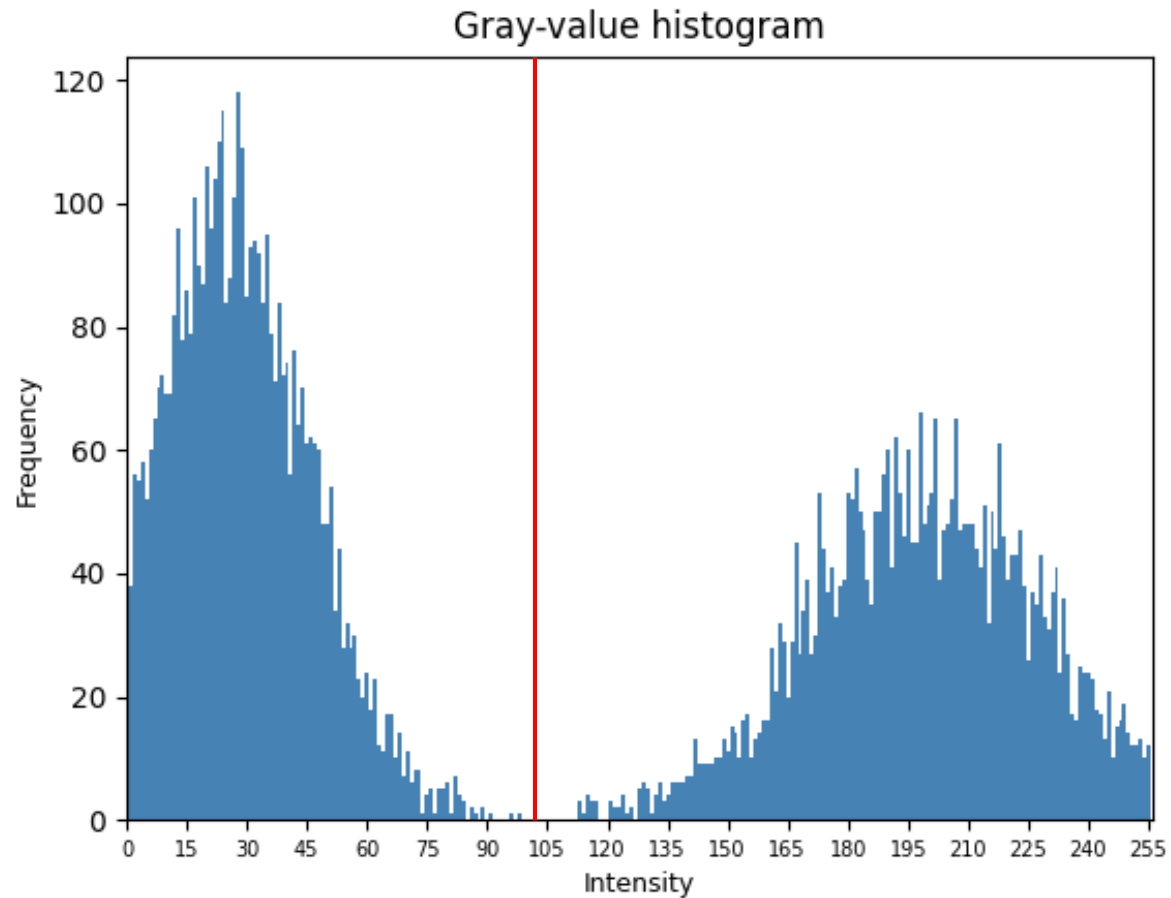


# Otsu's Thresholding



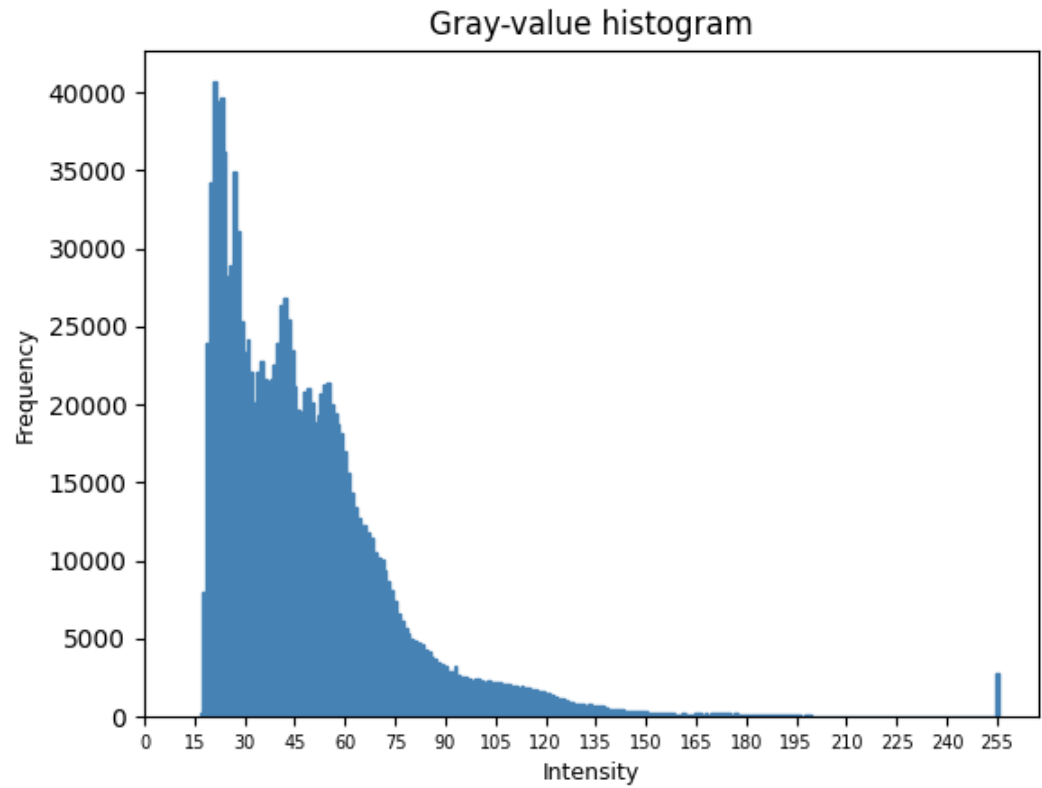
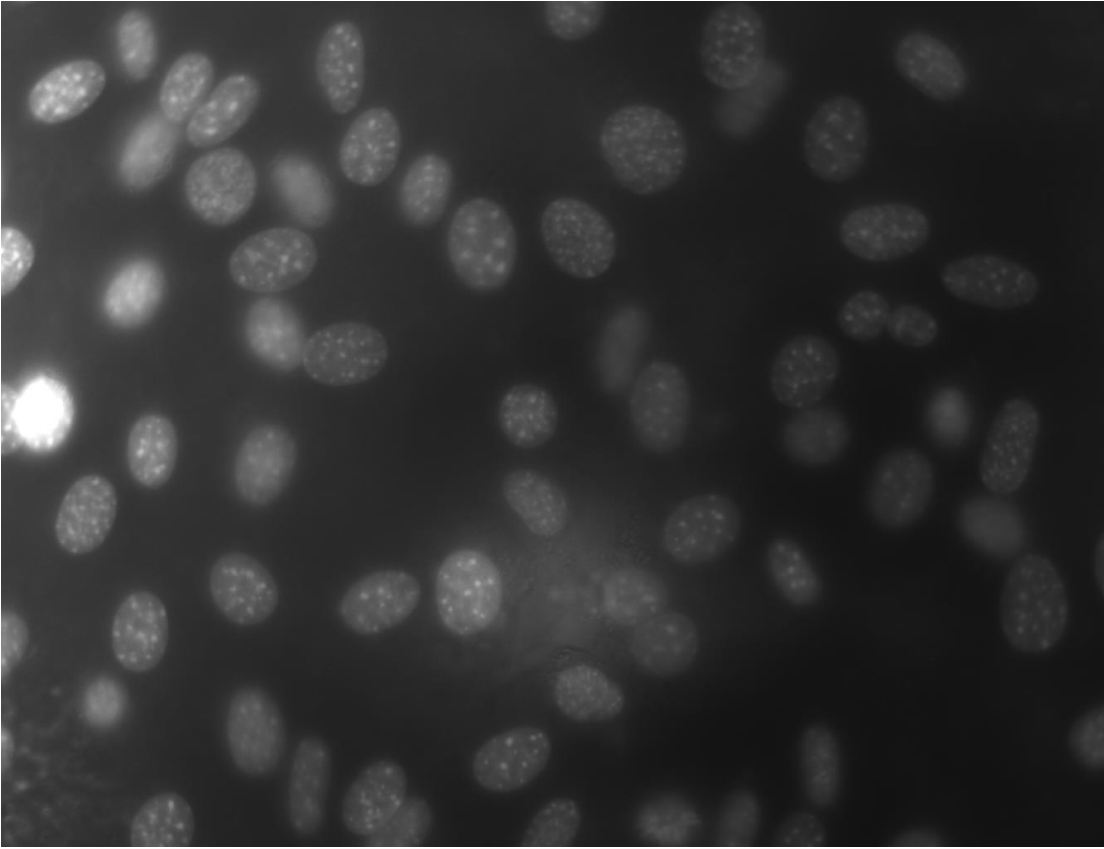


# Otsu's Thresholding





# Otsu's Thresholding



Threshold value  $k \in [0, 255]$



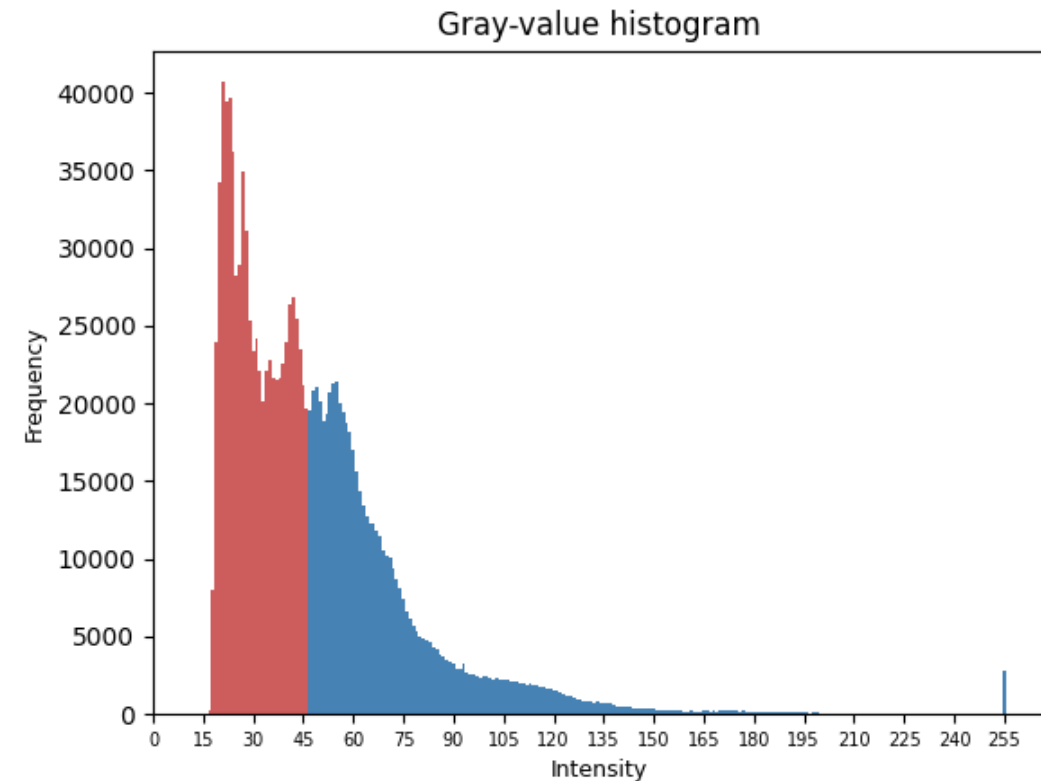
# Otsu's Thresholding

Between-class variance

$$\sigma_B = \omega_0 \omega_1 (\mu_1 - \mu_0)^2$$

$\omega_{0,1}$  = probability of class occurrence

$\mu_{0,1}$  = mean intensity values

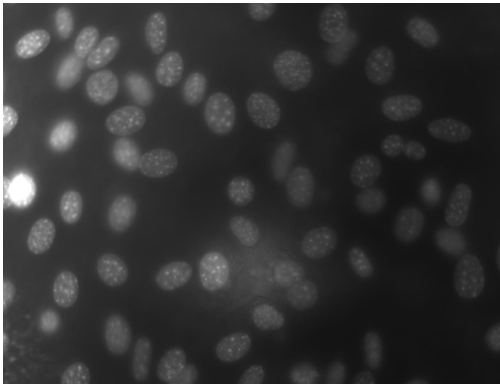
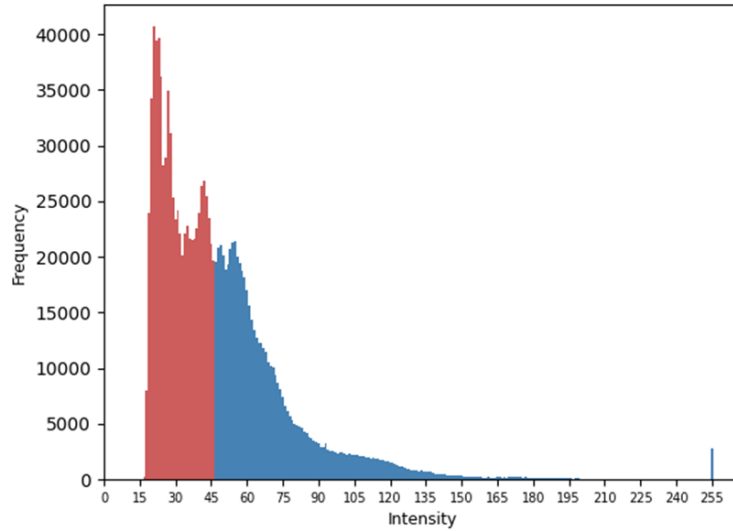


Threshold value  $k \in [0, 255]$



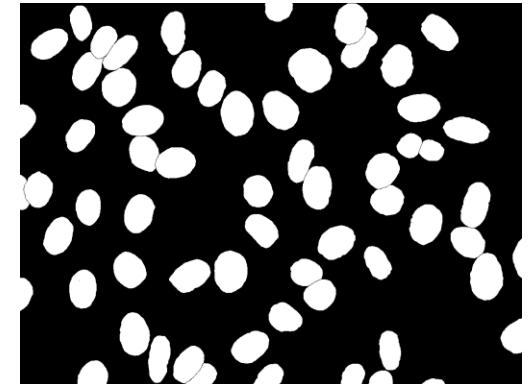
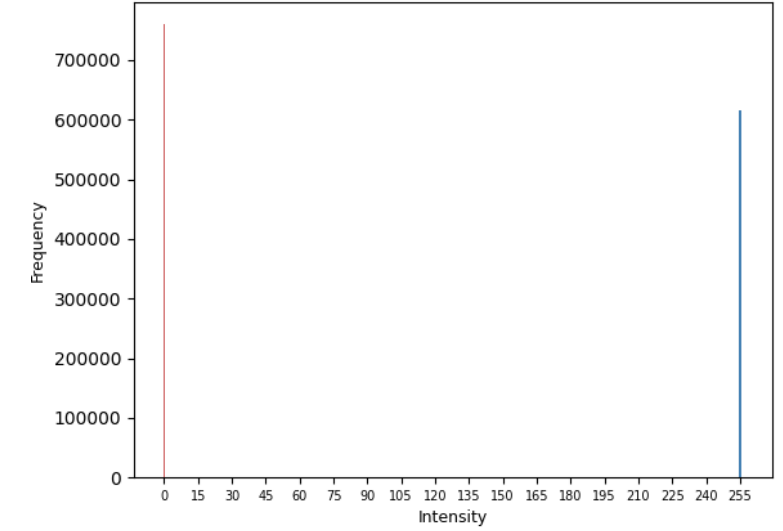
# Image clipping

Gray-value histogram



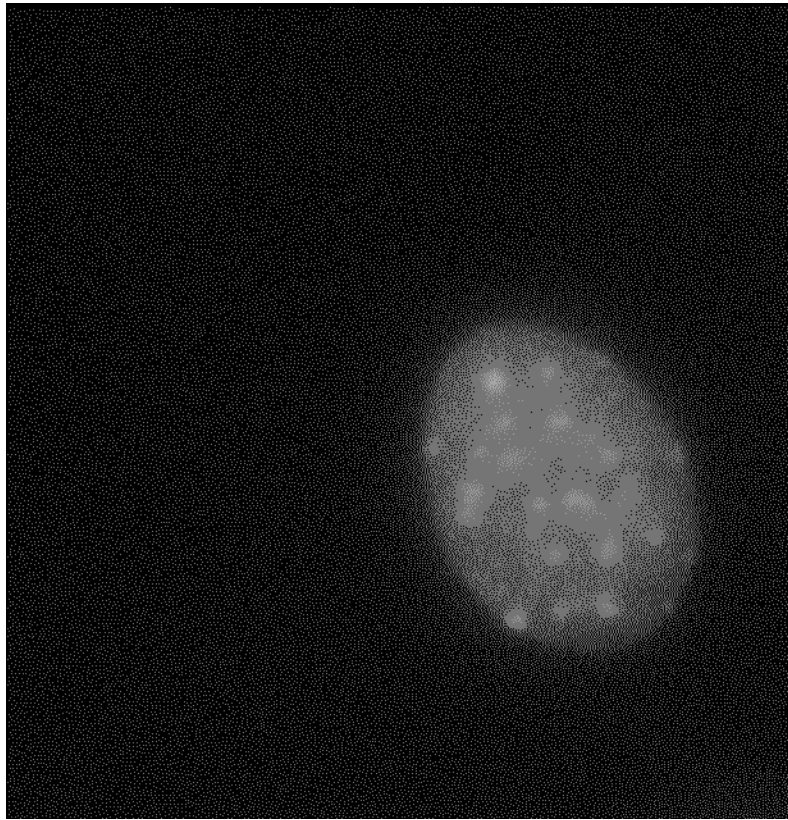
$$g_{\text{clip}}(x, y) = \begin{cases} 0 & \text{if } g(x, y) \leq k \\ 255 & \text{if } g(x, y) > k \end{cases}$$

Gray-value histogram

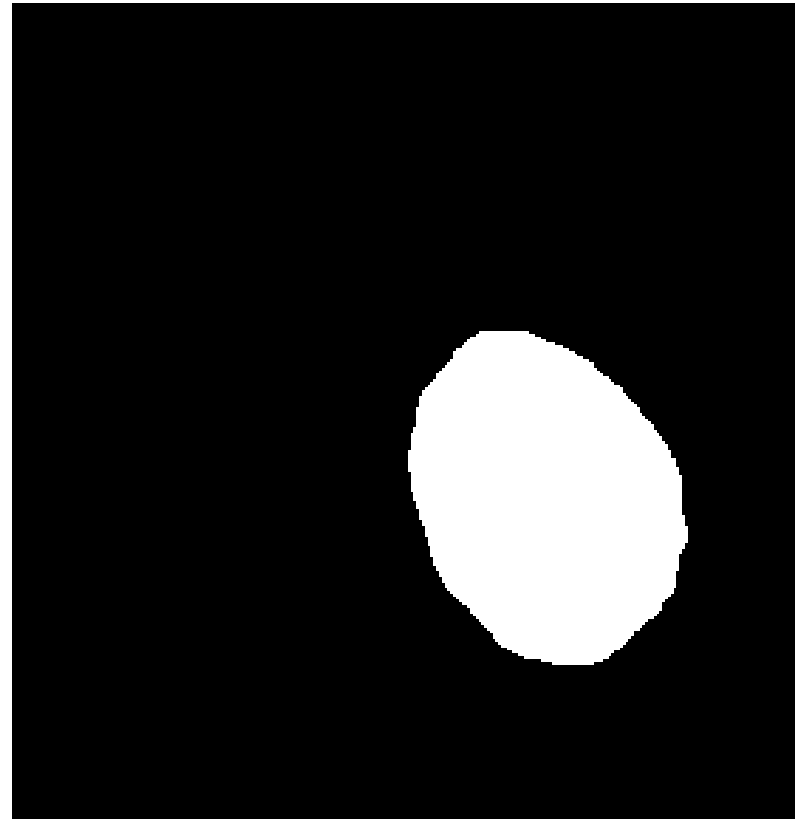




# Implementation of the Dice Score



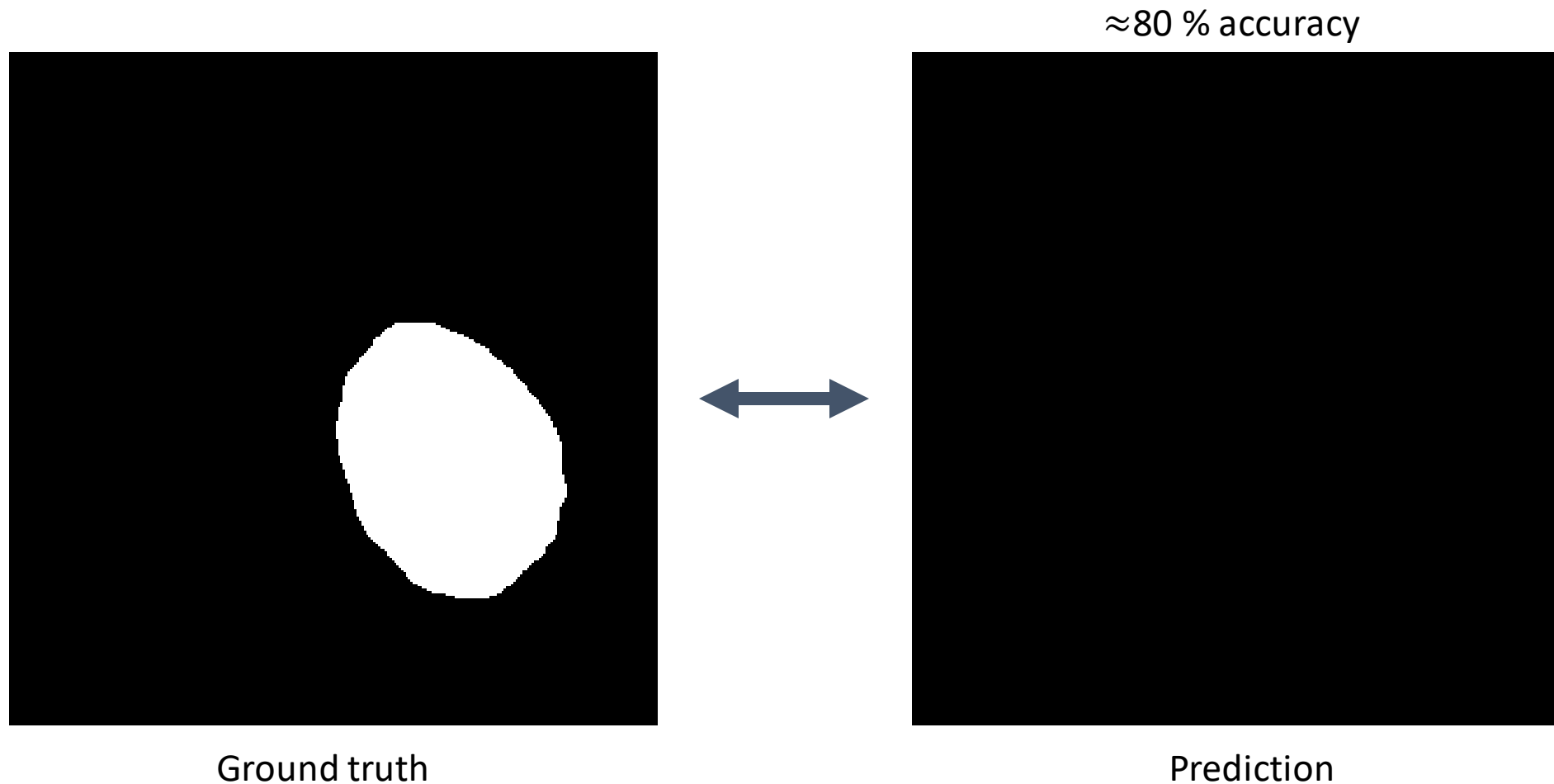
Original image



Ground truth



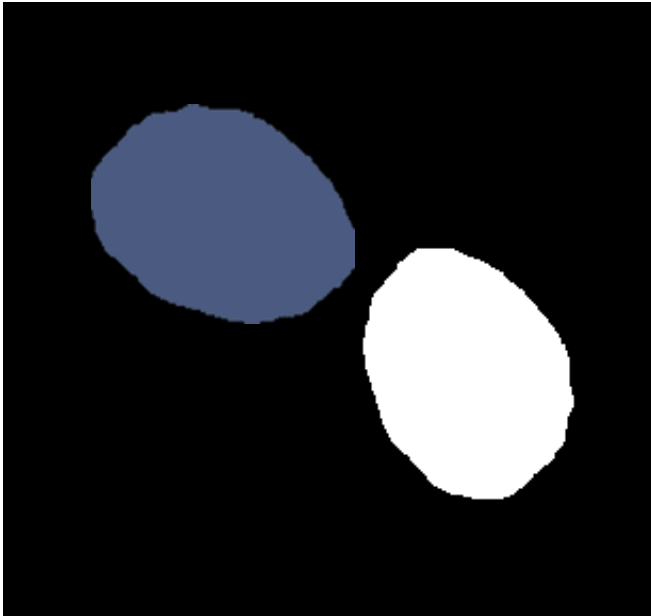
# Implementation of the Dice Score



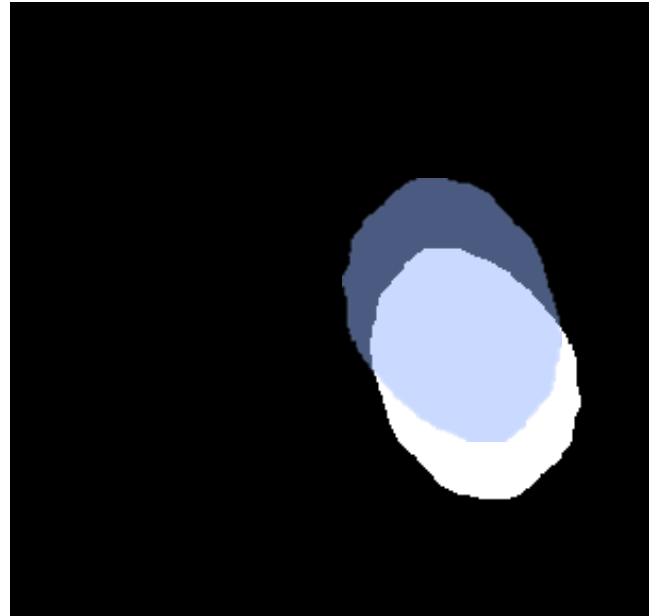


# Implementation of the Dice Score

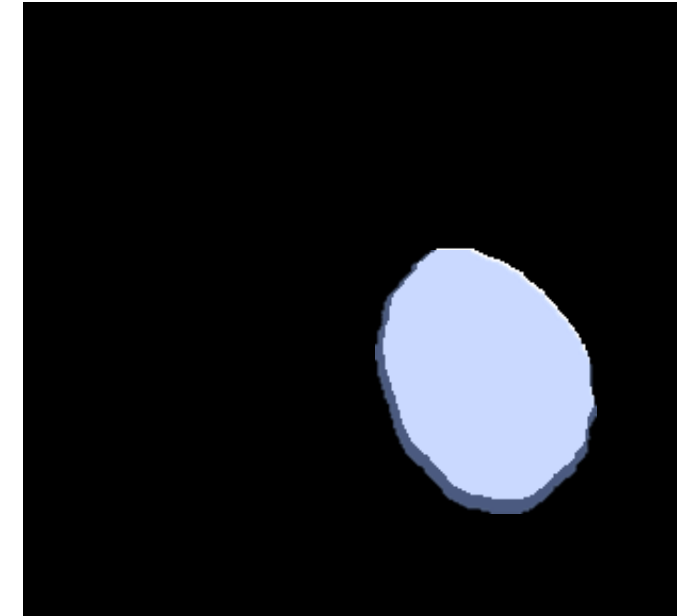
Bad prediction



Better prediction

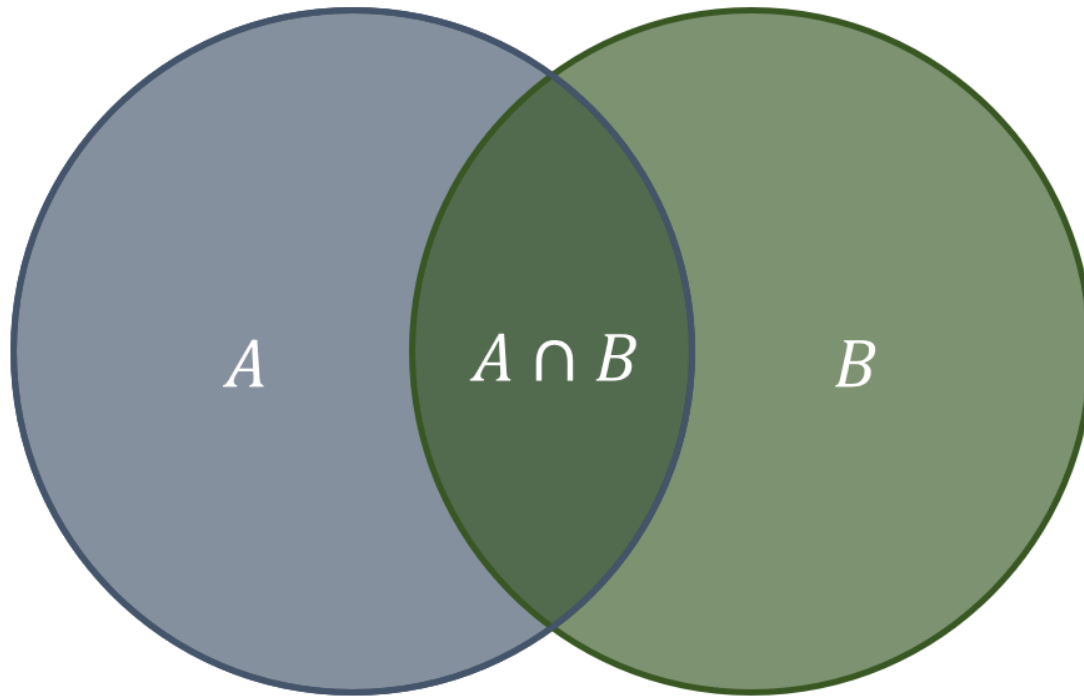


Good prediction





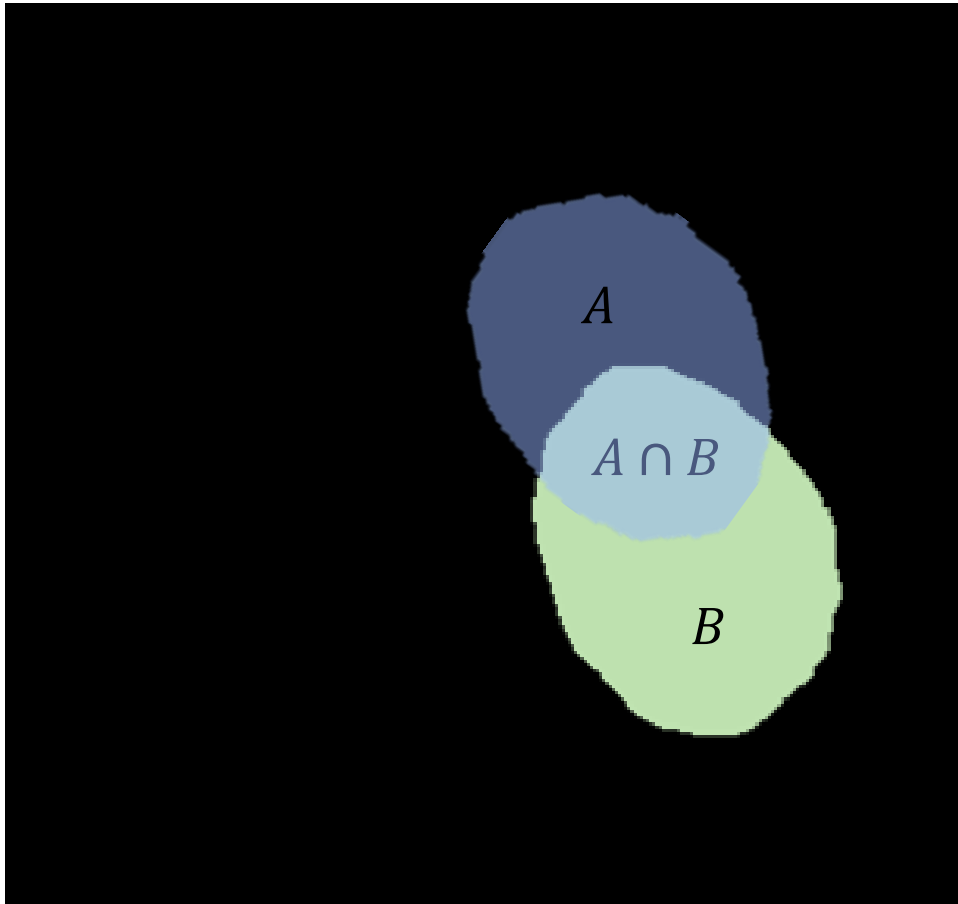
# Implementation of the Dice Score



A: Predicted shape  
B: Ground truth

$$DSC = \frac{2 \times |A \cap B|}{|A| + |B|}$$

# Implementation of the Dice Score

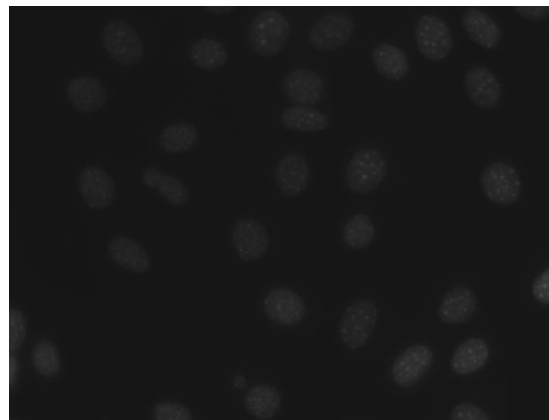


$$DSC = \frac{2 \times |A \cap B|}{|A| + |B|}$$



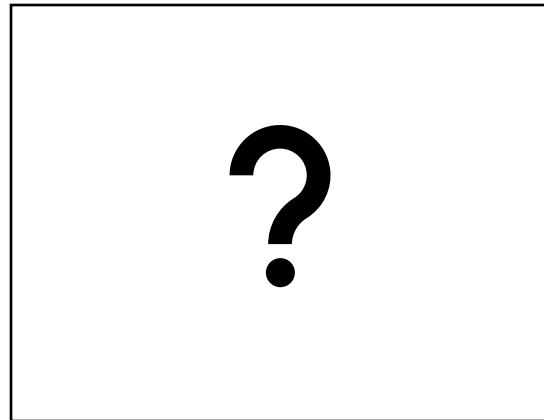
# Implementation of the Dice Score

**Our goal:** compare ground truth images with our results



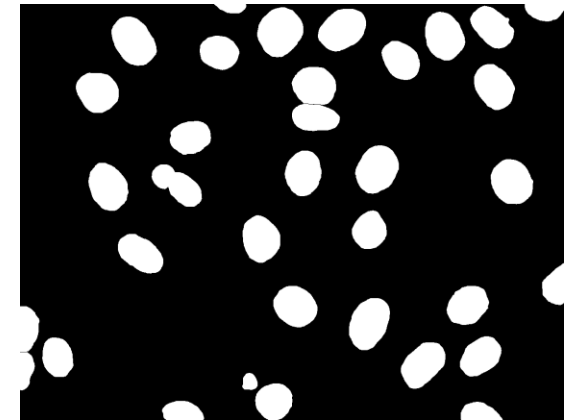
Original image

Otsu's  
thresholding



Our result

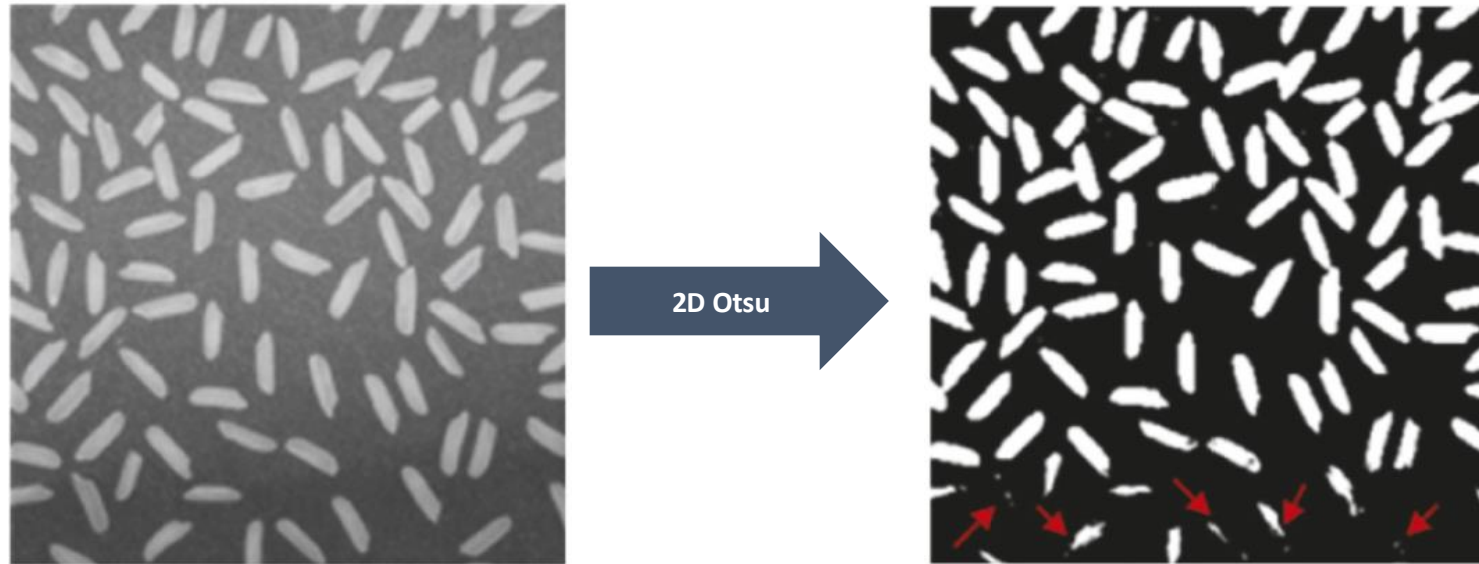
comparison



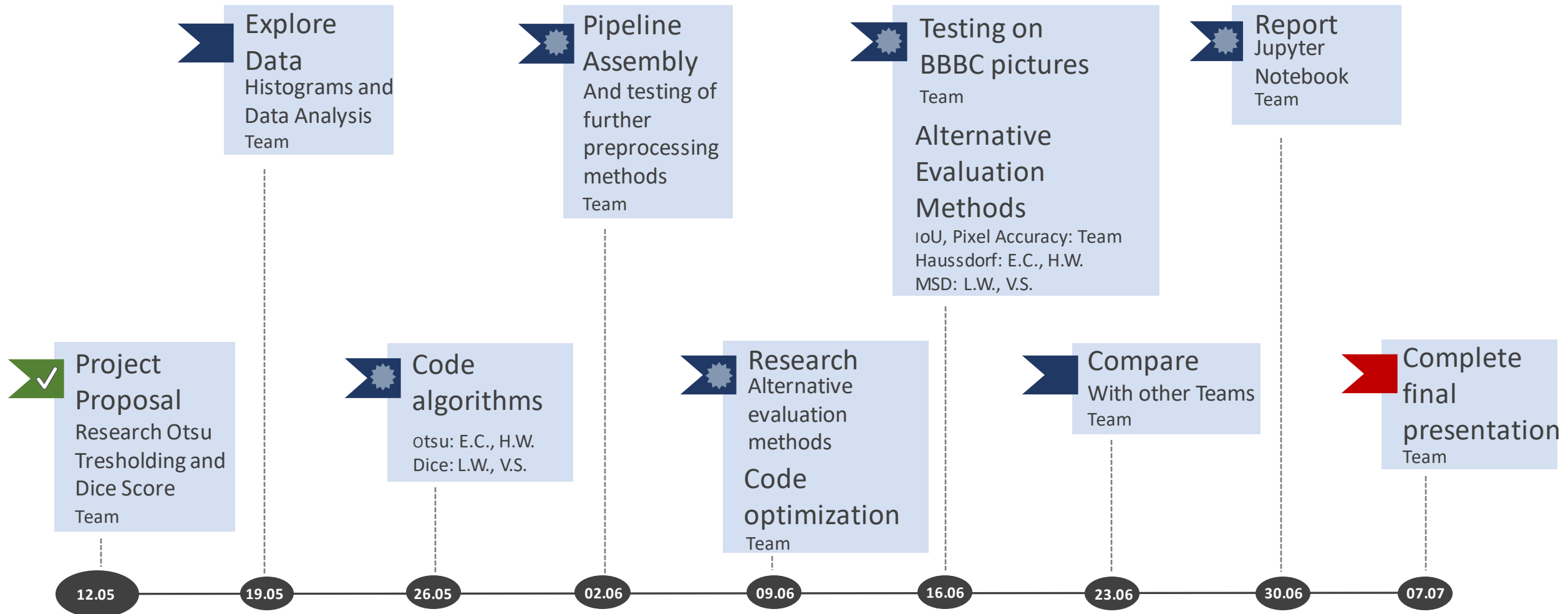
Ground truth

# Further ideas

- 2D Otsu
- Algorithm for counting cells



# Timeline







Thank you  
for your  
attention!

Laura Wächter, Hannah L. Winter, Elizaveta Chernova, Veronika Schuler

# Additional slide – Histogram stretching

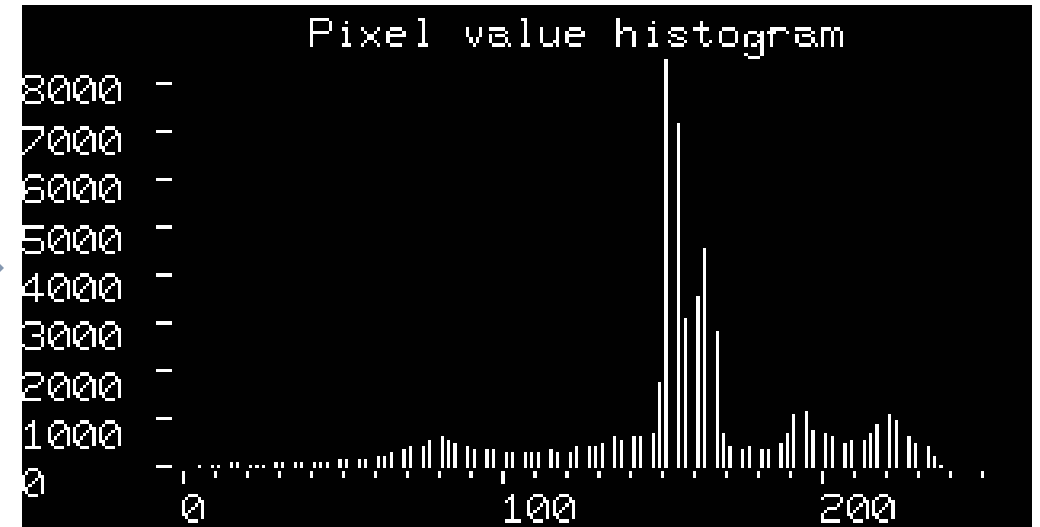
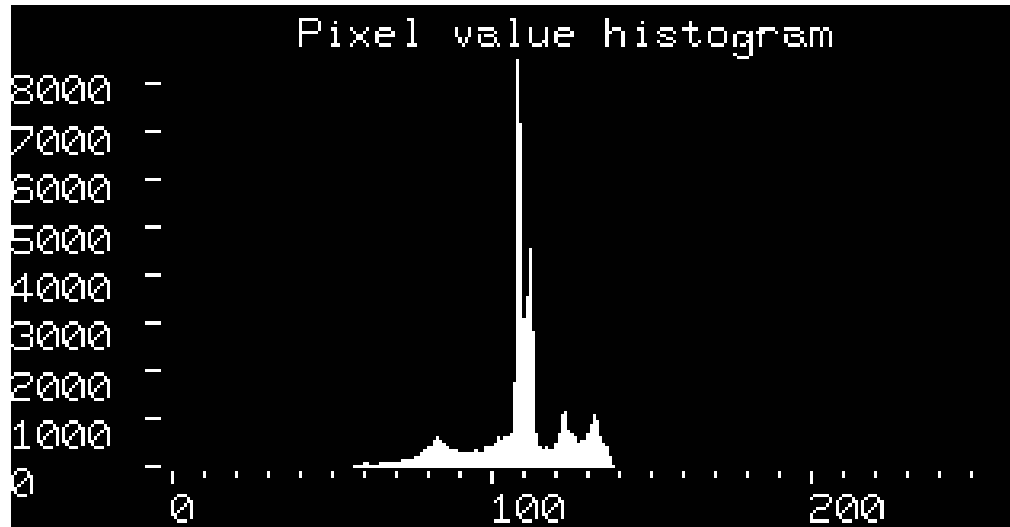
$a = 0, b = 255$

$c$  – lowest pixel intensity in the image

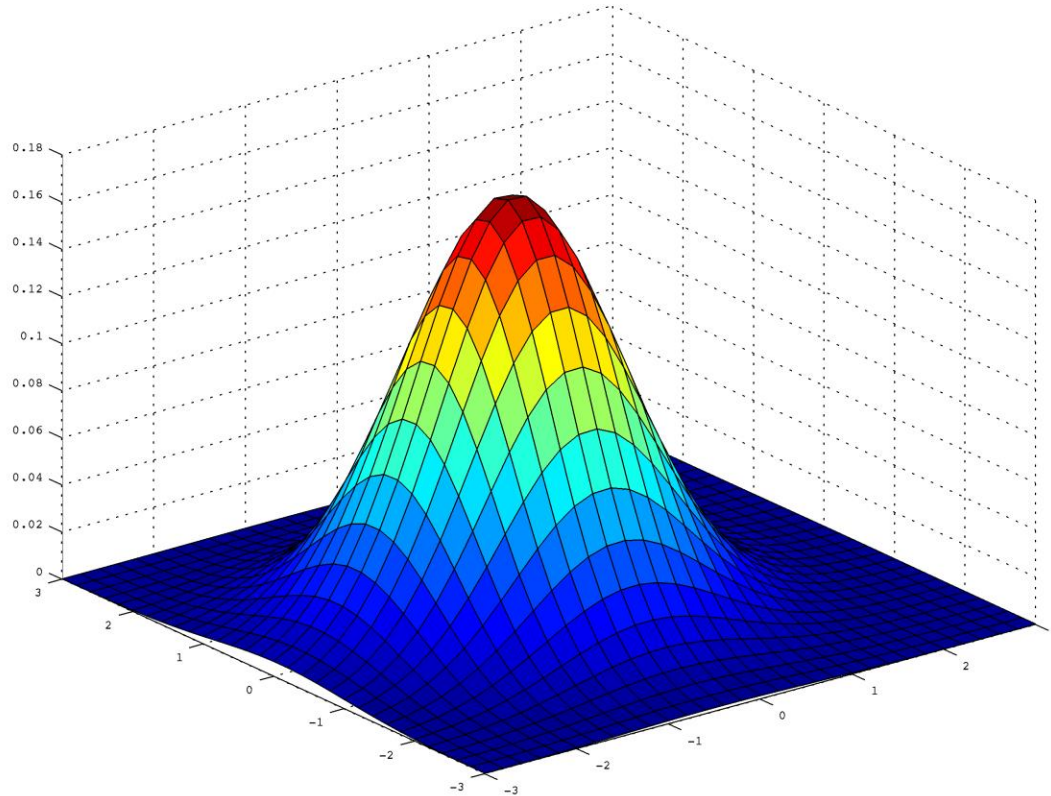
$d$  – highest pixel intensity in the image

$$P_{out} = (P_{in} - c) \left( \frac{b - a}{d - c} \right) + a$$

# Additional slide – Histogram stretching



# Additional slide – Gaussian filter



$$G(x, y) = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

# Additional slide – Criterion measure

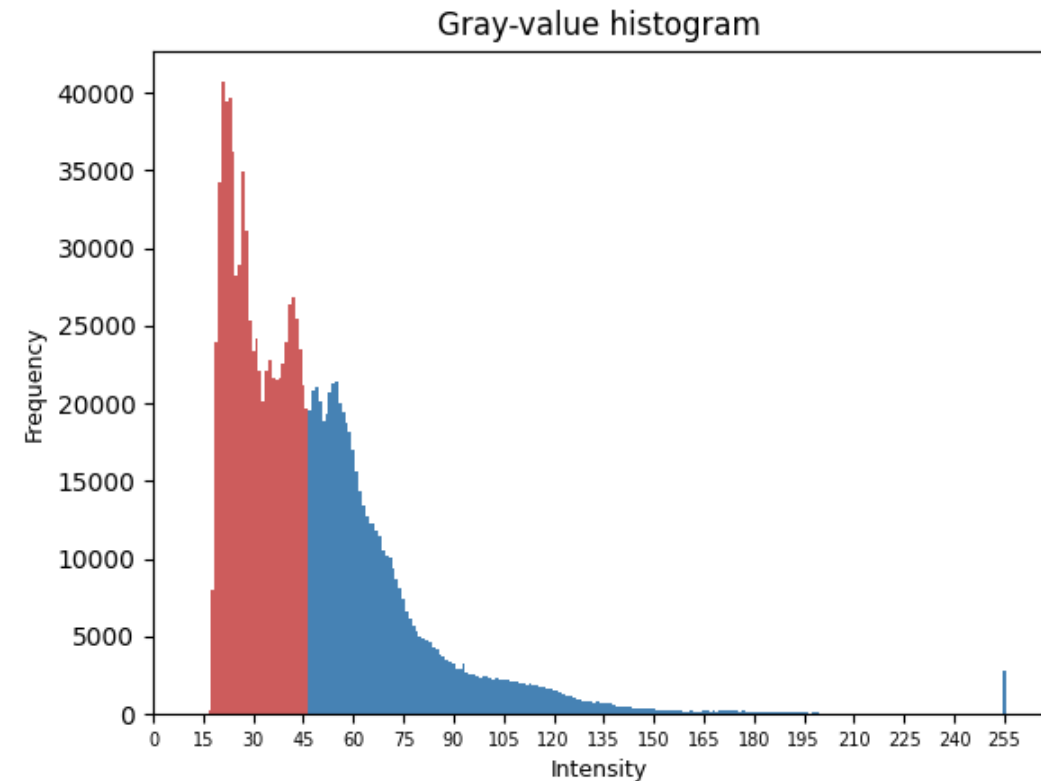
Criterion measure

$$\eta(k) = \frac{\sigma_B^2(k)}{\sigma_T^2}$$

$\sigma_B$  = between-class variance

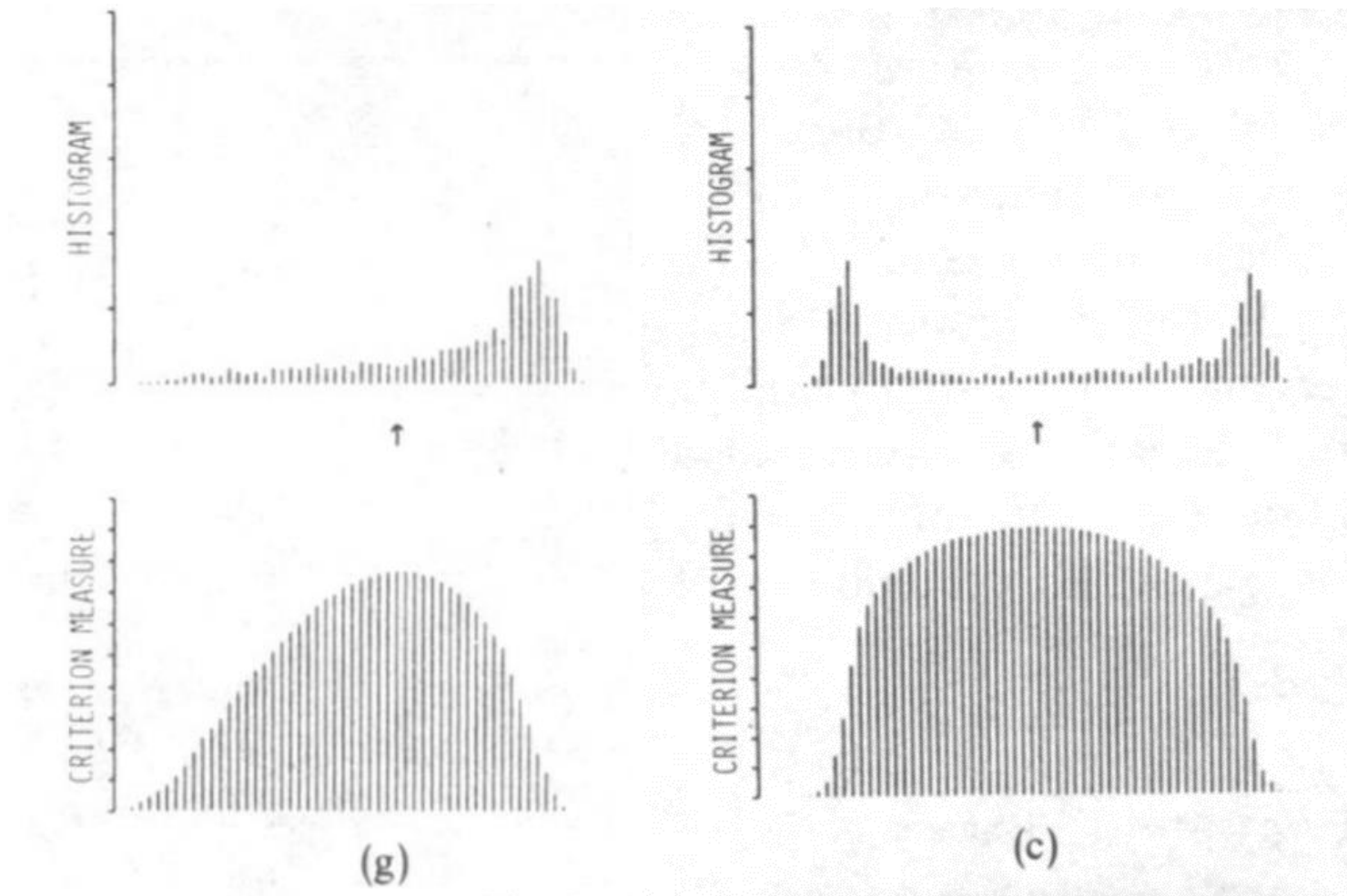
$\sigma_T$  = total variance

$\eta(k) \in [0,1]$



Threshold value  $k \in [0,255]$

# Additional slide – Criterion measure



Otsu, 1979



# Additional slide – Otsu disadvantages



(a)

(b)

(c)



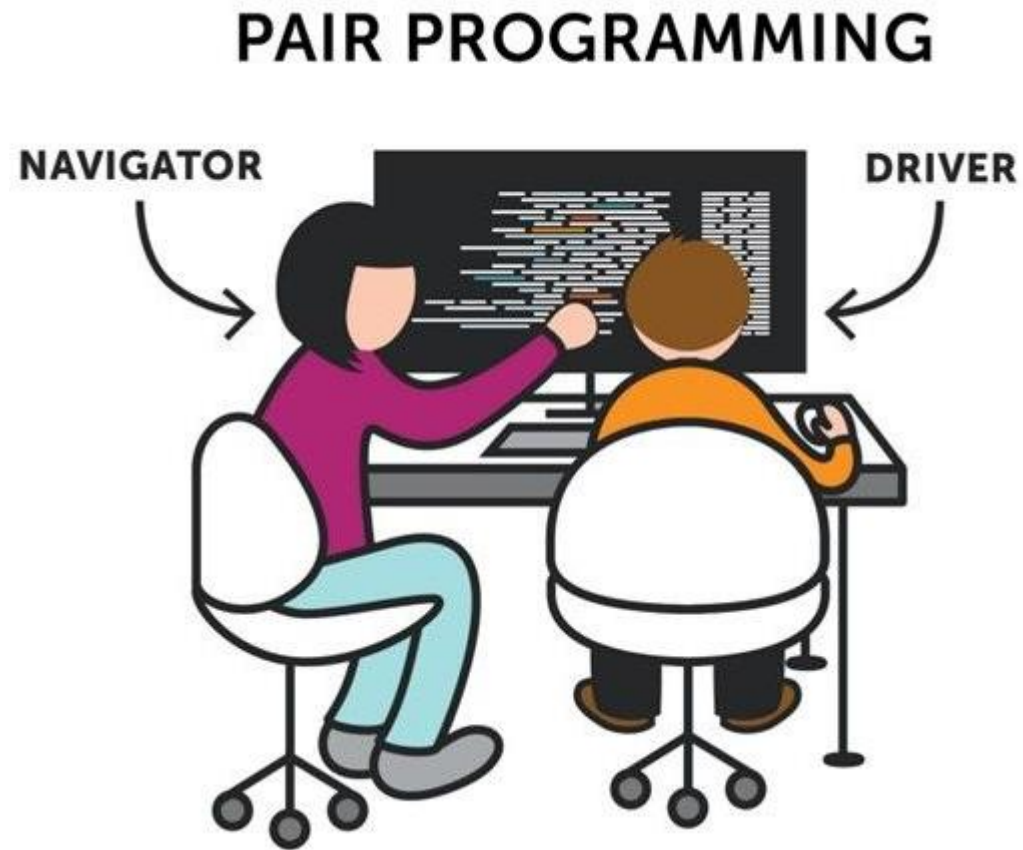
(a)

(b)

(c)

Not suitable for images with high complexity

# Additional slide – Pair Programming





# Additional slide – 2D Otsu

Intensity level of pixel is compared with immediate neighborhood pixels

Algorithm:

- For each pixel calculate average gray-level of neighborhood
- Gray level of pixel and average gray levels are divided in  $L$  discrete values
- Form pairs: pixel gray level  $i$  and neighborhood average  $j$
- There are  $L \times L$  possible pairs
- Frequency  $f_{i,j}$  of a pair  $(i, j)$  divided by the total pixel number  $N$  defines probability mass function in a 2D histogram:

$$P_{i,j} = \frac{f_{i,j}}{N} \quad \sum_{i=0}^{L-1} \sum_{j=0}^{L-1} P_{i,j} = 1$$

# Additional slide – IoU

IoU = Intersection-Over-Union

$$\text{IoU} = \frac{\text{Area of Overlap}}{\text{Area of Union}}$$

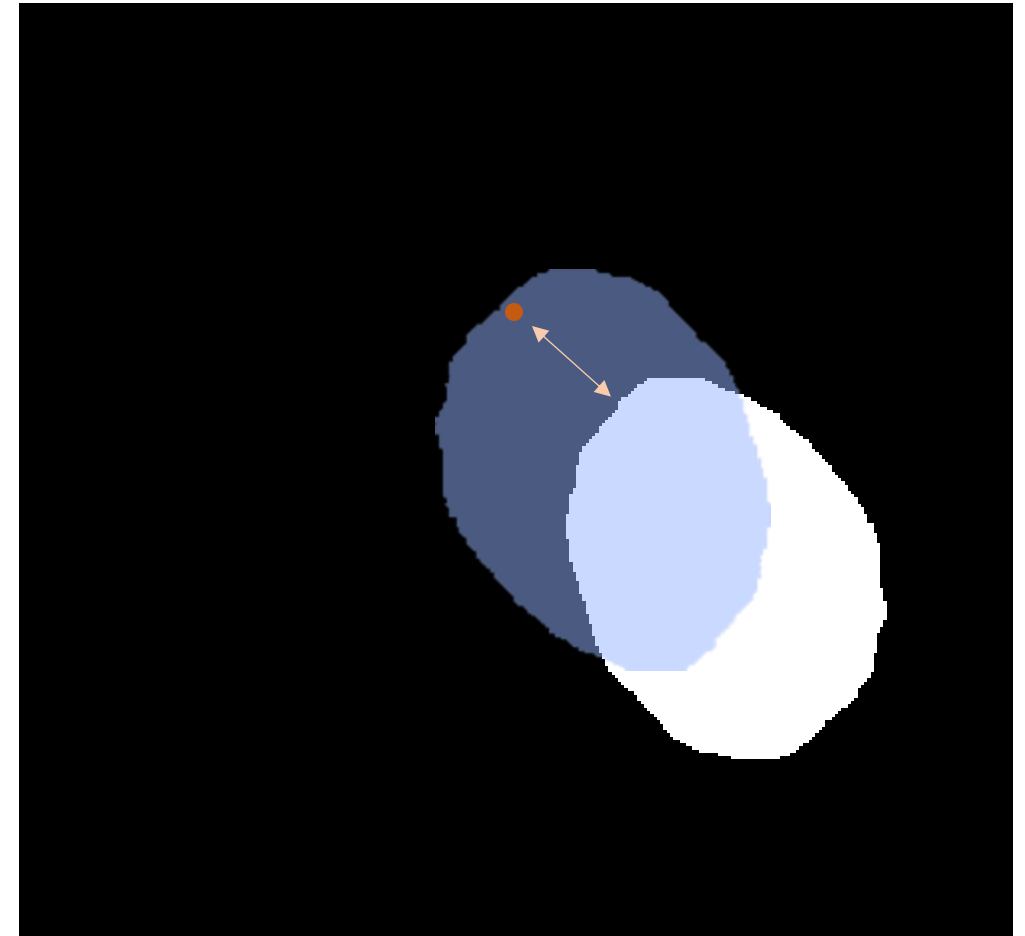


# Additional slide - MSD

MSD = mean surface distance

$$d(p, S') = \min_{p' \in S'} ||p - p'||_2$$

$$\text{MSD} = \frac{1}{n_S + n_{S'}} \left( \sum_{p=1}^{n_S} d(p, S') + \sum_{p'=1}^{n_{S'}} d(p', S) \right)$$



# Additional slide – Hausdorff

$$HD = \max[d(S, S'), d(S', S)]$$

