

# Introduction

- What is image segmentation?
  - Technically speaking, image segmentation refers to the decomposition of a scene into **different** components (thus to facilitate the task at higher levels such as object detection and recognition)
  - Scientifically speaking, segmentation is a **hypothetical** middle-level vision task performed by neurons between low-level and high-level cortical areas
- There is no ground truth to a segmentation task (an example is given in the next slide)

# Dilemma



input



result 1



result 2

What do we mean by “DIFFERENT” objects?

Another example: when we look at trees at a close distance, we consider each of them as a different object; but as we look at trees far away, they merge into one coherent object (woods)

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**Applications:** Finding tumors, veins, etc. in medical images, finding targets in satellite/aerial images, finding people in surveillance images, summarizing video, etc.

- Methods: Thresholding, K-means clustering, etc.

# Overview of Segmentation Techniques

Edge-based

Color-based

Texture-based

Disparity-based

Motion-based

Document images

Medical images

Range images

Biometric images

Texture images

## Segmentation strategy

### Edge-based

- Assumption: different objects are separated by edges (grey level discontinuities)
- The segmentation is performed by identifying the grey level gradients
- The same approach can be extended to color channels

### Region-based

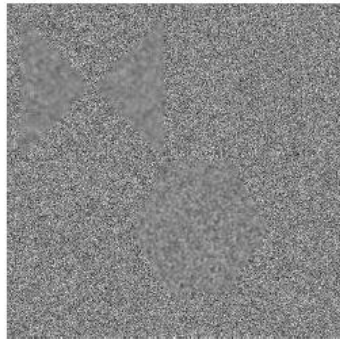
- Assumption: different objects are separated by other kind of perceptual boundaries
  - neighborhood features
- Most often texture-based
  - Textures are considered as instantiations of underlying stochastic processes and analyzed under the assumptions that stationarity and ergodicity hold
- Method
  - Region-based features are extracted and used to define “classes”

# Edge-based Techniques

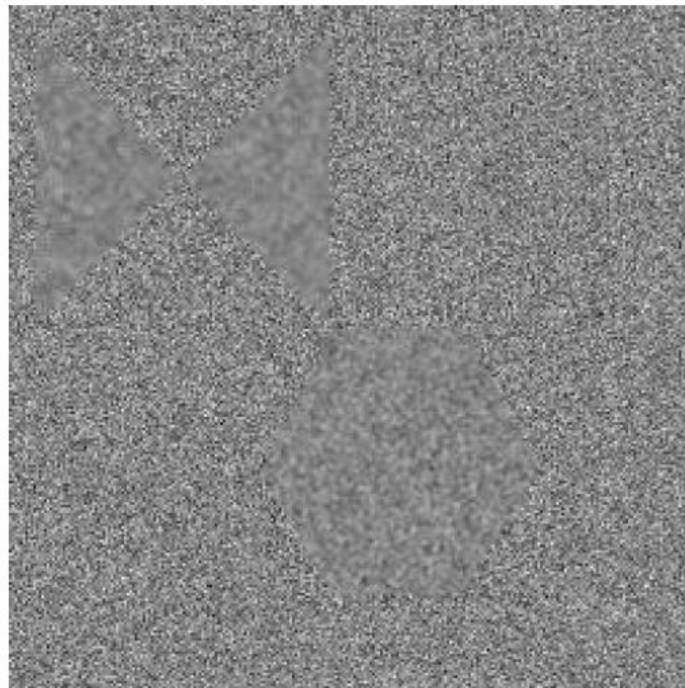


## Examples

original

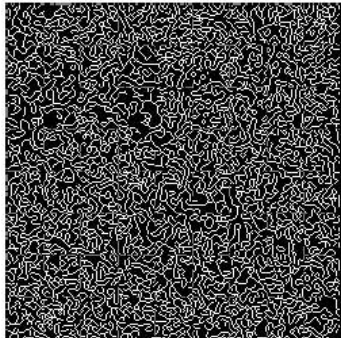


zoomed

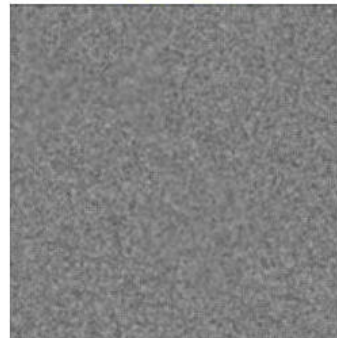


## Examples

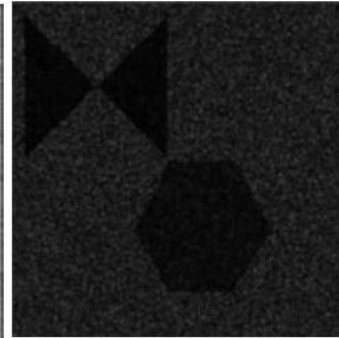
Canny



block mean



block std





# Image Segmentation

## Contour-based

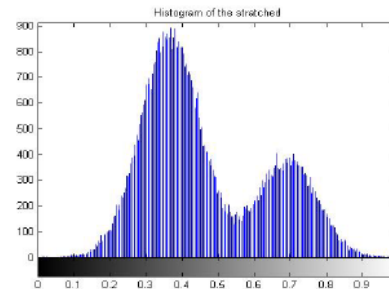
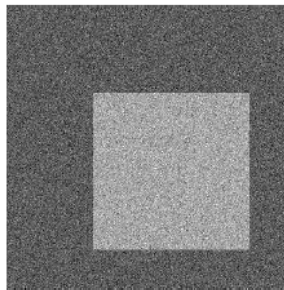
- Discontinuity
  - The approach is to partition an image based on *abrupt changes* in gray-scale levels.
  - The principal areas of interest within this category are detection of isolated points, lines, and edges in an image.

## Region-based

- Similarity, homogeneity
- The principal approaches in this category are based on
  - thresholding,
  - region growing
  - region splitting/merging
  - clustering in feature space

# Thresholding

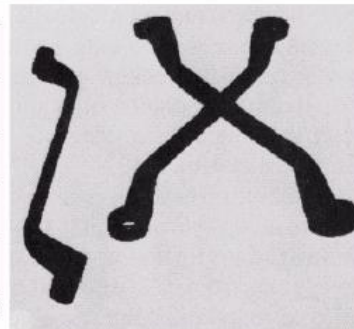
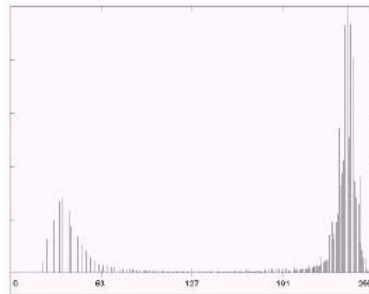
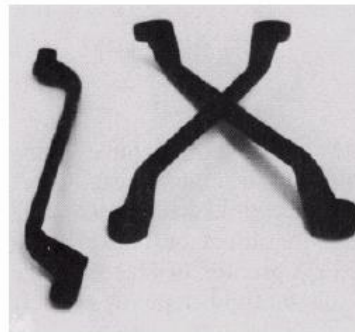
- Image model
  - The objects in the image differ in the graylevel distribution
    - Simplest: object(s)+background
  - The spatial (image domain) stochastic parameters (i.e. mean, variance) are sufficient to characterize each object category
    - rests on the ergodicity assumption
  - Easily generalized to multi-spectral images (i.e. color images)



## Thresholding

- Individual pixels in an image are marked as “object” pixels if their value is greater than some threshold value and as “background” pixels otherwise → *threshold above*
  - assuming an object to be brighter than the background
  - Variants
    - *threshold below*, which is opposite of threshold above;
    - *threshold inside*, where a pixel is labeled "object" if its value is between two thresholds
    - *threshold outside*, which is the opposite of threshold inside
  - Typically, an object pixel is given a value of “1” while a background pixel is given a value of “0.” Finally, a binary image is created by coloring each pixel white or black, depending on a pixel's label.

## Thresholding

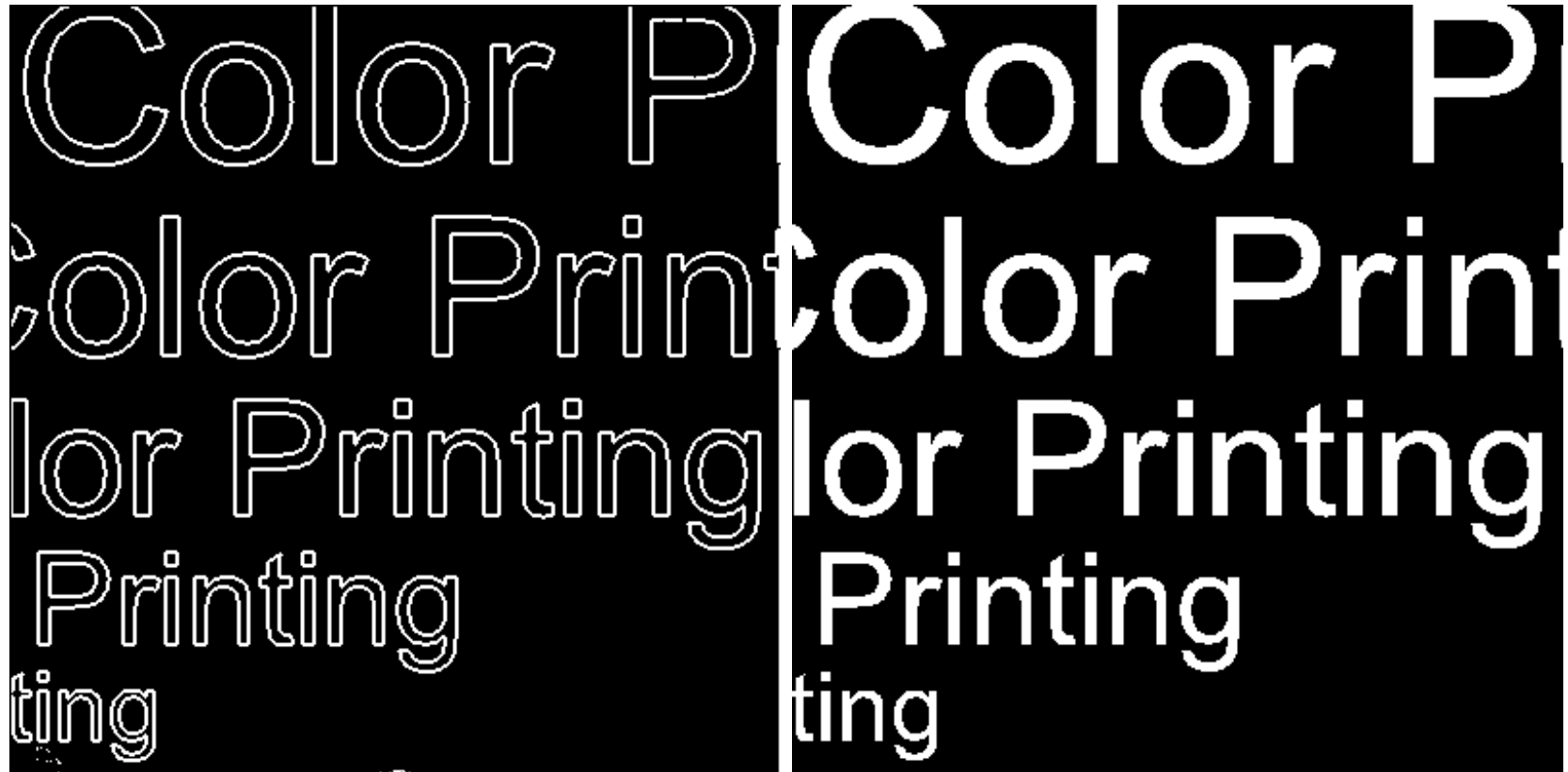


a  
b c

**FIGURE 10.28**

(a) Original image. (b) Image histogram. (c) Result of global thresholding with  $T$  midway between the maximum and minimum gray levels.

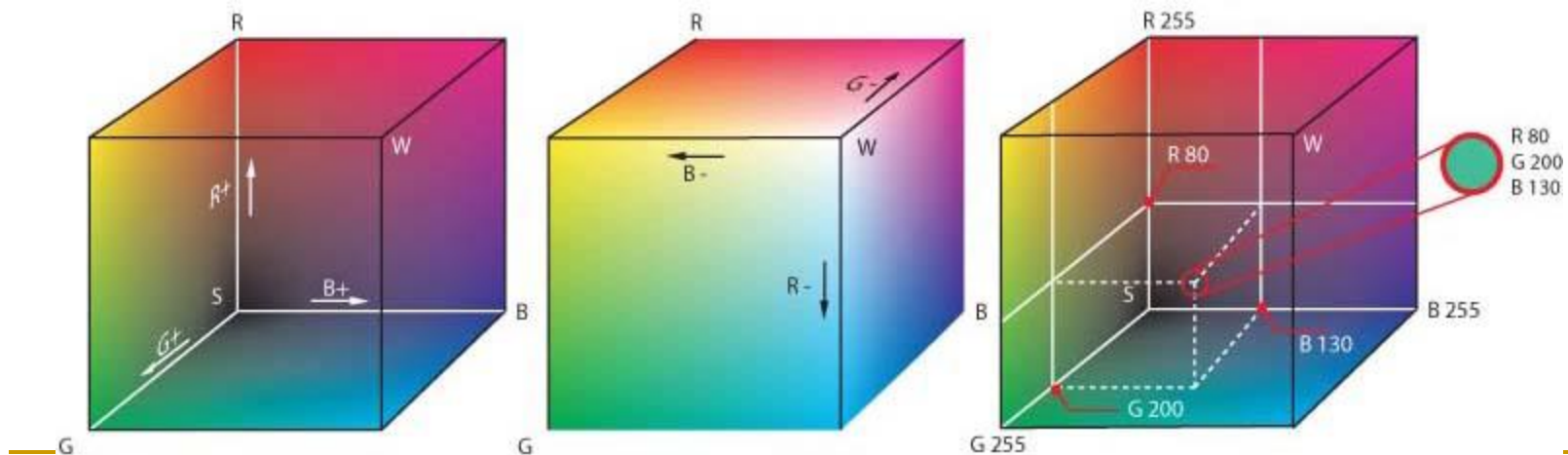
## Region-Filling



# Color-Based Techniques

## ■ Color representations

- ❑ Device dependent: RGB (displaying) or CMYK (printing)
- ❑ Device independent: CIE XYZ or CIELAB ( $L^*a^*b^*$ )



# Color Space Conversion

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \frac{1}{b_{21}} \begin{bmatrix} b_{11} & b_{12} & b_{13} \\ b_{21} & b_{22} & b_{23} \\ b_{31} & b_{32} & b_{33} \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix} = \frac{1}{0.17697} \begin{bmatrix} 0.49 & 0.31 & 0.20 \\ 0.17697 & 0.81240 & 0.01063 \\ 0.00 & 0.01 & 0.99 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

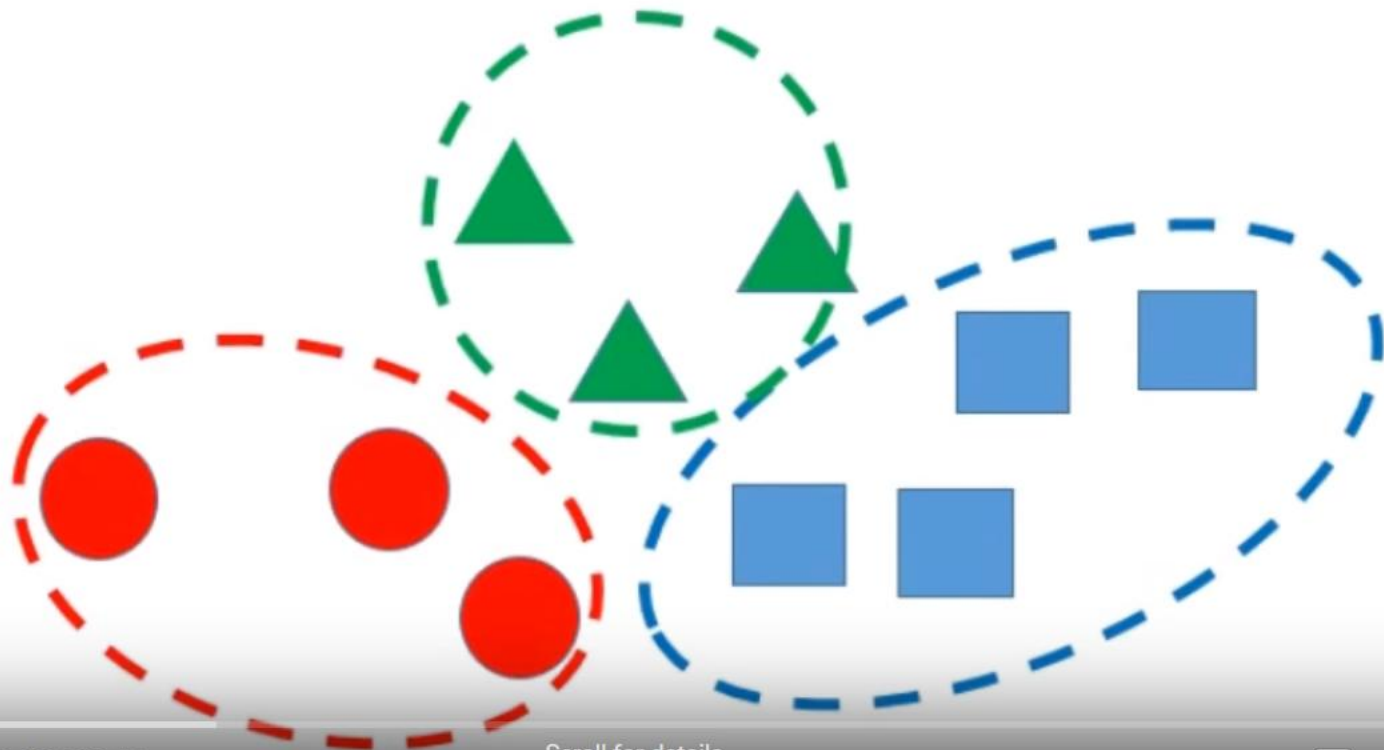
Analog TV

$$\begin{bmatrix} Y \\ I \\ Q \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ 0.595716 & -0.274453 & -0.321263 \\ 0.211456 & -0.522591 & 0.311135 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

Digital TV(MPEG)

$$\begin{bmatrix} Y' \\ U \\ V \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ -0.14713 & -0.28886 & 0.436 \\ 0.615 & -0.51499 & -0.10001 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

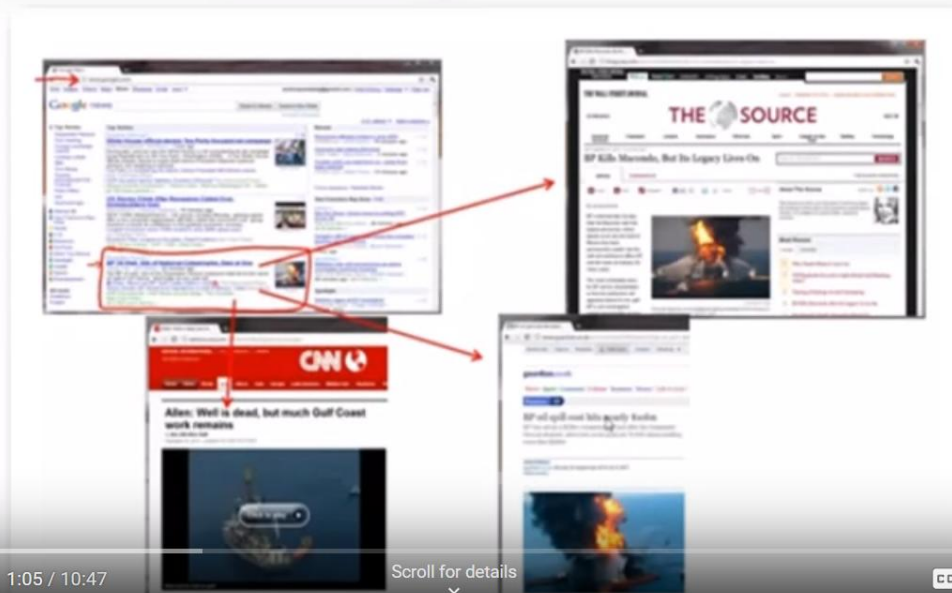
# Clustering!







## Clustering Articles



Divide Characters in 2 groups



A

B

Proceed to Discussion

Type what is so similar in Group A

Type what is so similar in Group B

Scroll for details

Divide Simpsons' in 2 groups



A

B

A

B



Scroll for details

Females Males

# Data Clustering via Kmeans

## K-Means Clustering

1. Partition the data points into K clusters randomly. Find the centroids of each cluster.
2. For each data point:
  - Calculate the distance from the data point to each cluster.
  - Assign the data point to the closest cluster.
3. Recompute the centroid of each cluster.
4. Repeat steps 2 and 3 until there is no further change in the assignment of data points (or in the centroids).

# Data Clustering via Kmeans

Algorithm Explained With an Example Easiest And Quickest Way Ever In Hindi

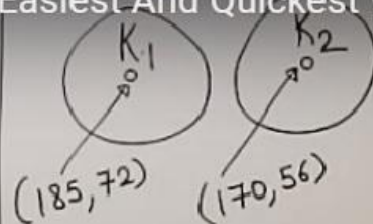
K-means Algorithm

	Height	weight
①	185	72
②	170	56
③	168	60
④	179	68
⑤	182	72
⑥	188	77
⑦	180	71
⑧	180	70
⑨	183	84
⑩	180	88
⑪	180	67
⑫	177	76

Euclidean Distance

$$\sqrt{(X_0 - X_c)^2 + (Y_0 - Y_c)^2}$$

Scroll for details

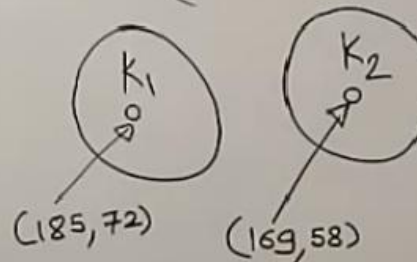


$$K_1 \rightarrow \sqrt{(168-185)^2 + (60-72)^2}$$

$$= \sqrt{20^2 + 80^2} = 4.48$$

New Centroid Calculation :-

$$\text{for } K_2 = \left( \frac{170+168}{2}, \frac{60+56}{2} \right) = (169, 58)$$



$$\text{E.D for } K_1 = \sqrt{(179-185)^2 + (68-72)^2}$$

$$= (6.32)$$

$$K_2 = \sqrt{(179-169)^2 + (68-58)^2}$$

$$= 14.14$$

$$K_1 \rightarrow \{1, 4, 5, 6, 7, 8, 9, 10, 11, 12\}$$

$$K_2 \rightarrow \{2, 3\}$$

## K-Means: Within and Between Cluster

$$T = \frac{1}{2} \sum_{i=1}^N \sum_{j=1}^N d(x_i, x_j)$$

$$T = \frac{1}{2} \sum_{k=1}^K \sum_{C(i)=k} \left( \sum_{C(j)=k} d(x_i, x_j) + \sum_{C(j) \neq k} d(x_i, x_j) \right)$$

$$T = W(C) + B(C)$$

Within

Cluster

Between

Clusters



5:00 / 10:47

Scroll for details





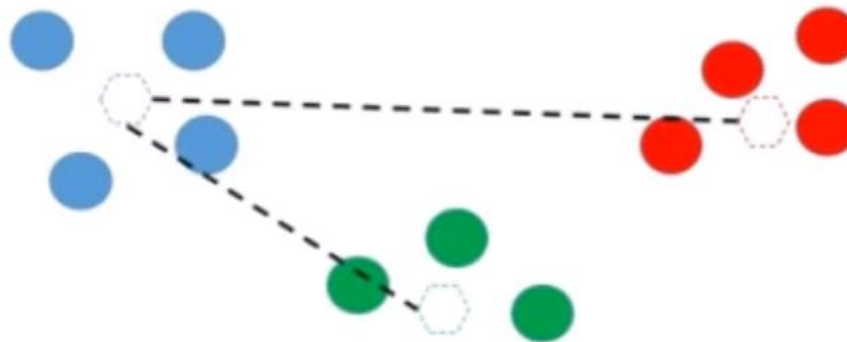
# Data Clustering via Kmeans

Introduction to Clustering and K-means Algorithm



## Within and Between Cluster Distances

$B(C)$  Distances **B**etween Clusters



5:29 / 10:47

Scroll for details



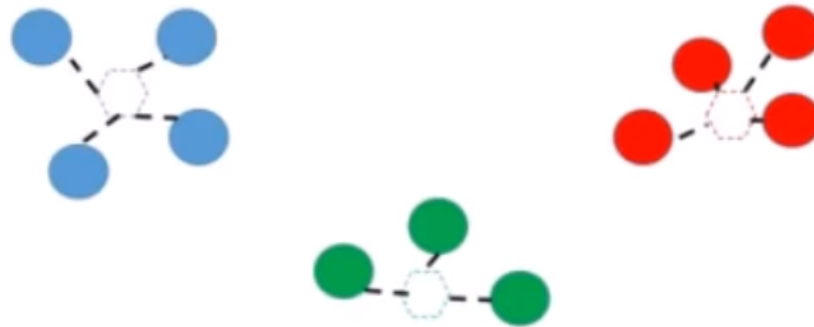
# Data Clustering via Kmeans

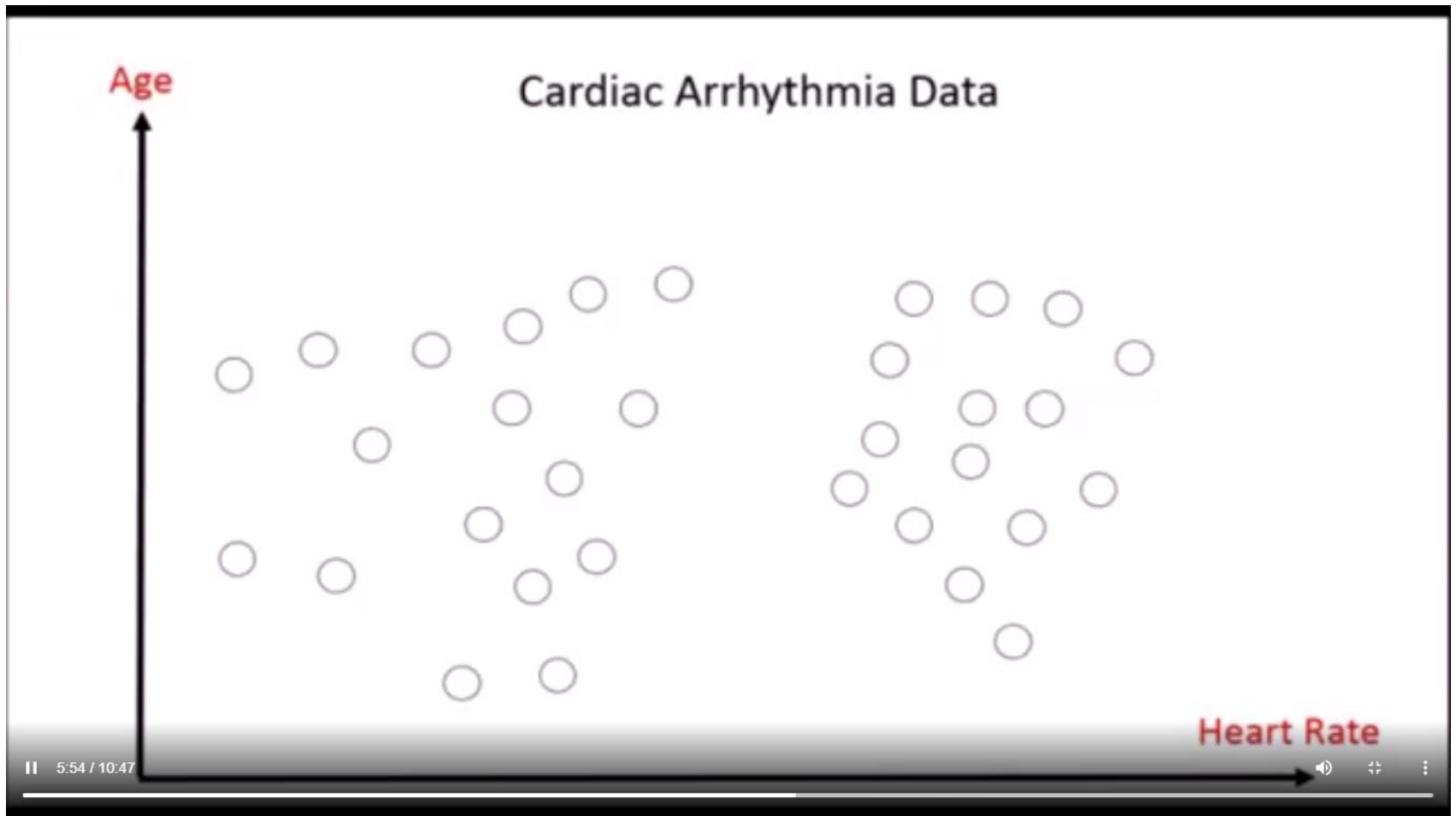
Introduction to Clustering and K-means Algorithm



## Within and Between Cluster Distances

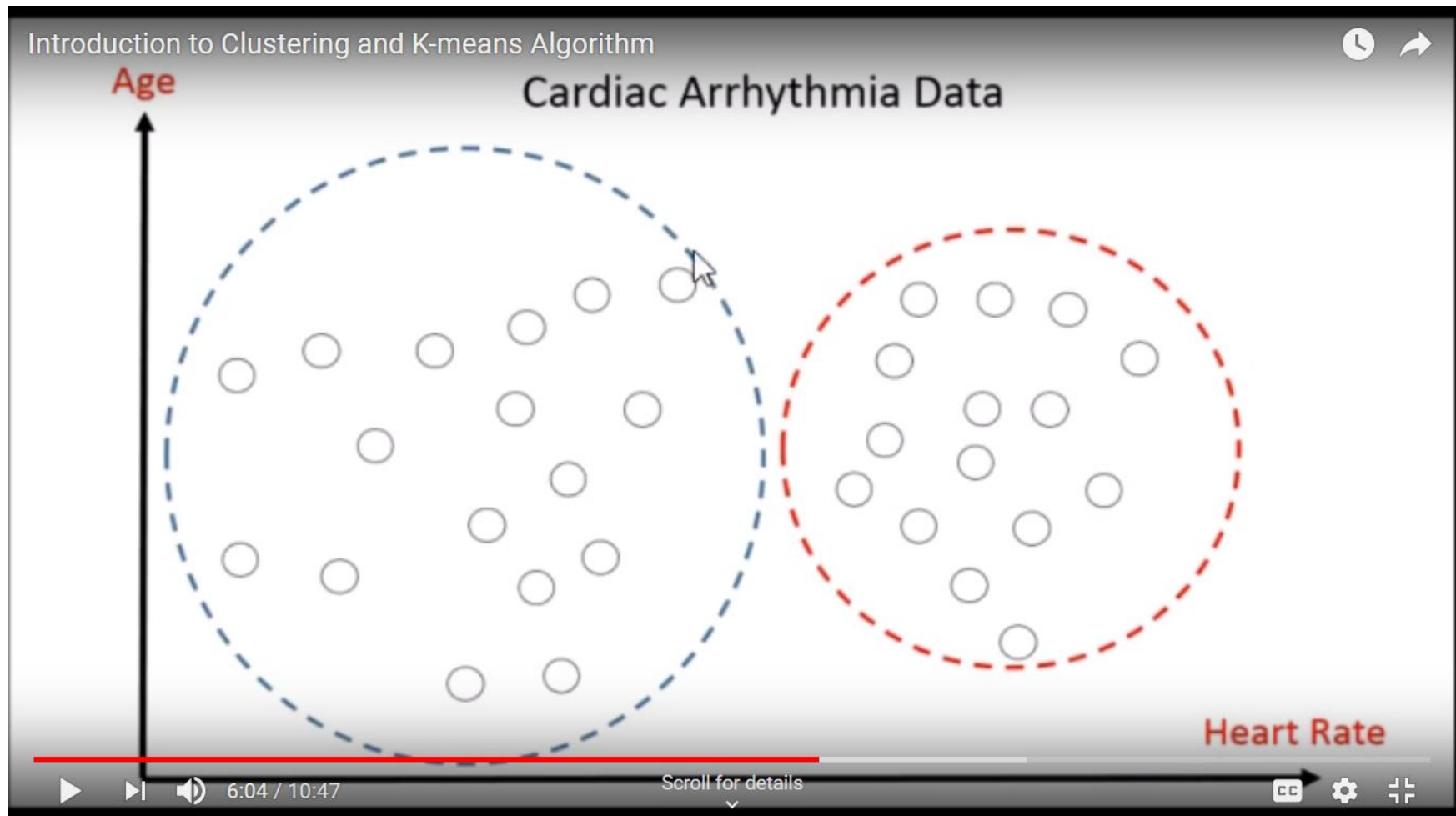
$W(C)$  Distances **W**ithin Cluster



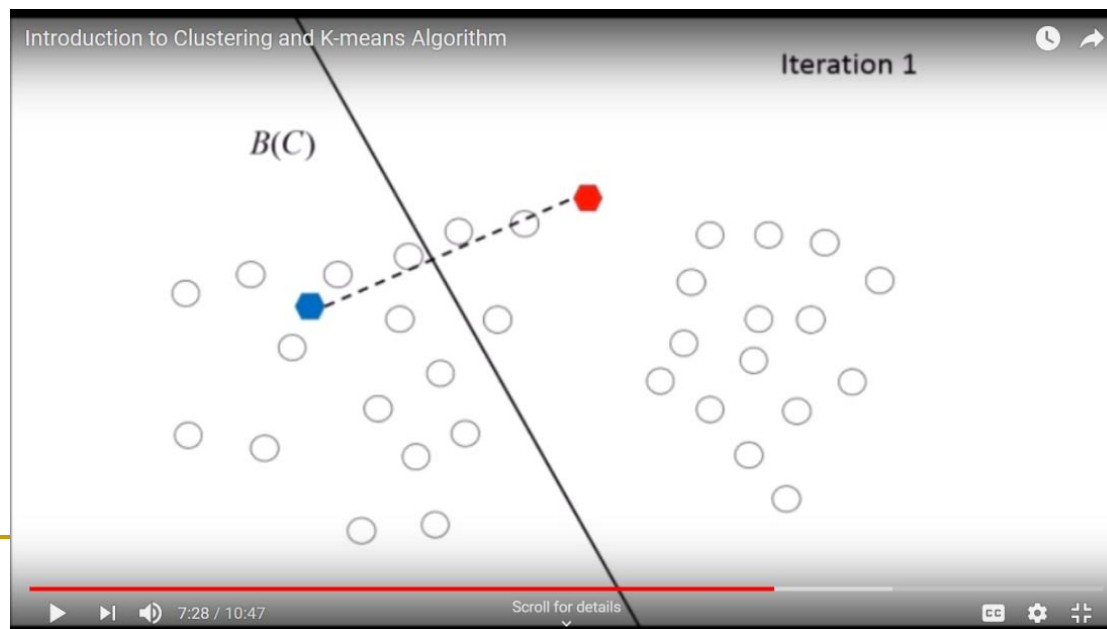
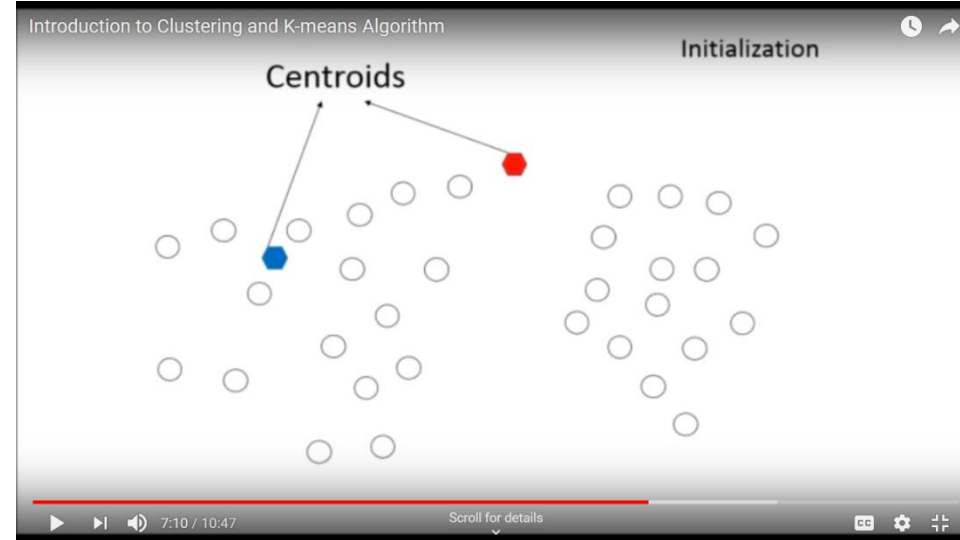
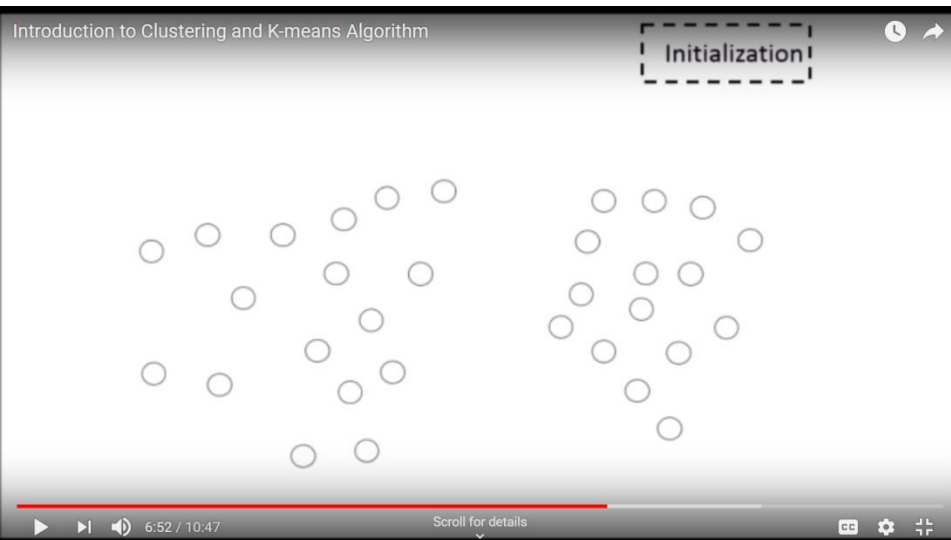


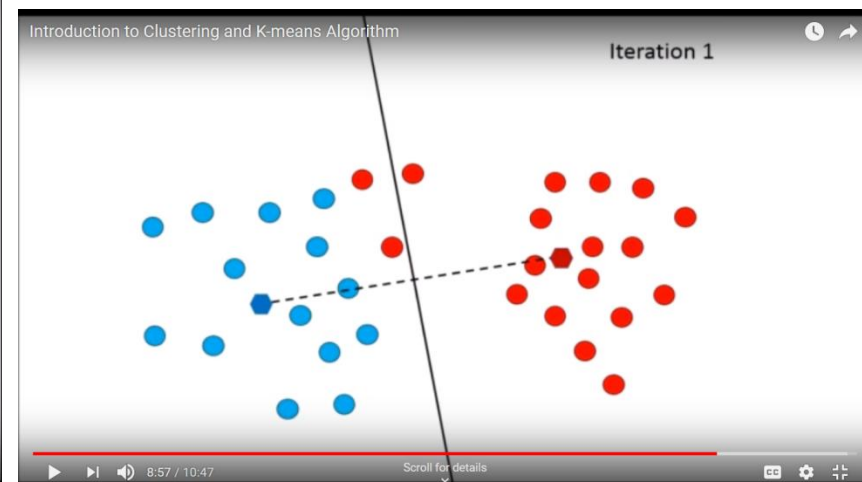
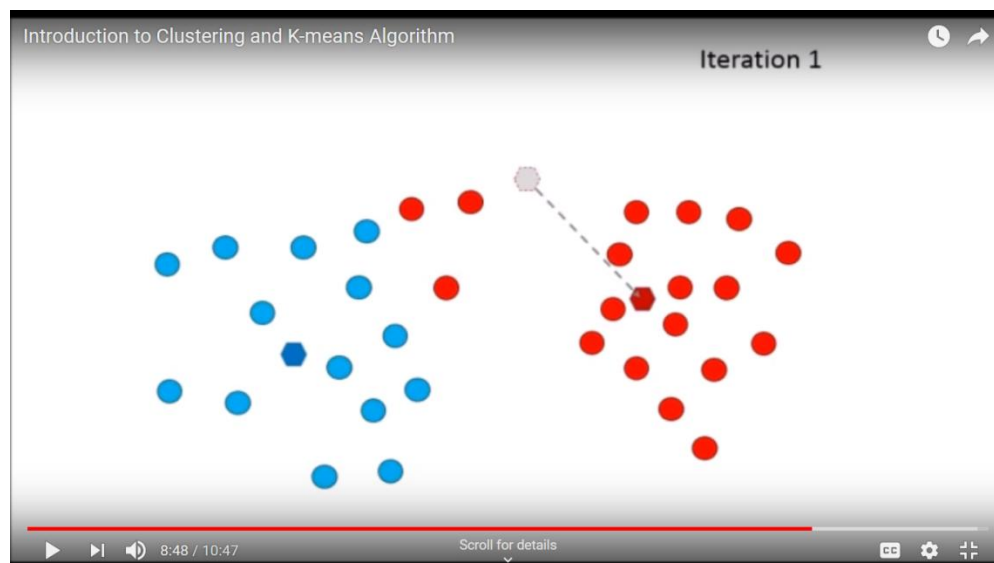
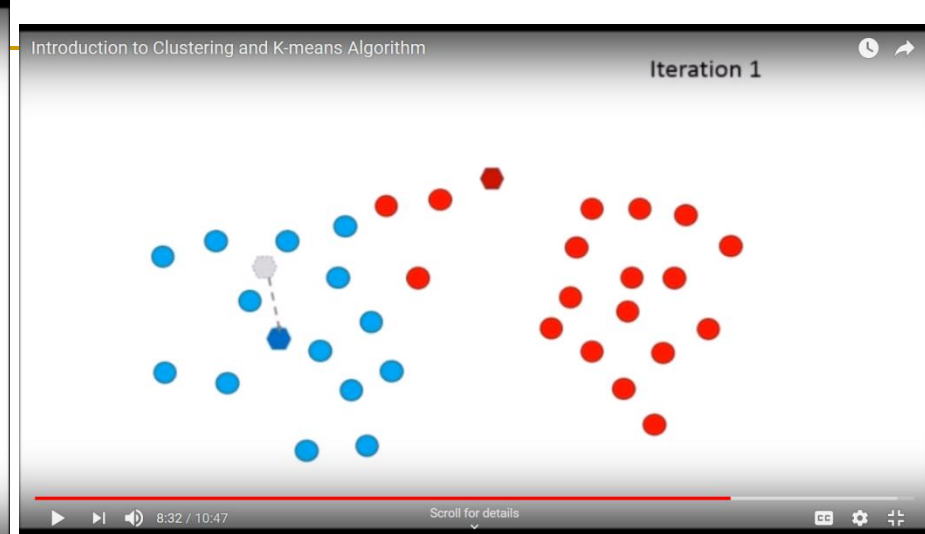
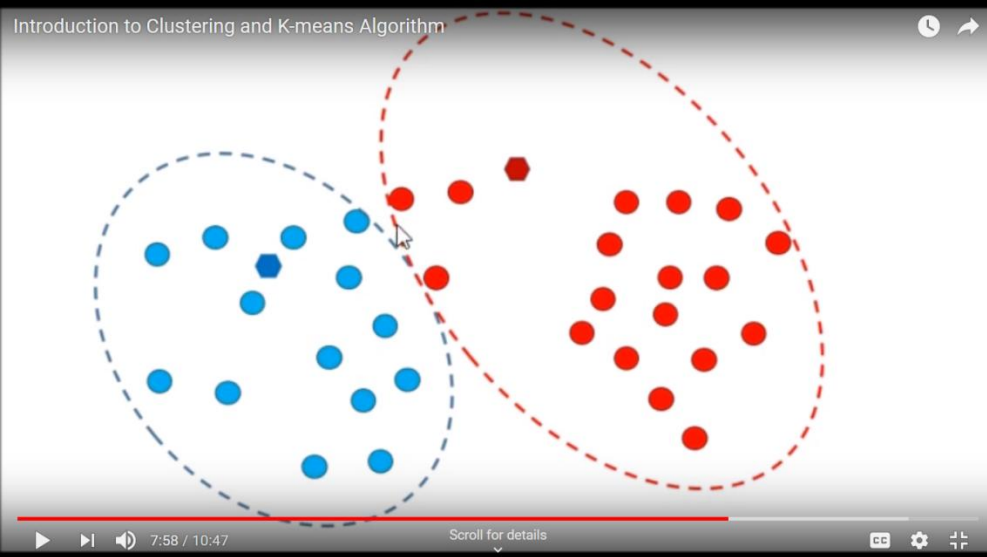


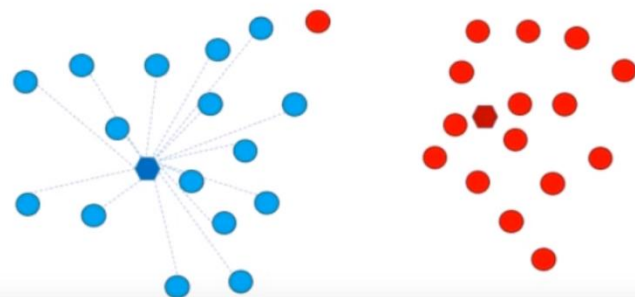
# Data Clustering via Kmeans



# Data Clustering via Kmeans







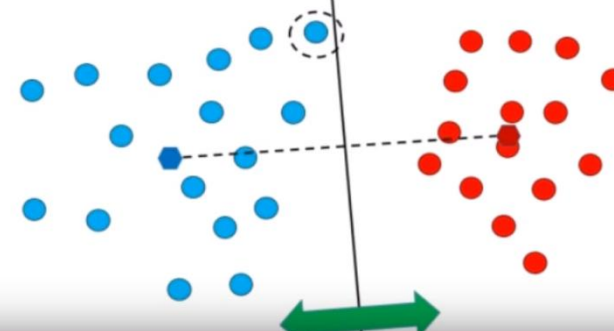
9:32 / 10:47

Scroll for details

CC

Settings

Full Screen



9:45 / 10:47

Scroll for details

CC

Settings

Full Screen

## Quiz

- When should K-means stop iterating?

- ☐ Always when all the points have been classified in the right clusters
- ☐ Only when a certain number of iterations have been reached
- ☐ When the centroids and thus the boundaries changes no more than a small tolerance value

Submit

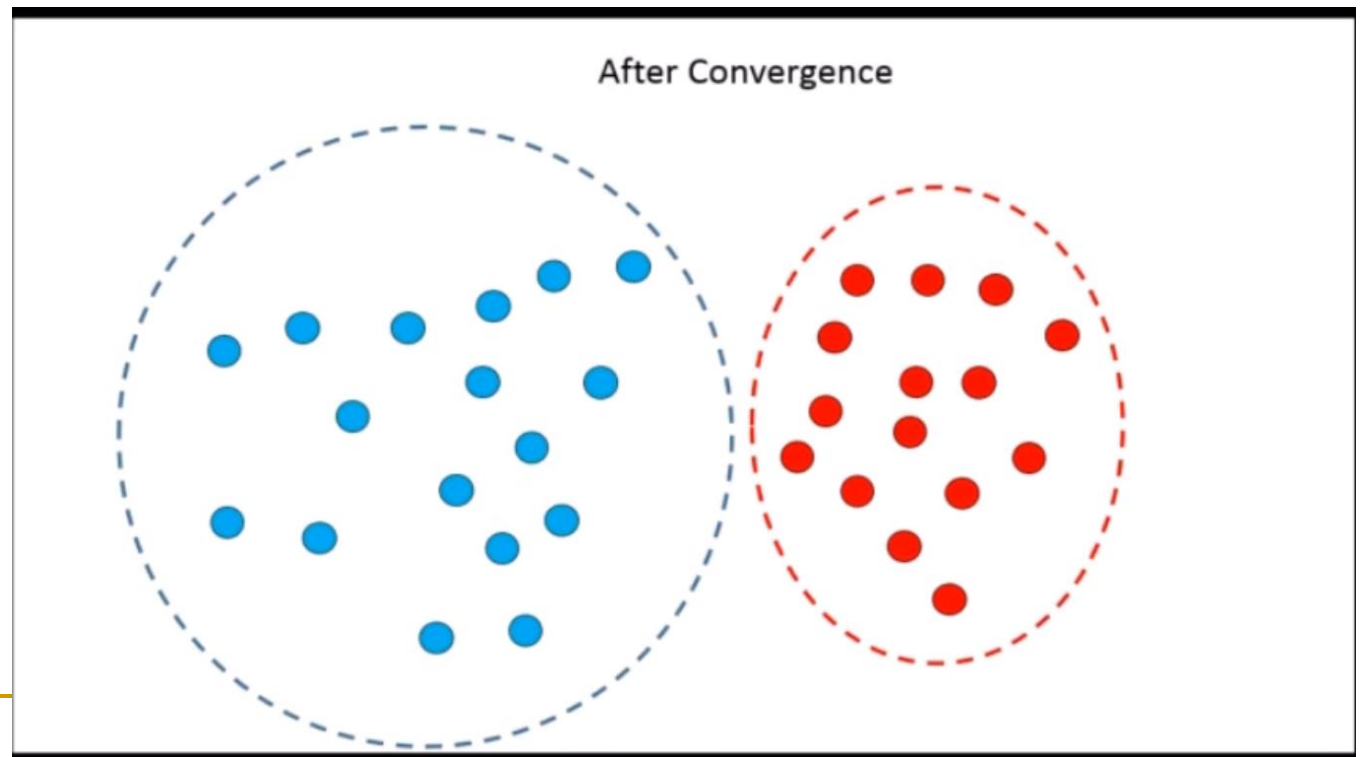
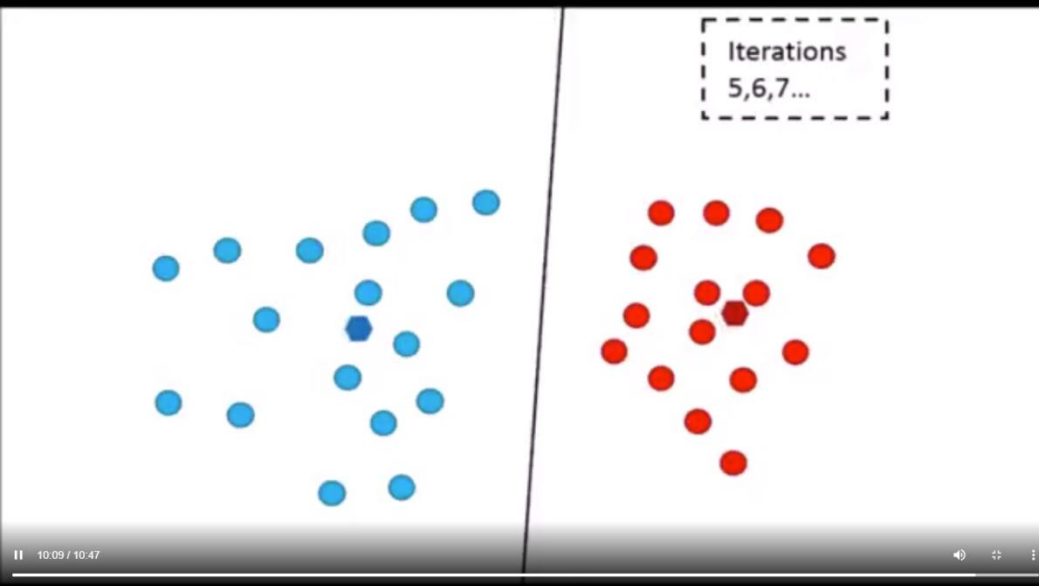
9:58 / 10:47

Scroll for details

CC

Settings

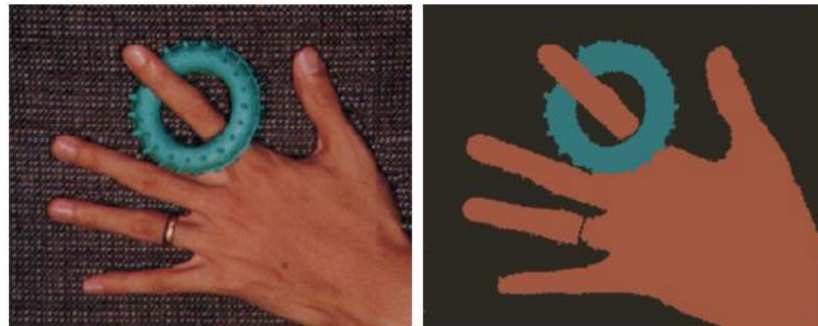
Full Screen



# Data Clustering via Kmeans

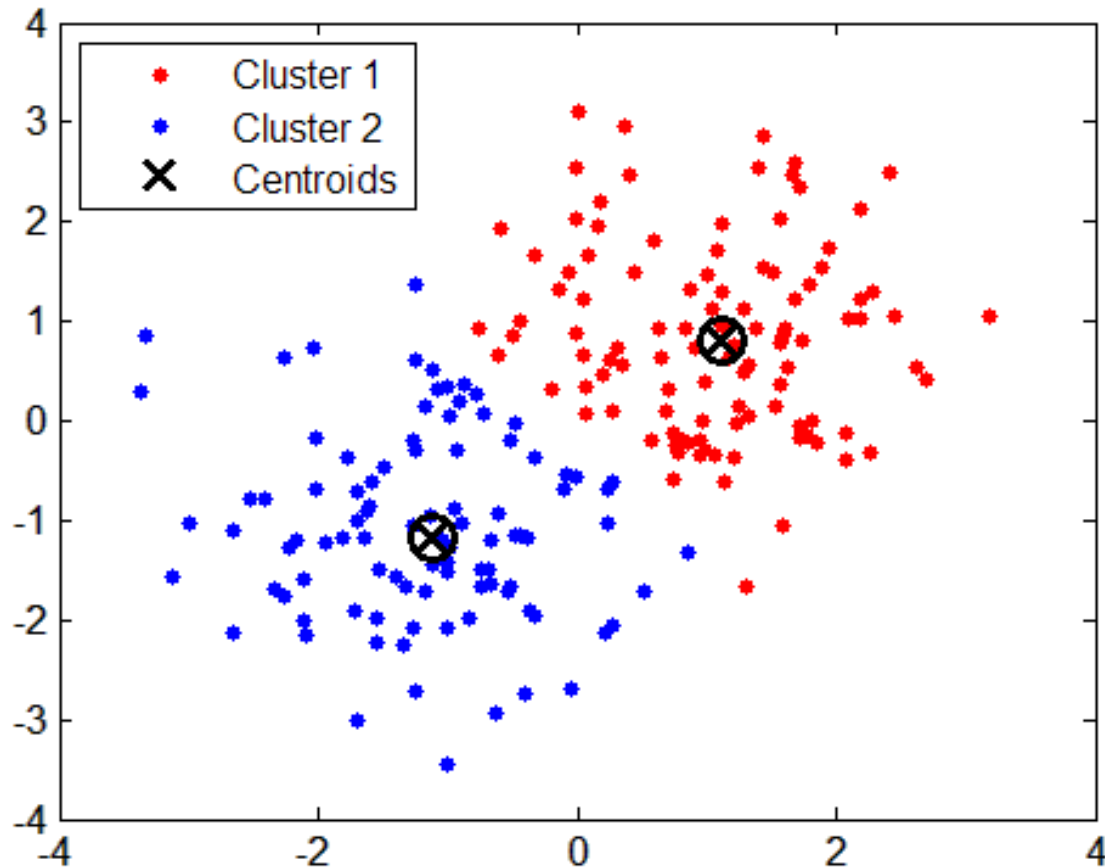
## Clustering

- Example



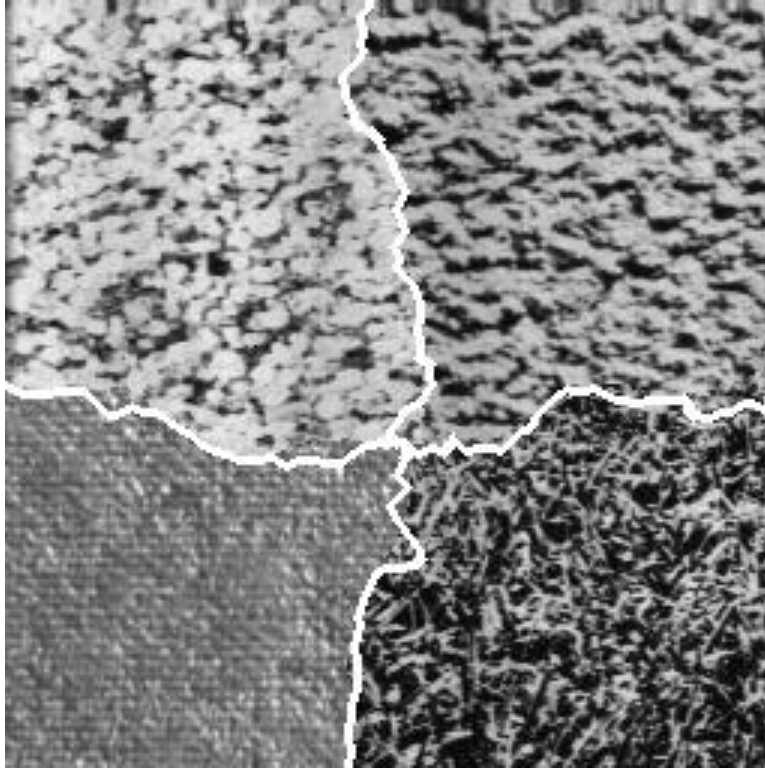
D. Comaniciu and P. Meer, *Robust Analysis of Feature Spaces: Color Image Segmentation*, 1997.

# Data Clustering via Kmeans



Instead of 2D, kmeans can be applied to 3D color space RGB or L\*a\*b\*

# Texture-based Techniques



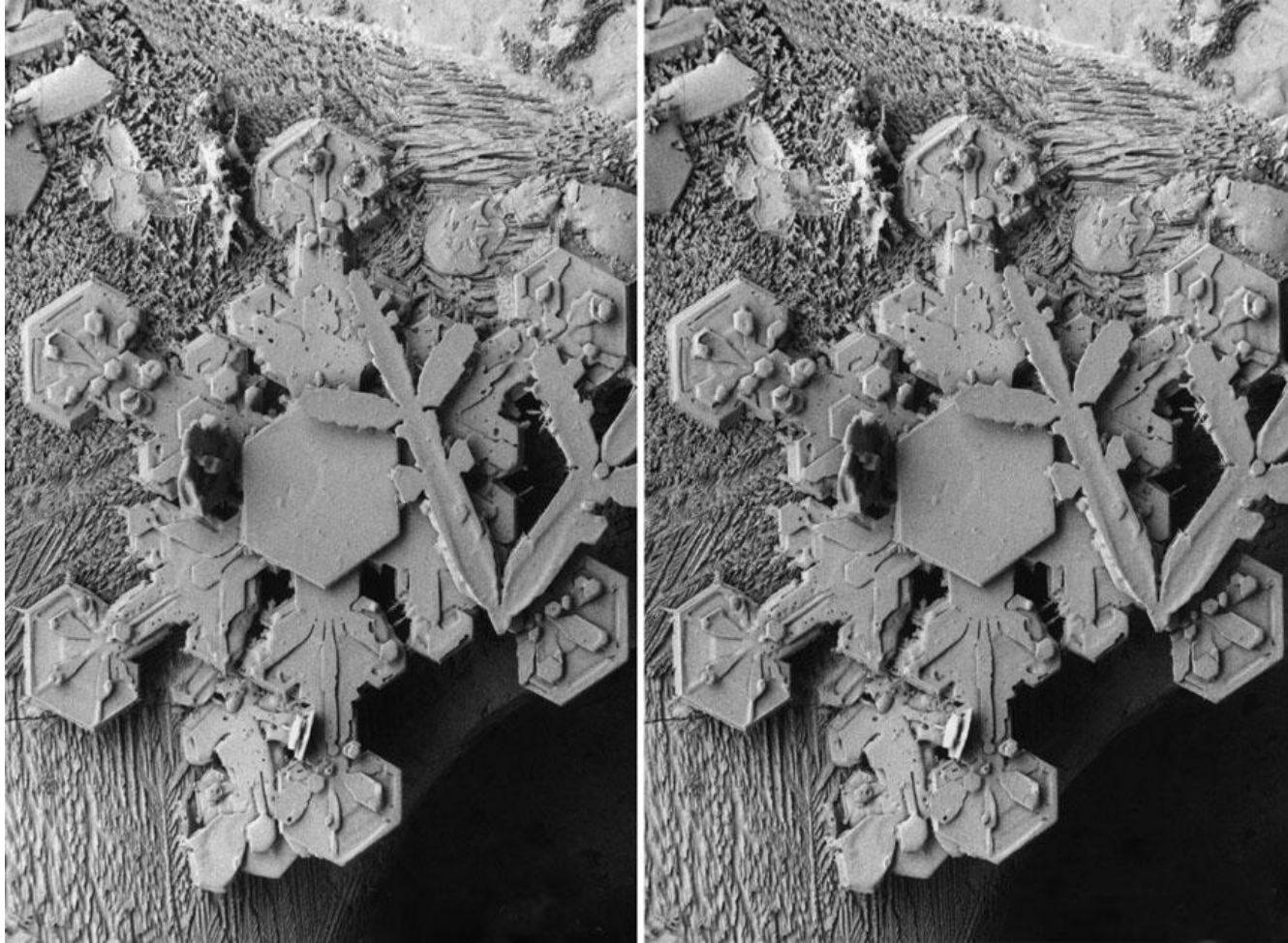
What is Texture?

No one exactly knows.

In the visual arts, **texture** is the perceived surface quality of an artwork.



# Disparity-based Techniques



# Motion Segmentation

## Use of Motion In Segmentation

Take the difference between a reference image and a subsequent image to determine the still elements image components.

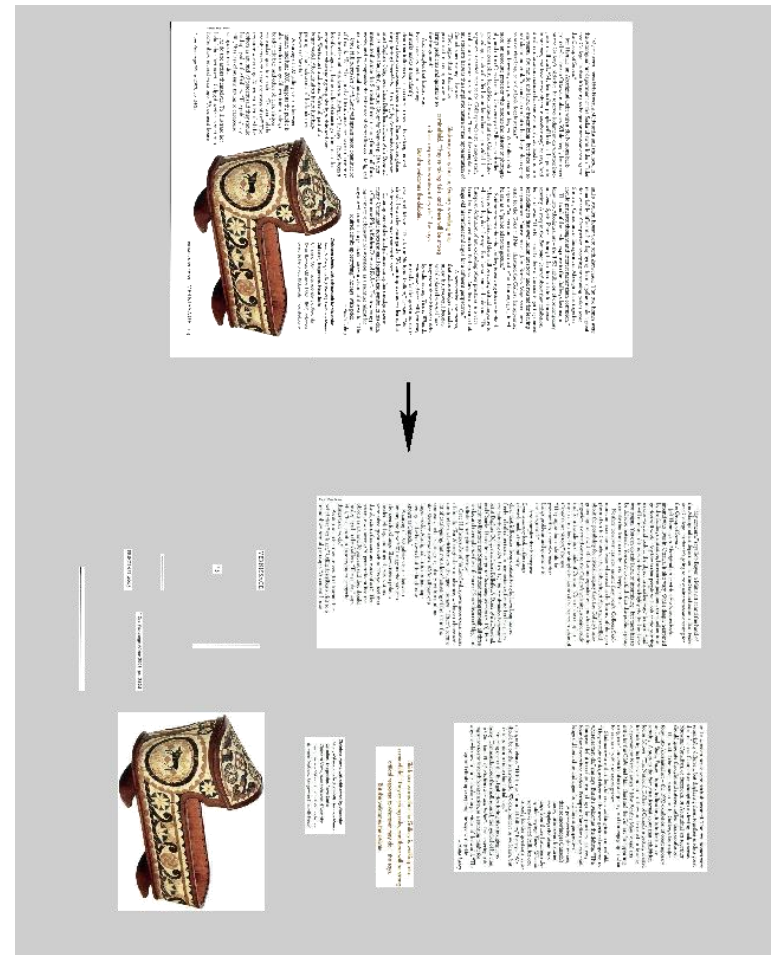


a b c

**FIGURE 10.50** Building a static reference image. (a) and (b) Two frames in a sequence. (c) Eastbound automobile subtracted from (a) and the background restored from the corresponding area in (b). (Jain and Jain.)

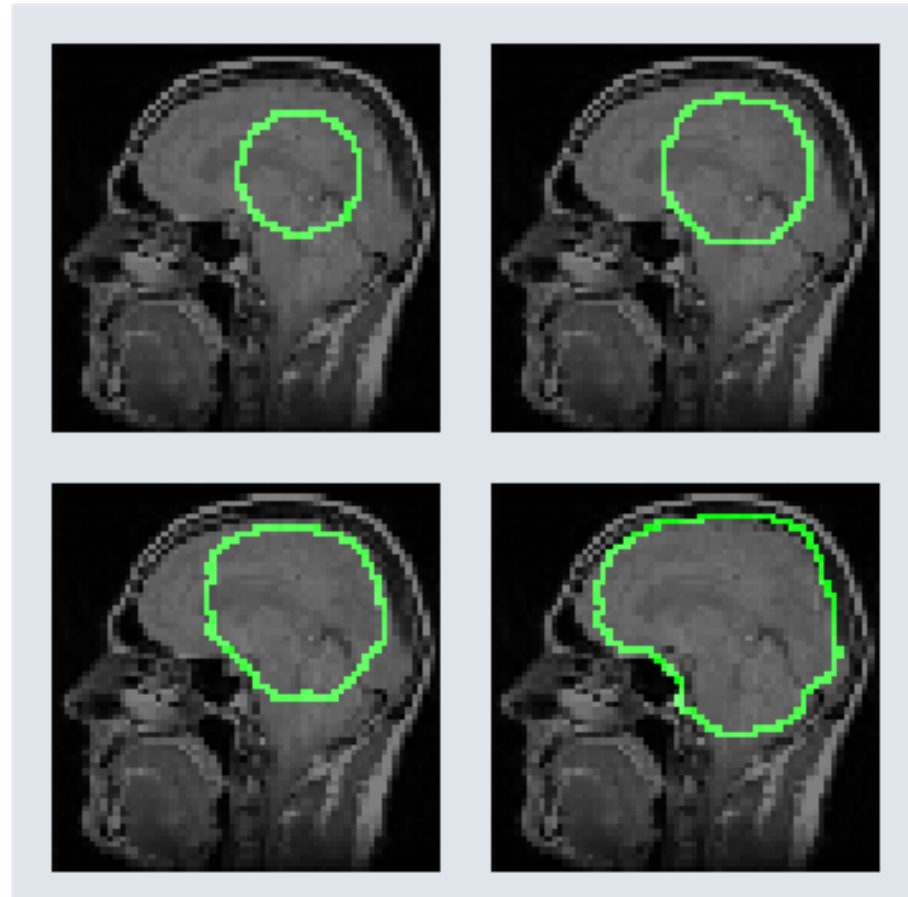
# Document Segmentation

- Document images consist of texts, graphics, photos and so on
- Document segmentation is useful for compression, text recognition
- Adobe and Xerox are the major players



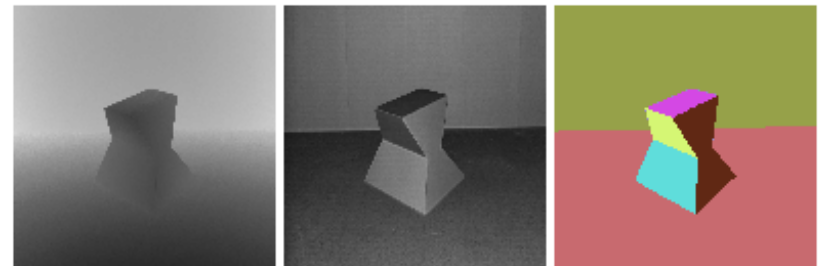
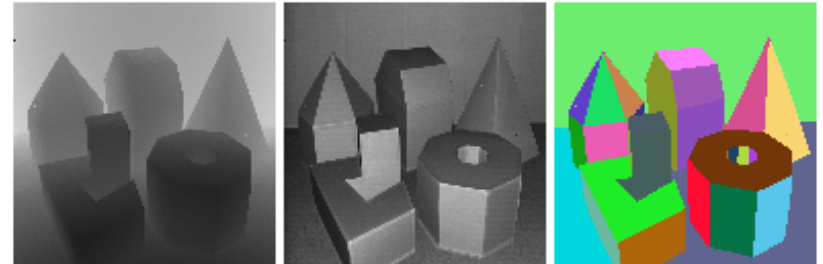
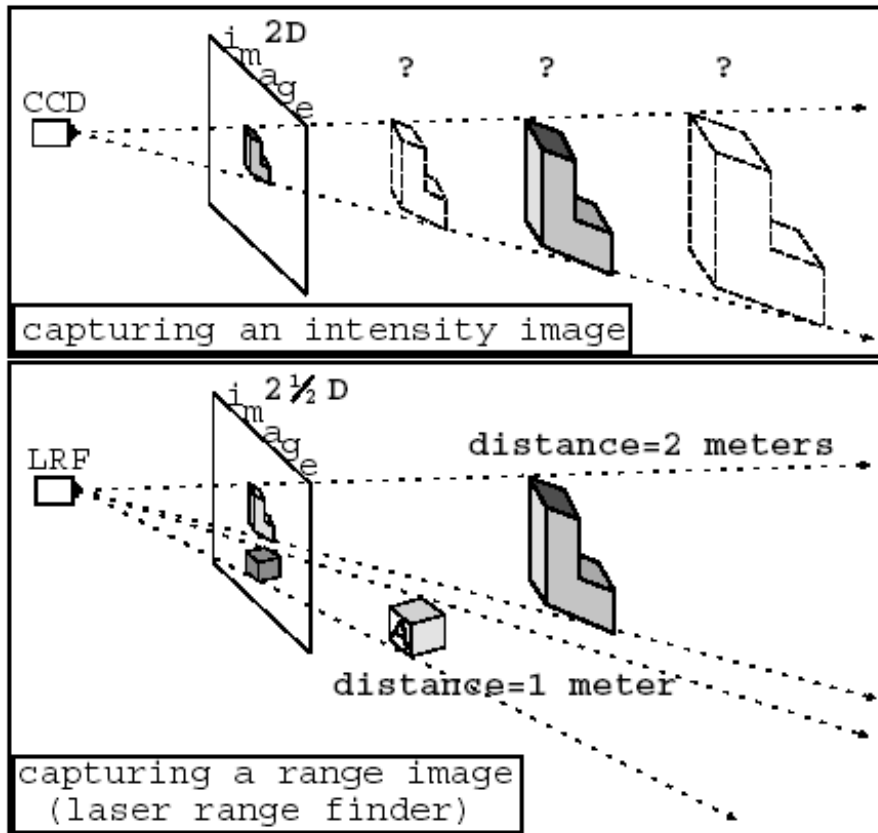
# Medical Image Segmentation

- Medical image analysis can be used as preliminary screening techniques to help doctors
- Partial Differential Equation (PDE) has been used for segmenting medical images



active contour model (snake)

# Range Image Segmentation



range

intensity

ground  
truth

# Biometric Image Segmentation

- For fingerprint, face and iris images, we also need to segment out the region of interest
- Various cues can be used such as ridge pattern, skin color and pupil shape
- Robust segmentation could be difficult for poor-quality images

