Procesamiento Digital de Imágenes Pablo Roncagliolo B. N° 12

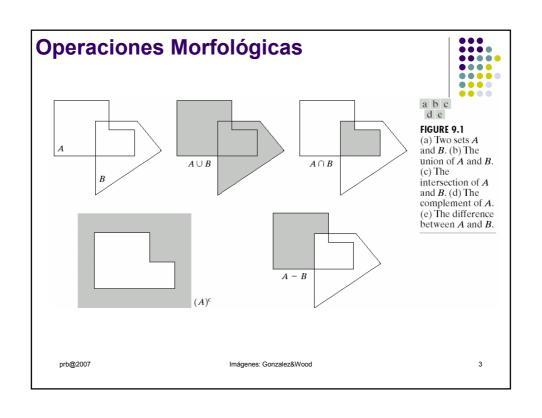
Operaciones Morfológicas

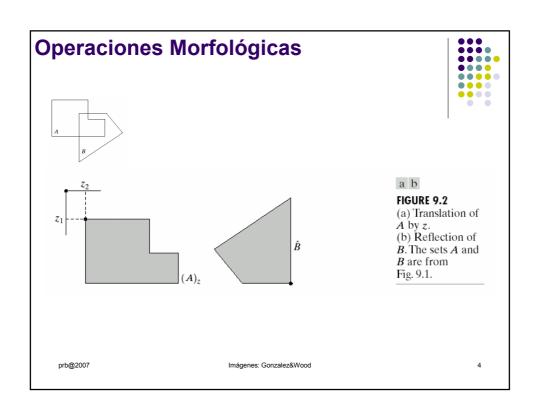


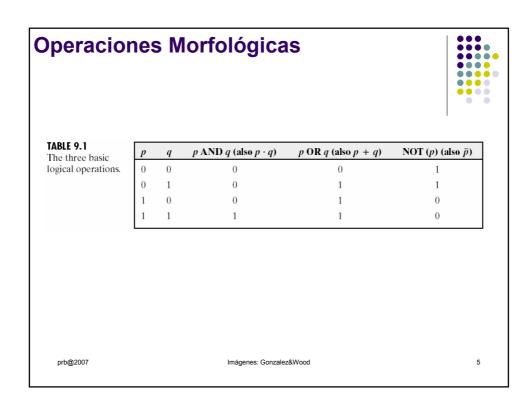
- Conceptos y algoritmos relevantes:
 - Operaciones lógicas
 - Dilatación
 - Erosión
 - Open (erosión+dilatación)
 - Close (dilatación+erosión)
 - Bordes utilizando op. Morfológicas
 - Fill Hole (Relleno de regiones)
 - Esqueleto de objetos
 - Etiquetado

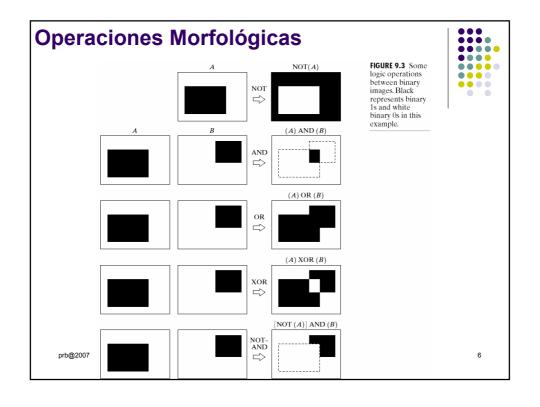
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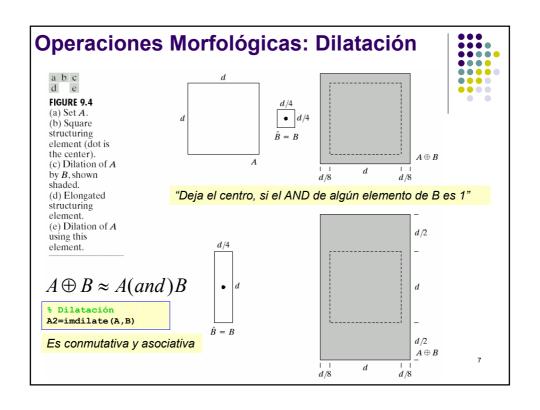
Imágenes: Gonzalez&Wood

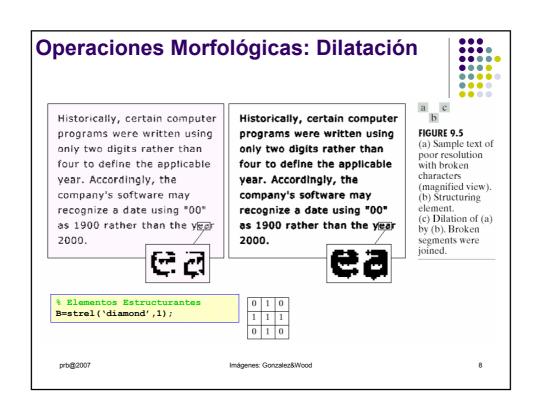


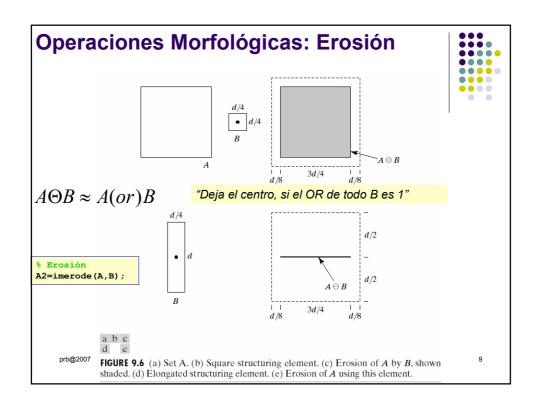


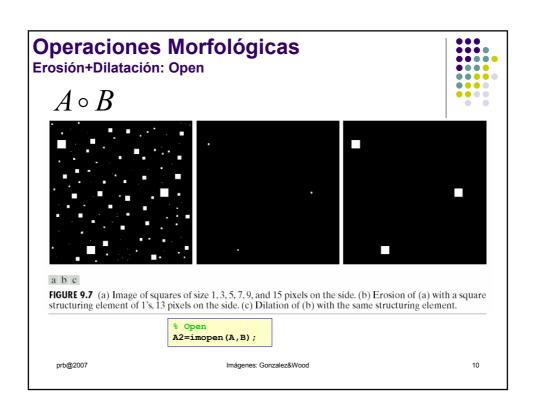


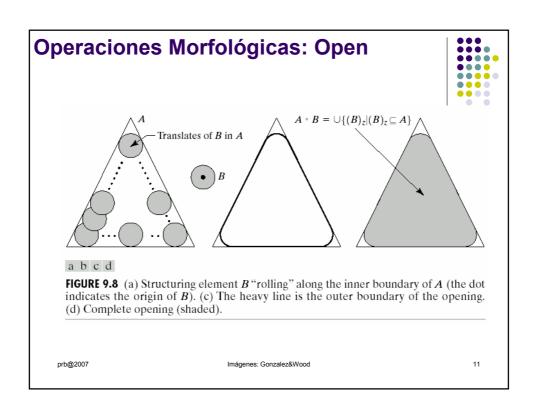


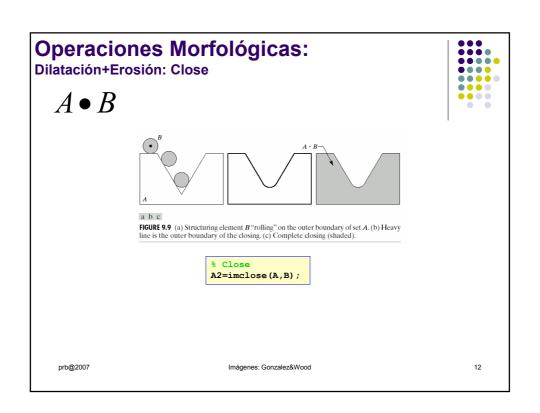


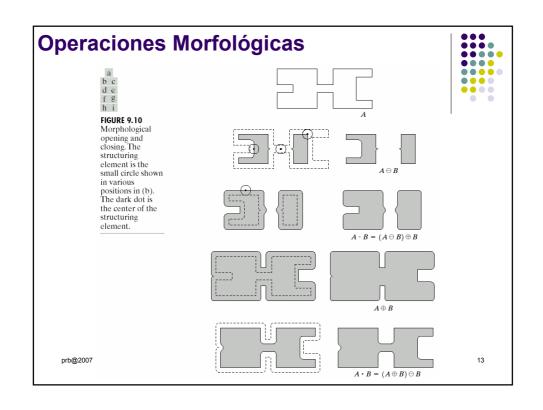


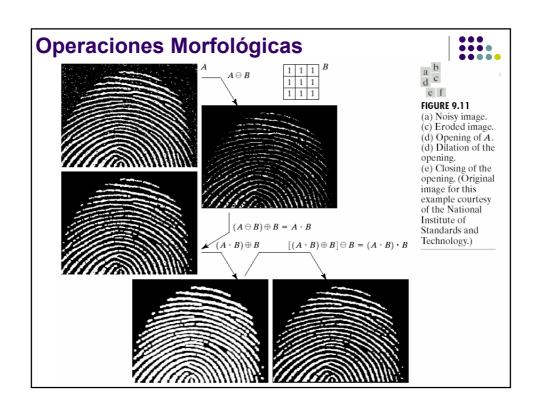


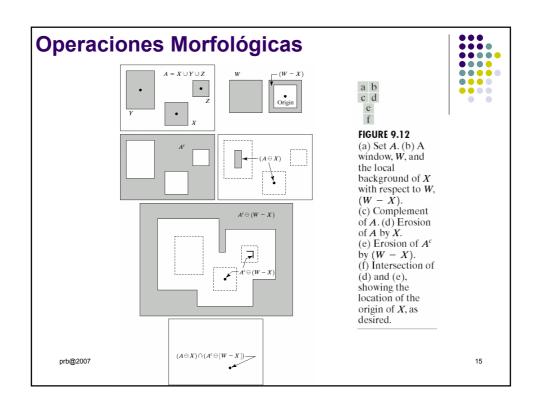


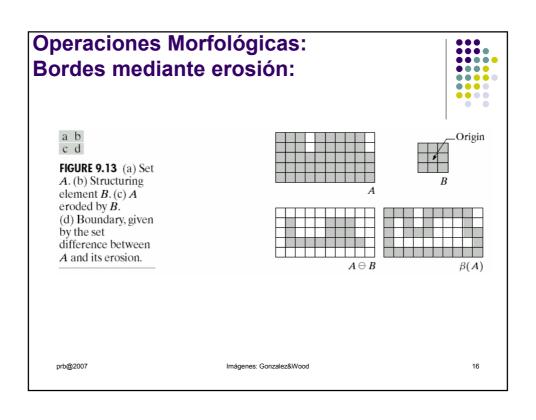




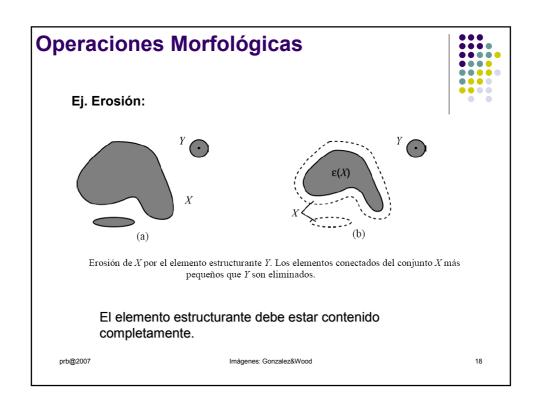


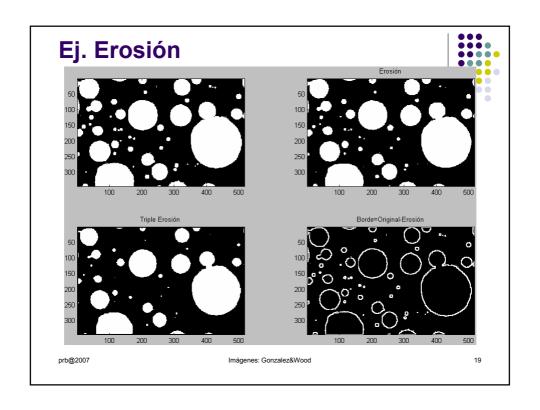


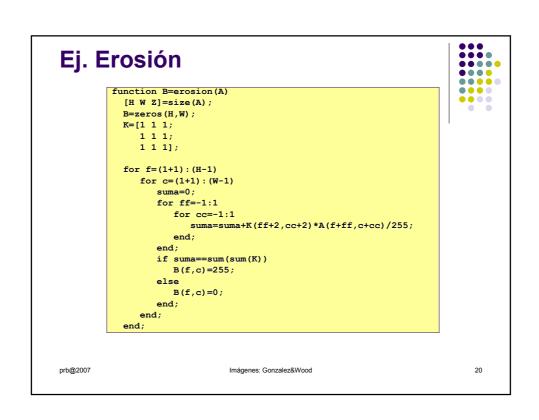


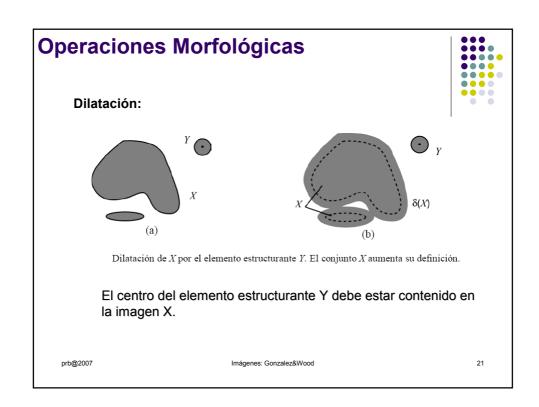


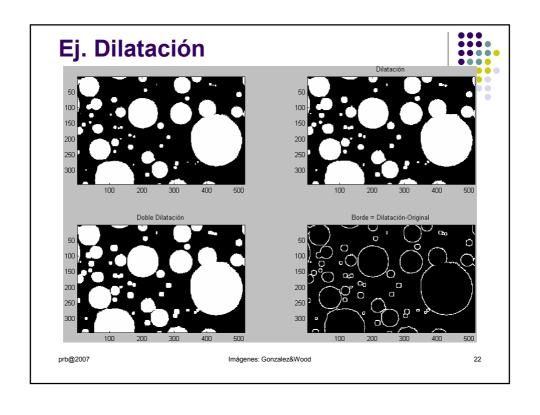












Ej. Dilatación



```
function B=dilatacion(A)
  [H W Z]=size(A);
 B=zeros(H,W);
 K=[1 1 1;
    1 1 1;
    1 1 1];
 for f=(1+1):(H-1)
    for c=(1+1):(W-1)
       suma=0;
       for ff=-1:1
           for cc=-1:1
              suma=suma+K(ff+2,cc+2)*A(f+ff,c+cc)/255;
           end;
       end;
       if suma>=1
          B(f,c)=255;
        else
          B(f,c)=0;
        end;
    end;
 end;
```

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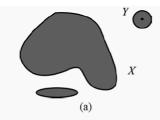
Imágenes: Gonzalez&Wood

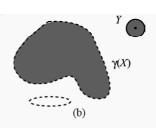
23

Operaciones Morfológicas



Ej. Apertura Morfológica: erosión+dilatación



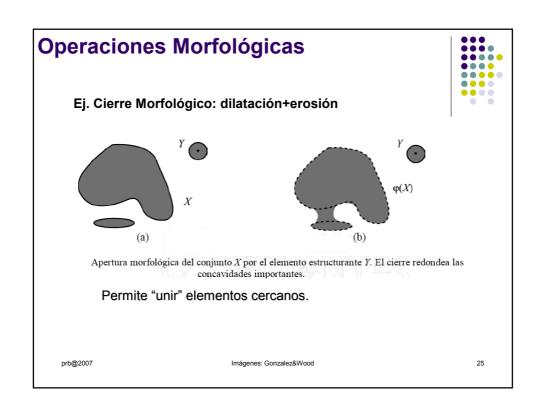


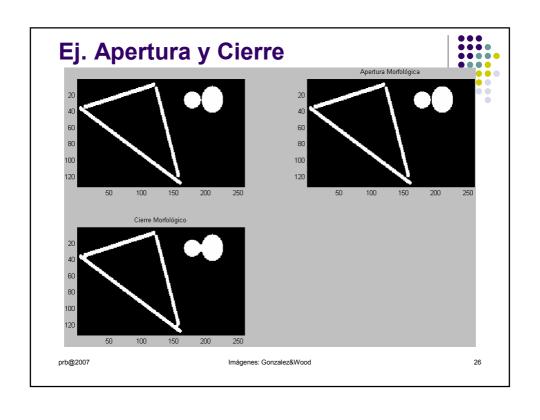
Apertura morfológica del conjunto X por el elemento estructurante Y. Eliminación de objetos menores en tamaño al elemento estructurante. La apertura redondea las convexidades importantes.

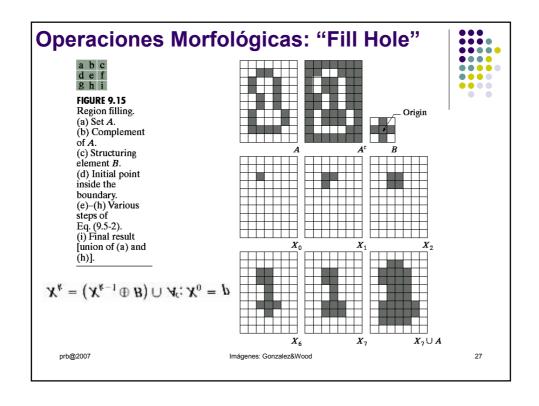
La apertura permite "recuperar" los elementos "mayores", redondeando sus contornos.

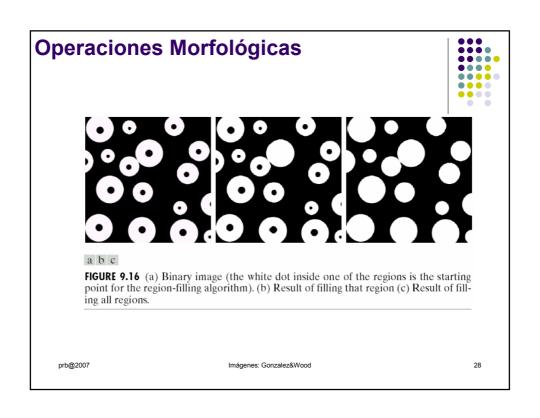
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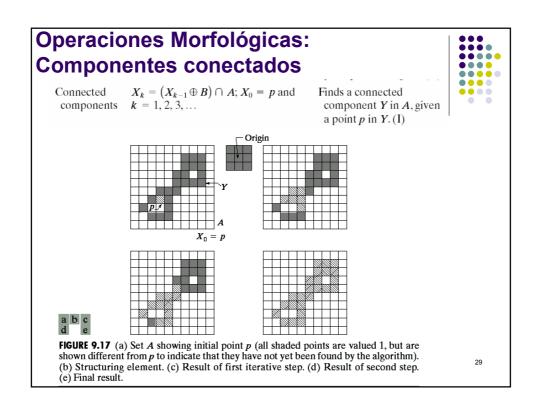
Imágenes: Gonzalez&Wood

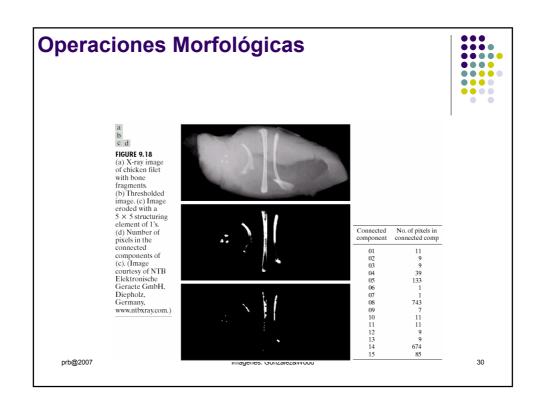


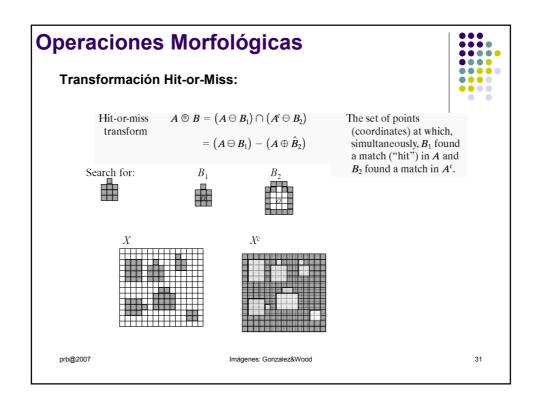


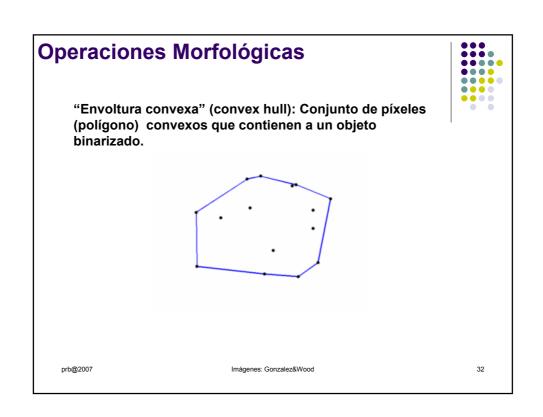


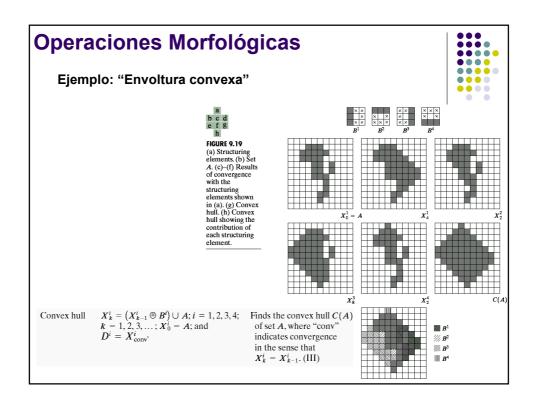














Resultado final, limitando a las dimensiones máximas del objeto inicial.

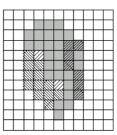
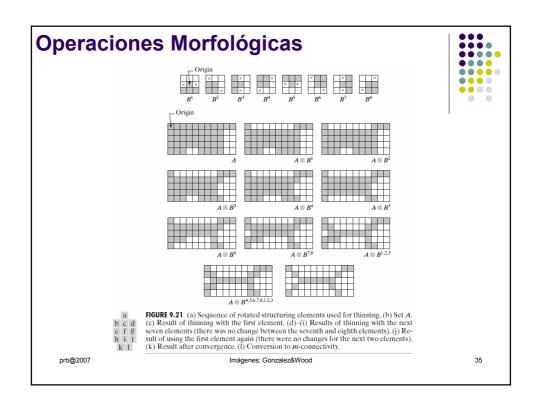
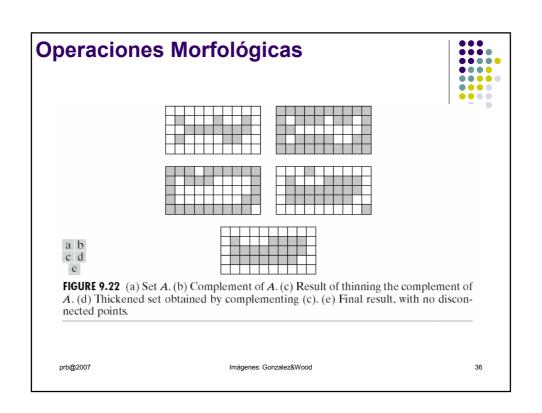


FIGURE 9.20 Result of limiting growth of convex hull algorithm to the maximum dimensions of the original set of points along the vertical and horizontal directions.

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Imágenes: Gonzalez&Wood





Operaciones Morfológicas: Esqueleto



Un esqueleto intenta representar la forma de un objeto con un número relativamente pequeño de píxeles. De esta forma, todos los píxeles del esqueleto son estructuralmente necesarios.

La posición, orientación y longitud de las líneas del esqueleto se corresponden con aquellas equivalentes de la imagen original. La tarea de sacar características de una imagen queda simplificada al obtener su esqueleto.

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Operaciones Morfológicas: Esqueleto



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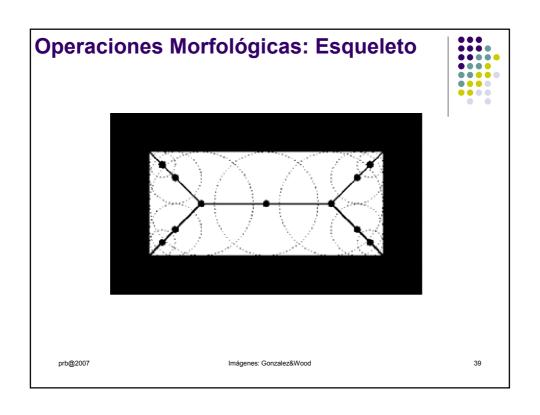
Transformación de eje central

(MAT, Medial Axis Transform)

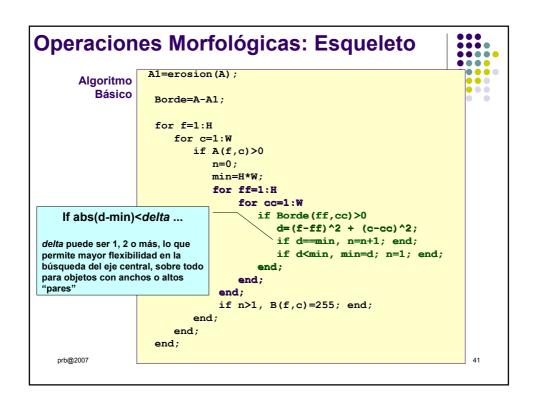
Se denomina eje central (medial axis) al esqueleto. La forma de obtener el eje central es calcular, para cada píxel, la distancia más corta hasta el borde del objeto. Si el píxel tiene más de una distancia mínima es que forma parte del eje central.

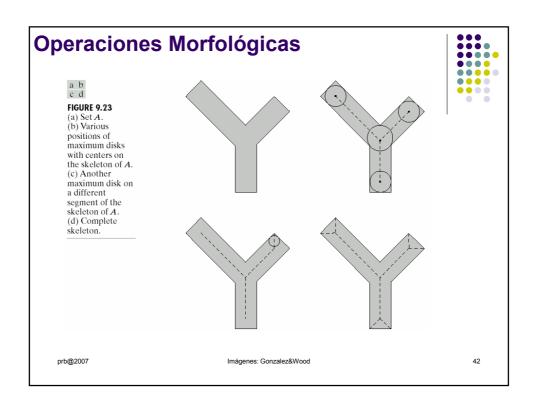
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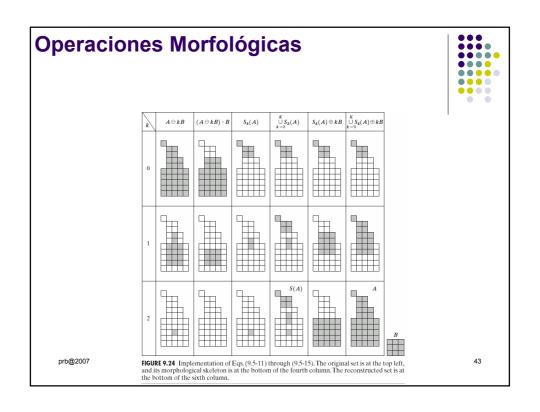
Imágenes: Gonzalez&Wood











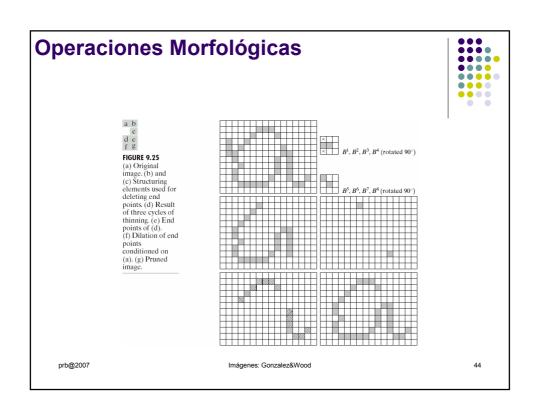




TABLE 9.2
Summary of
morphological
operations and
their properties

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Operation	Equation	Comments (The Roman numerals refer to the structuring elements shown in Fig. 9.26).
Translation	$(A)_z = \{w \mid w = a + z, \text{ for } a \in A\}$	Translates the origin of A to point z .
Reflection	$\hat{B} = \{ w \mid w = -b, \text{ for } b \in B \}$	Reflects all elements of B about the origin of this set.
Complement	$A^c = \{w \mid w \notin A\}$	Set of points not in A.
Difference	$A - B = \{w w \in A, w \notin B\}$ $= A \cap B^{c}$	Set of points that belong to A but not to B.
Dilation	$A \oplus B = \left\{ z (\hat{B})_z \cap A \neq \emptyset \right\}$	"Expands" the boundary of A. (I)
Erosion	$A\ominus B=\big\{z (B)_z\subseteq A\big\}$	"Contracts" the boundary of A. (I)
Opening	$A \circ B = (A \ominus B) \oplus B$	Smoothes contours, breaks narrow isthmuses, and eliminates small islands and sharp peaks. (I)
Closing	$A \bullet B = (A \oplus B) \ominus B$	Smoothes contours, fuses narrow breaks and long thin gulfs, and eliminates small holes. (I)
•	Imágenes: Gonzalez&Wood	

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Operaciones Morfológicas



Hit-or-miss transform	$A \circledast B = (A \ominus B_1) \cap (A^c \ominus B_2)$ $= (A \ominus B_1) - (A \oplus \hat{B}_2)$	The set of points (coordinates) at which, simultaneously, B_1 found a match ("hit") in A and B_2 found a match in A^c .
Boundary extraction	$\beta(A) = A - (A \ominus B)$	Set of points on the boundary of set A. (I)
Region filling	$X_k = (X_{k-1} \oplus B) \cap A^c; X_0 = p \text{ and } k = 1, 2, 3, \dots$	Fills a region in A , given a point p in the region. (II)
Connected components	$X_k = (X_{k-1} \oplus B) \cap A; X_0 = p \text{ and } k = 1, 2, 3, \dots$	Finds a connected component <i>Y</i> in <i>A</i> , given a point <i>p</i> in <i>Y</i> . (I)
Convex hull	$\begin{aligned} X_k^i &= (X_{k-1}^i \oplus B^i) \cup A; i = 1, 2, 3, 4; \\ k &= 1, 2, 3, \dots; X_0^i = A; \text{ and } \\ D^i &= X_{\text{conv}}^i. \end{aligned}$	Finds the convex hull $C(A)$ of set A , where "conv" indicates convergence in the sense that $X_k^i = X_{k-1}^i$. (III)

TABLE 9.2 Summary of morphological results and their properties. (continued)

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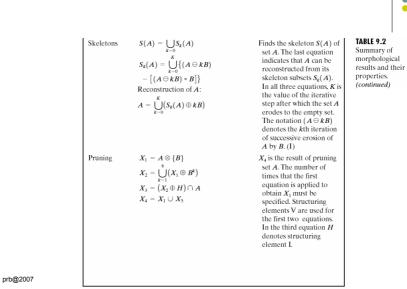
Operation	Equation	Comments (The Roman numerals refer to the structuring elements shown in Fig. 9.26).
Thinning	$A \otimes B = A - (A \otimes B)$ $= A \cap (A \otimes B)^{c}$ $A \otimes \{B\} =$ $((\dots((A \otimes B^{1}) \otimes B^{2}) \dots) \otimes B^{n})$ $\{B\} = \{B^{1}, B^{2}, B^{3}, \dots, B^{n}\}$	Thins set A. The first two equations give the basic definition of thinning. The last two equations denote thinning by a sequence of structuring elements. This method is normally used in practice. (IV)
Thickening	$A \odot B = A \cup (A \odot B)$ $A \odot \{B\} = ((\dots(A \odot B^1) \odot B^2 \dots) \odot B^n)$	Thickens set A. (See preceding comments on sequences of structuring elements.) Uses IV with 0's and 1's reversed.

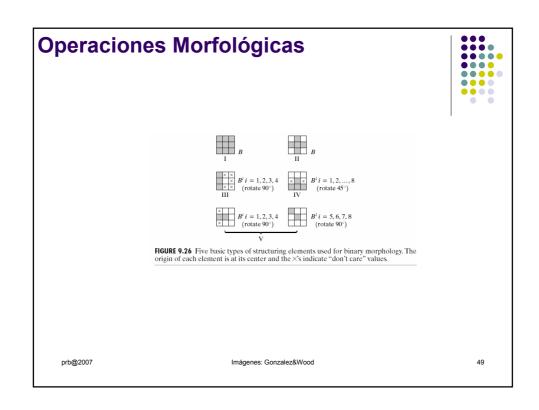
TABLE 9.2 Summary of morphological results and their properties. (continued)

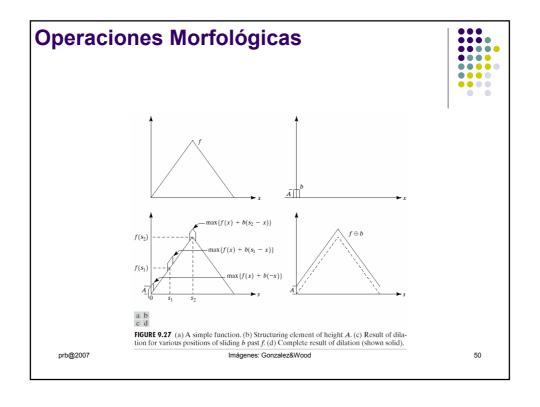
prb@2007 Imágenes: Gonzalez&Wood 47

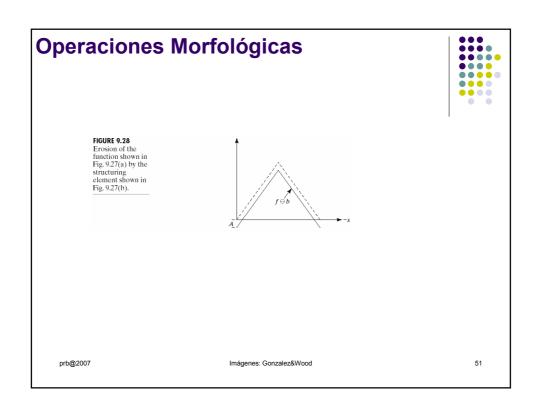
Operaciones Morfológicas













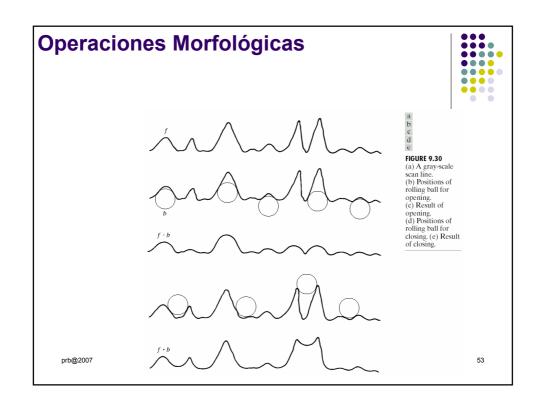








FIGURE 9.32 Morphological smoothing of the image in Fig. 9.29(a). (Courtesy of Mr. A. Morris, Leica Cambridge, Ltd.)

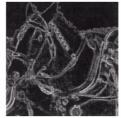
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Imágenes: Gonzalez&Wood

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Operaciones Morfológicas





 $\begin{tabular}{ll} FIGURE~9.33~Morphological~gradient~of~the~image~in~Fig.~9.29(a).~(Courtesy~of~Mr.~A.~Morris, Leica~Cambridge, Ltd.) \end{tabular}$

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Imágenes: Gonzalez&Wood





FIGURE 9.34 Result of performing a top-hat transformation on the image of Fig. 9.29(a). (Courtesy of Mr. A. Morris, Leica Cambridge, Ltd.)

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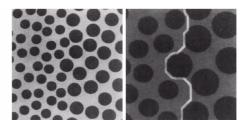
Imágenes: Gonzalez&Wood

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Operaciones Morfológicas

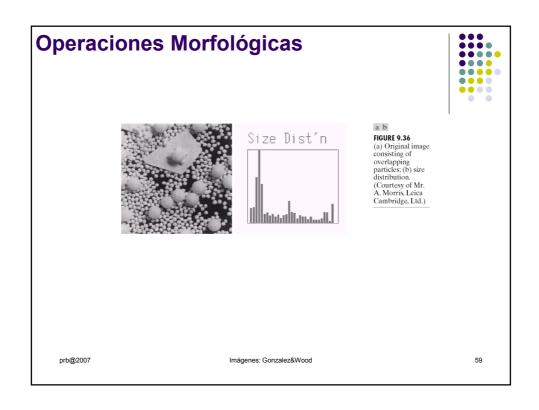


a b
FIGURE 9.35
(a) Original
image, (b) Image
showing boundary
between regions
of different
texture. (Courtesy
of Mr. A. Morris,
Leica Cambridge,
Ltd.)



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Imágenes: Gonzalez&Wood





Extracción de Regiones y Etiquetado Binarización según histograma Es posible automatizar la 6000 detección del umbral de binarización, "filtrando" el histograma (p. ej. 4000 promedio móvil), y detectando el primer 2000 mínimo local desde el promedio del fondo de la imagen. 100 150 200 [nf nc]=size(A); HISTOGRAMA=zeros(1,256); for f=1:nf for c=1:nc HISTOGRAMA(A(f,c)+1) = HISTOGRAMA(A(f,c)+1)+1;end; prb@2007 Imágenes: Gonzalez&Wood

Extracción de Regiones y Etiquetado

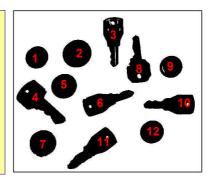


Etiquetado

Después de binarizar se puede ejecutar alguno de los algoritmos de etiquetado.

Un Algoritmo muy utilizado es el siguiente:

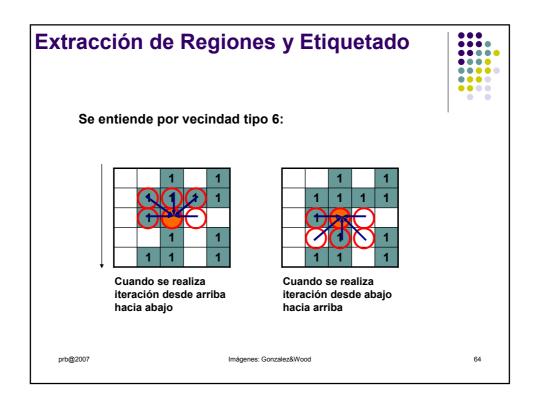
- Marcar todos los píxel distintos del fondo con etiquetas diferentes (números)
- Iterando desde la esquina superior izq., asignar a cada píxel la menor etiqueta presente en la vecindad (tipo 6)
- Repetir proceso pero iterando desde la esquina inferior der.

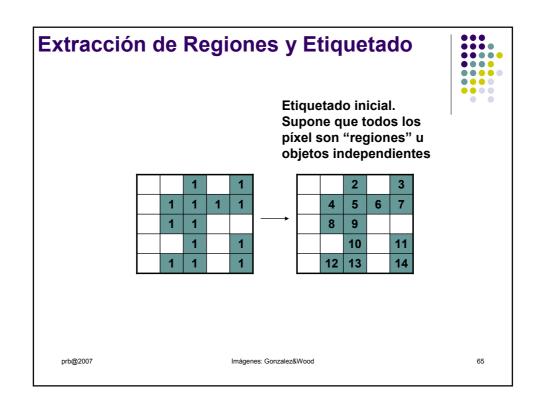


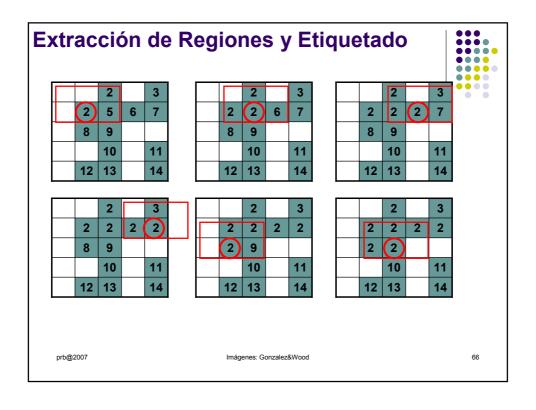
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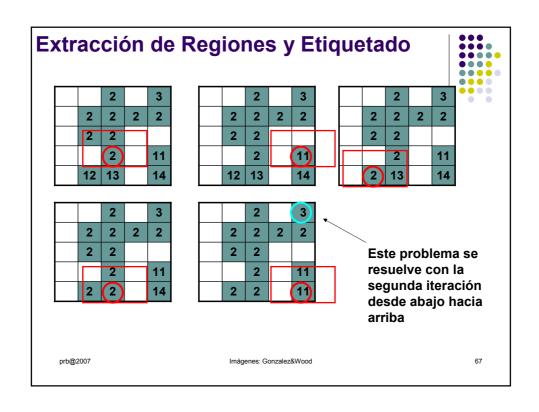
Imágenes: Gonzalez&Wood

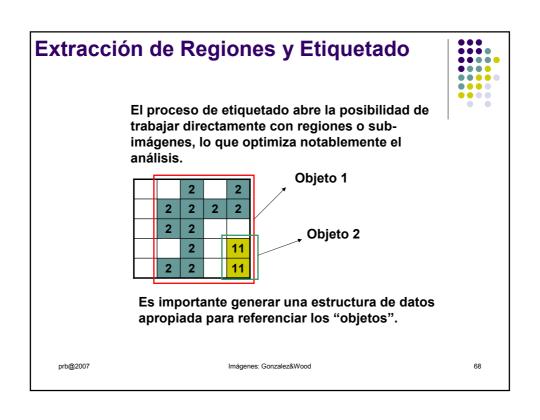
```
Extracción de Regiones y Etiquetado
         E=zeros(nf,nc);
         for f=1:nf
           for c=2:nc
            if Ab(f,c)==1
              E(f,c)=ETIQUETA;
              ETIQUETA=ETIQUETA+1;
            else
              E(f,c)=0;
            end;
           end;
         end;
         //luego propagar las etiquetas menores vecinas....
   prb@2007
                             Imágenes: Gonzalez&Wood
                                                                  63
```

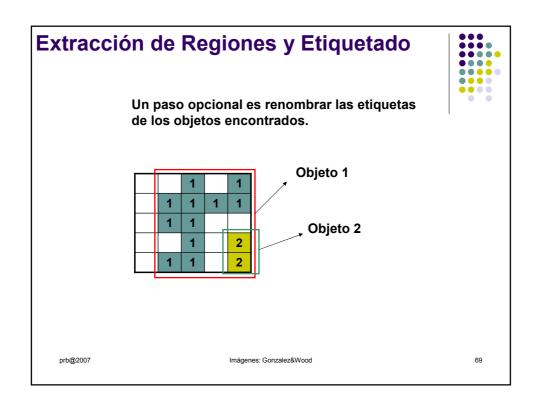


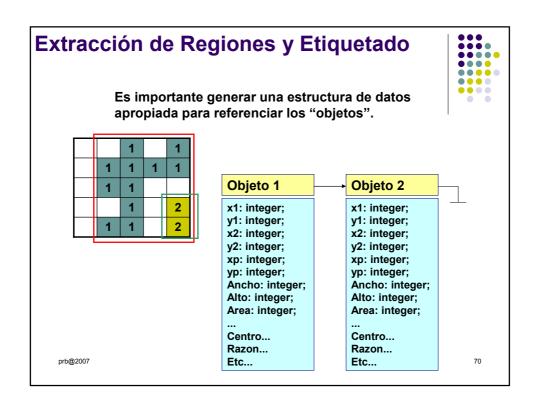












Extracción de Regiones y Etiquetado



Muchas de los análisis básico se realizan sobre la estructura de datos. Estas restricciones se denominan "filtros"

```
Type TRegion=record
    x:integer;
    area:integer:
    ...
    end;

var
    D:array of TRegion;
    i,c: integer;

Begin
    c:=0;
    for i:=1 to N do begin
        if (D[i].Area>5) and (D[i].Razon>0.8) then c:=c+1;
    end;
end;
```

Ejemplo donde se cuentan los "objetos" con área mayor a 5 píxel y razón de diámetros mayor a 0.8 prb@2007 Imágenes: Gonzalez&Wood