

Embedded Vision Design

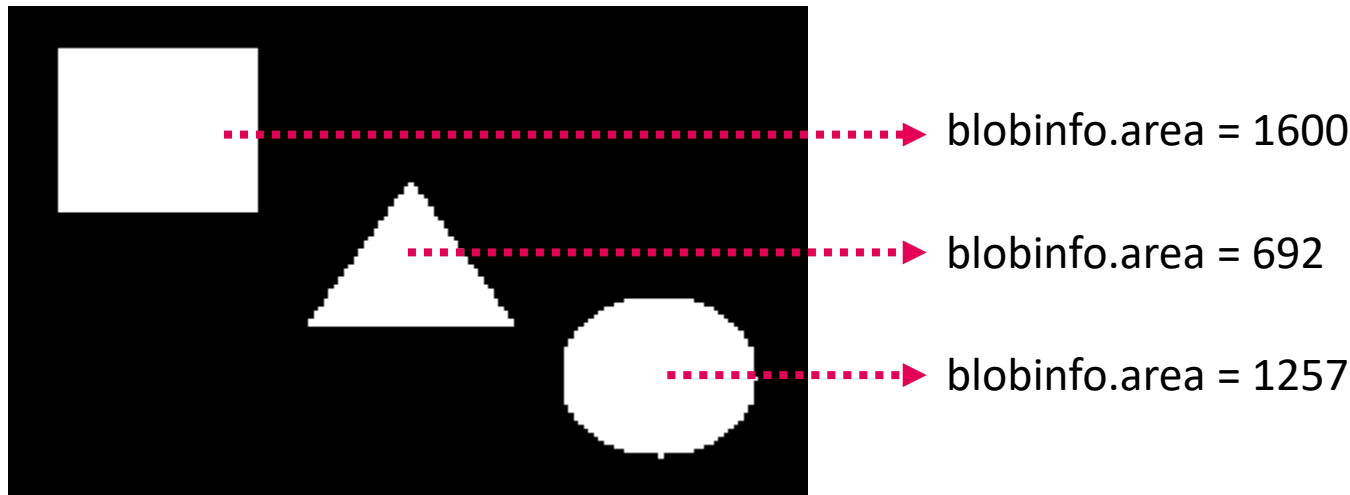
EVD1 - Week 6

Mensuration

By Hugo Arends

Mensuration

- Measurement of features associated with objects
- Used for object classification or data analysis
- All measured values will be collected in a blob information structure



Mensuration

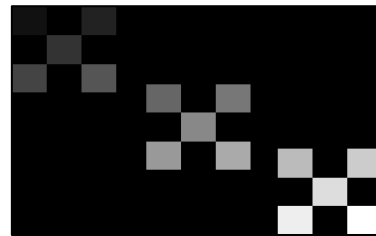
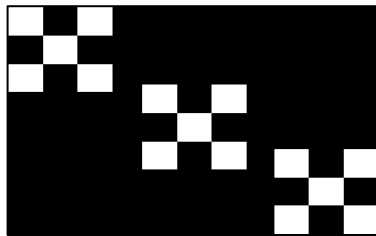
- Measurement of features associated with objects
 - Used for object classification or data analysis
 - All measured values will be collected in a blob information structure
-
- Centroid
 - Area
 - Perimeter
 - Circularity
 - Hu invariant moments
 - Label

```
/// Defines features that can be measured of BLOBs
typedef struct
{
    point_t centroid;    ///< The centroid coordinate of the BLOB
    uint32_t area;       ///< The BLOB area in number of pixels
    float perimeter;     ///< The perimeter of the BLOB
    float circularity;   ///< The circularity of the BLOB
    float hu_moments[4]; ///< The first four Hu moments of the BLOB
}blobinfo_t;
```

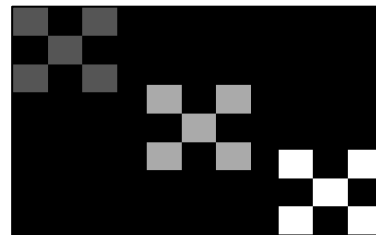
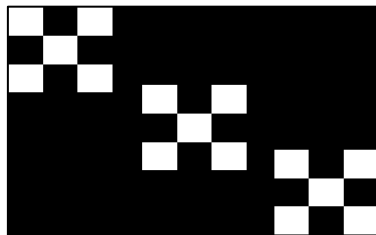
Label

- Counts and labels all BLOBs
- A BLOB is a Binary Linked Object and its pixels are either 4-connected or 8-connected
- Labelling is performed in ascending order from left-top to right-bottom

Label - examples



4-connected : 15 blobs



8-connected : 3 blobs

Label – Iterative algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	
			1	1	1	1	

Source



					1	1	
		1			1	1	
	1	1	1	1	1	1	
					2	2	
			2	2	2	2	

Destination

Label – Iterative algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	
			1	1	1	1	

Label – Iterative algorithm

						1	
					2	3	
		4			5	6	
	7	8	9	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order

Label – Iterative algorithm

						1	
					2	3	
		4			5	6	
	7	8	9	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	3	
		4			5	6	
	7	8	9	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			5	6	
	7	8	9	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			5	6	
	7	8	9	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	6	
	7	8	9	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	1	
	7	8	9	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	1	
	4	8	9	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	1	
	4	4	9	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	1	
	4	4	4	10	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	1	
	4	4	4	1	11	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	1	
	4	4	4	1	1	12	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	1	
	4	4	4	1	1	1	
					13	14	
			15	16	17	18	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	1	
	4	4	4	1	1	1	
					13	13	
			15	13	13	13	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		4			1	1	
	4	4	1	1	1	1	
					13	13	
			13	13	13	13	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		1			1	1	
	4	1	1	1	1	1	
					13	13	
			13	13	13	13	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					13	13	
			13	13	13	13	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value

Label – Iterative algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					2	2	
			2	2	2	2	

- Assign unique number in ascending order
- While changes
 - Loop entire image and assign lowest neighbor value
- Assign labels in ascending order

Label – Iterative algorithm

Advantage

- Easy implementation

Disadvantage

- Cannot use uint8 images, because this would allow only 255 pixels
- Uses several iterations through the entire image, depending on the object
- Slow

Label – Iterative algorithm

uint32_t **labelIterative**(const image_t ***src**, image_t ***dst**,
const eConnected **connected**);

See file **EVDK_Operators\mensuration.c**

```
// Threshold the image
threshold2Means(src, tmp, BRIGHTNESS_DARK);

// Remove the border BLOBs
int32_t blobs = labelIterative(tmp, dst, CONNECTED_EIGHT);
printf("blobs: %d\n", blobs);

scaleFast(tmp, tmp);

if(blobs > 0)
{
    scaleFast(dst, dst);
    cv::imshow("dst", cv_dst);
}
```

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	
			1	1	1	1	

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	
			1	1	1	1	

- How to handle the edge pixels?

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	
			1	1	1	1	

- How to handle the edge pixels?
- An out-of-bounds check for every pixel would be a waste of time

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	
			1	1	1	1	

- How to handle the edge pixels?
- An out-of-bounds check for every pixel would be a waste of time
- We could handle the corner and border pixels separately

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	

- How to handle the edge pixels?
- An out-of-bounds check for every pixel would be a waste of time
- We could handle the corner and border pixels separately
- We can make our lives easier and discard the borders 😊

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	

Equivalence LUT					

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: **mark this pixel with a new value**

Equivalence LUT					
1					
1					

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1					
1					

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1					
1					

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	1	1	1	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: **mark this pixel with a new value**
 - Yes: mark this pixel with the same value

Equivalence LUT					
1	2				
1	2				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	1	1	1	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1	2				
1	2				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	1	1	1	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1	2				
1	2				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	1	1	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1	2				
1	2				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	1	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1	2				
1	2				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1	2				
1	2				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1	2				
1	2				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: mark this pixel with the same value
- and*
Update the LUT to the lowest neighbor value

Equivalence LUT					
1	2				
1	1				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: mark this pixel with the same value
- and*
Update the LUT to the lowest neighbor value
and
Search the LUT for other equivalence updates

Equivalence LUT					
1	2				
1	1				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1	2				
1	1				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					1	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1	2				
1	1				

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					3	1	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: **mark this pixel with a new value**
 - Yes: mark this pixel with the same value

Equivalence LUT					
1	2	3			
1	1	3			

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					3	3	

- Loop entire image
 - Is it an object pixel?
 - Is a neighbor already marked?
 - No: mark this pixel with a new value
 - Yes: **mark this pixel with the same value**

Equivalence LUT					
1	2	3			
1	1	3			

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					3	3	

- Although the values in the LUT are from low-to-high, they are not necessarily in ascending order

Equivalence LUT					
1	2	3			
1	1	3			

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					3	3	

- Although the values in the LUT are from low-to-high, they are not necessarily in ascending order
- Assign LUT labels in ascending order

Equivalence LUT					
1	2	3			
1	1	2			

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	2	1	1	1	
					3	3	

- Loop entire image
- Use lookup table to assign correct label

Equivalence LUT					
1	2	3			
1	1	2			

Label – Two-pass algorithm

						1	
					1	1	
		1			1	1	
	1	1	1	1	1	1	
					2	2	

- Loop entire image
- Use lookup table to assign correct label

Equivalence LUT					
1	2	3			
1	1	2			

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	1	1	1	1	
					1	1	

Performance considerations

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	1	1	1	1	
					1	1	

Performance considerations

- Consider updated pixels only!

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	1	1	1	1	
					1	1	

Performance considerations

- Consider updated pixels only!
- Smaller LUT means:
 - Less lookup operations, which is good for performance
 - Less maximum number of labels that can be found

Label – Two-pass algorithm

						1	
					1	1	
		2			1	1	
	2	2	1	1	1	1	
					1	1	

Performance considerations

- Consider updated pixels only!
- Smaller LUT means:
 - Less lookup operations, which is good for performance
 - Less maximum number of labels that can be found
- If the number of expected labels is well below 255, uint8 images are feasible.

Label – Two-pass algorithm

```
uint32_t labelTwoPass(    const image_t *src, image_t *dst,  
                           const eConnected connected,  
                           const uint32_t lutSize);
```

See file **EVDK_Operators\mensuration.c**

```
// Threshold the image  
threshold2Means(src, tmp, BRIGHTNESS_DARK);  
  
// Remove the border BLOBs  
int32_t blobs = labelTwoPass(tmp, dst, CONNECTED_EIGHT, 128);  
printf("blobs: %d\n", blobs);  
  
scaleFast(tmp, tmp);  
  
if(blobs > 0) {  
    scaleFast(dst, dst);  
    cv::imshow("dst", cv_dst);  
}
```

EVD1 – Assignment



Study guide

Week 6

1 Mensuration – labelTwoPass()

Centroid

- Measures the geographic centre of an object
- Is expressed in image coordinates
- Also known as the first central moment
- The centroid (x_c, y_c) is defined as

$$x_c = \frac{1}{A} \sum_{i=1}^A x \quad \text{and} \quad y_c = \frac{1}{A} \sum_{i=1}^A y$$

where

x: x coordinate of the i_{th} object pixel

y: y coordinate of the i_{th} object pixel

A: object area

Centroid - example

Image

	0	1	2	3	4	5	6	7
0								
1								
2				1				
3			1	1	1			
4		1	1	1	1	1		
5			1	1	1			
6				1				
7								

$$x_c = \frac{1}{A} \sum_{i=1}^A x$$

$$A = 13$$

All x values:

3
2 3 4
1 2 3 4 5
2 3 4
3

$$x_c = \frac{1}{13} \times 39 = 3$$

$$y_c = \frac{1}{A} \sum_{i=1}^A y$$

$$A = 13$$

All y values:

2
3 3 3
4 4 4 4 4
5 5 5
6

$$y_c = \frac{1}{13} \times 52 = 4$$

Centroid - algorithm

```
void centroid(    const image_t *img, blobinfo_t *blobinfo,  
                  const uint32_t blobnr);
```

See file **EVDK_Operators\mensuration.c**

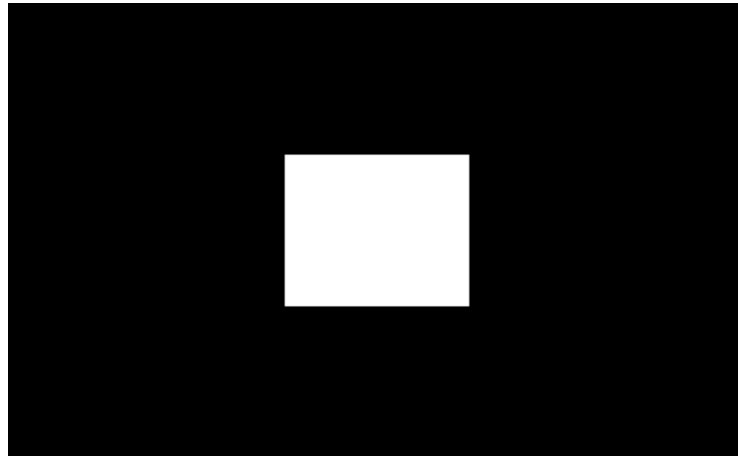
```
// Iterate the blobs  
for(uint32_t blob=1; blob <= blobs; ++blob)  
{  
    blobinfo_t blobinfo;  
  
    // Get the centroid of the blob  
    centroid(lbl, &blobinfo, blob);  
  
    // ...  
}
```

Area

- Counts the number of pixels of an object

Area - example

blob area = 1600 pixels



Area - algorithm

```
void area(    const image_t *img, blobinfo_t *blobinfo,  
             const uint32_t blobnr);
```

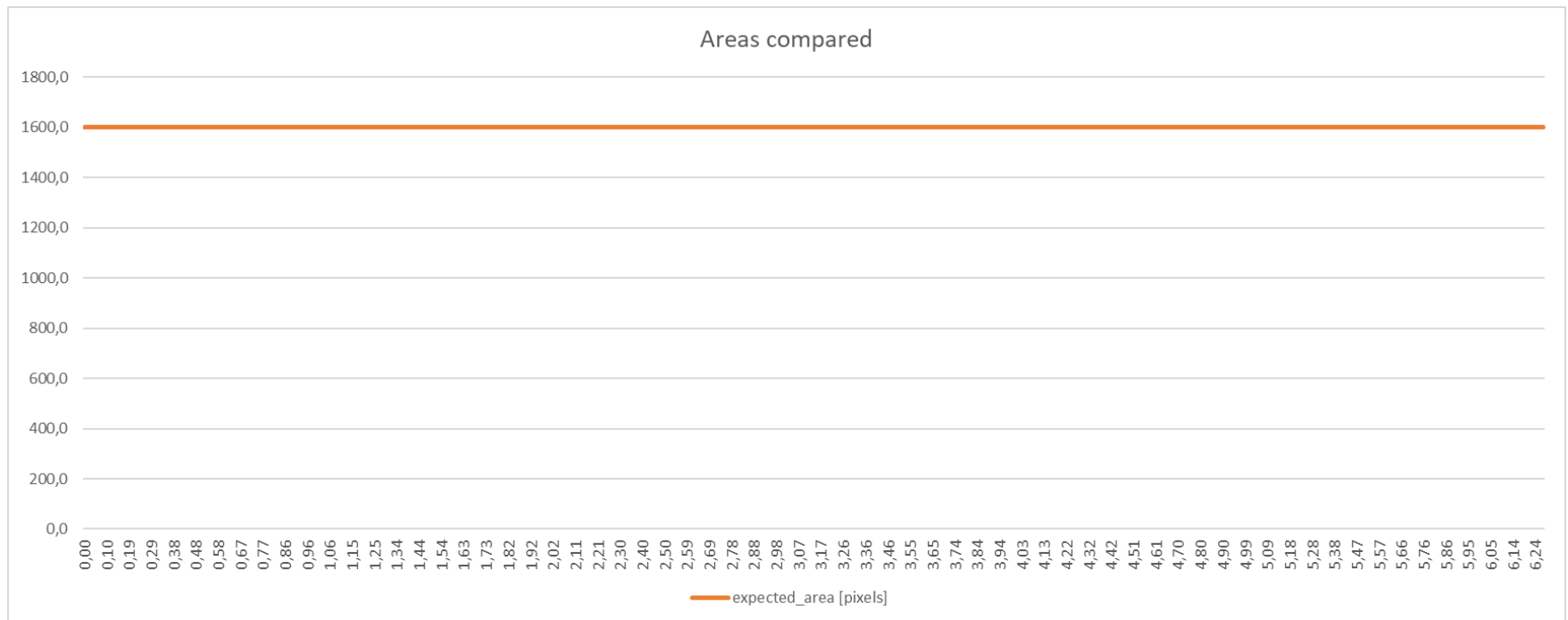
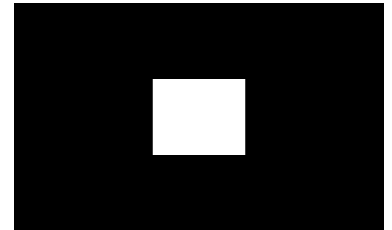
See file **EVDK_Operators\mensuration.c**

```
// Iterate the blobs  
for(uint32_t blob=1; blob <= blobs; ++blob)  
{  
    blobinfo_t blobinfo;  
  
    // Get the blob size  
    area(lbl, &blobinfo, blob);  
  
    // Filter the blob based on its size  
    if(blobinfo.area > 100)  
    {  
        // ...  
    }  
}
```

Area - Square

With $a = 40$

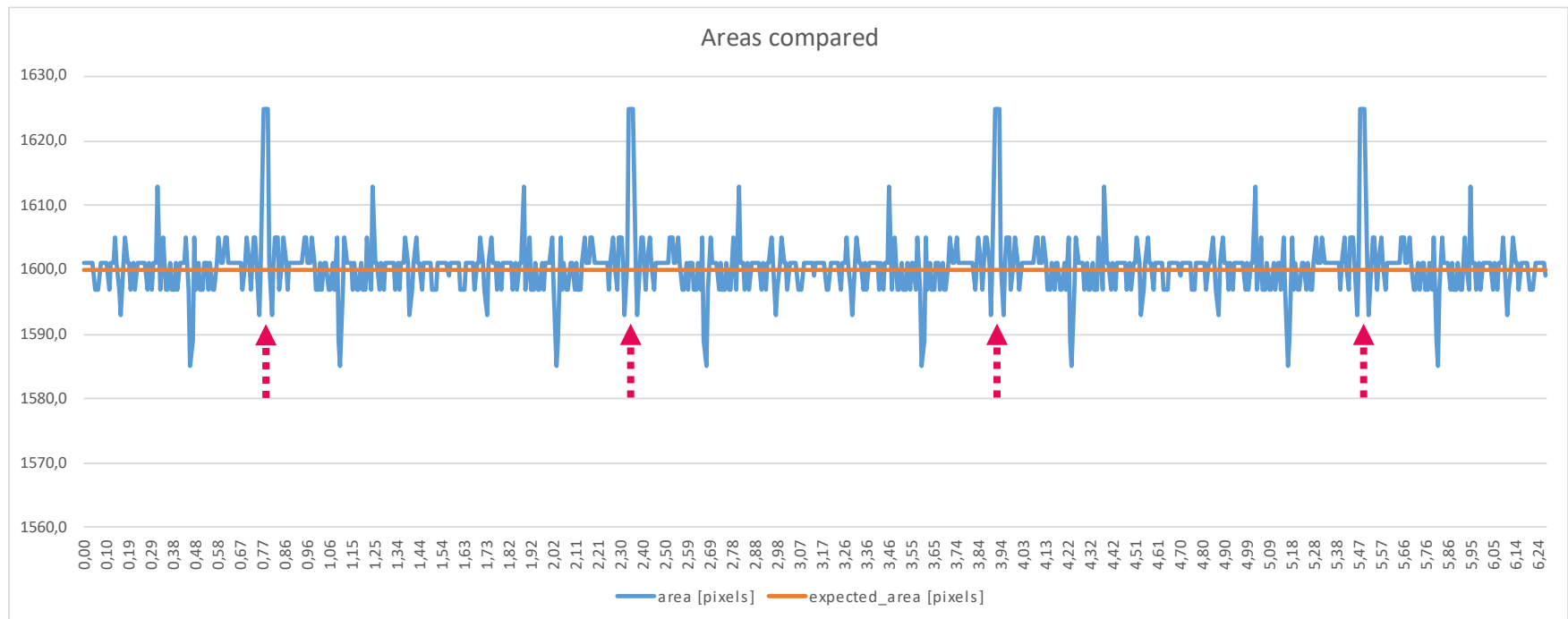
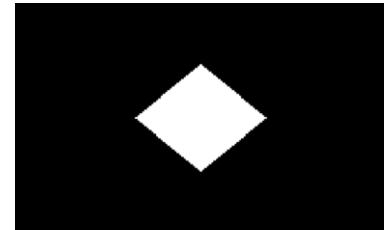
- $\text{expected area} = a^2 = 1600 \text{ pixels}$



Area - Square

With $a = 40$

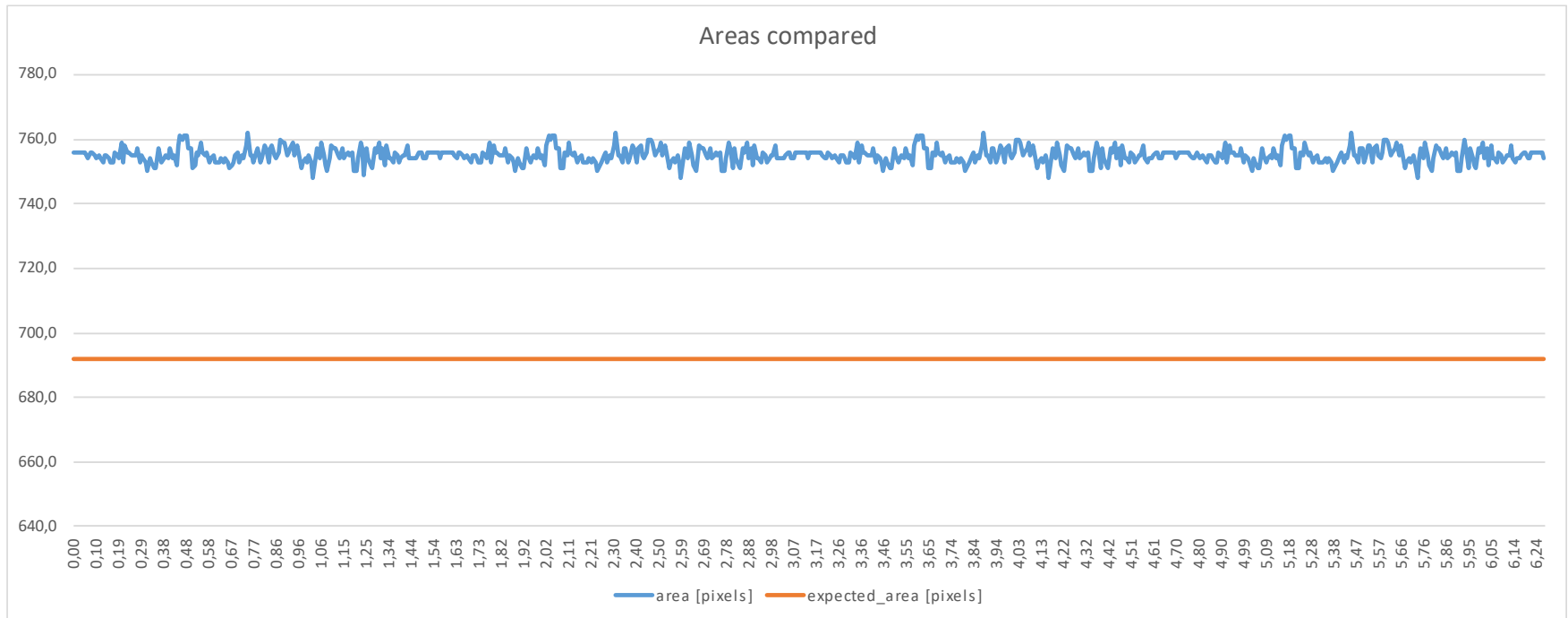
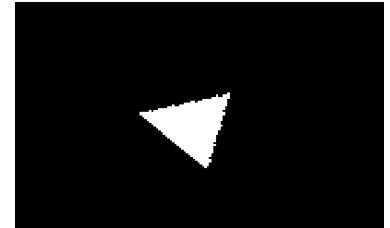
- *expected area* = $a^2 = 1600$ pixels
- *measured area*



Area - Equilateral triangle

With $a = 40$

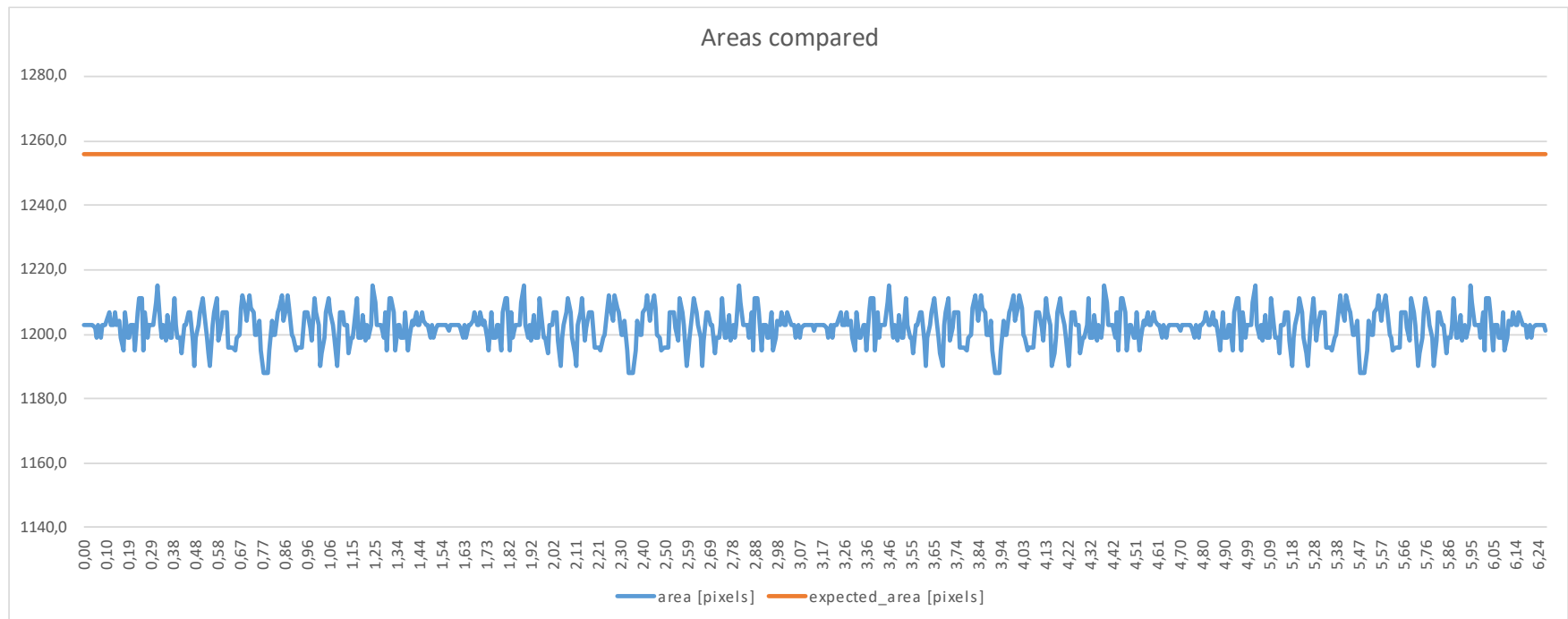
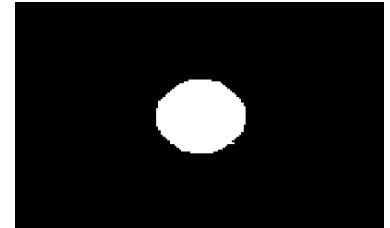
- *expected area* $= \frac{1}{4} a^2 \sqrt{3} = 692 \text{ pixels}$
- *measured area*



Area - Circle

With $a = 40$

- *expected area* = $\pi r^2 = 1256$ pixels
- *measured area*



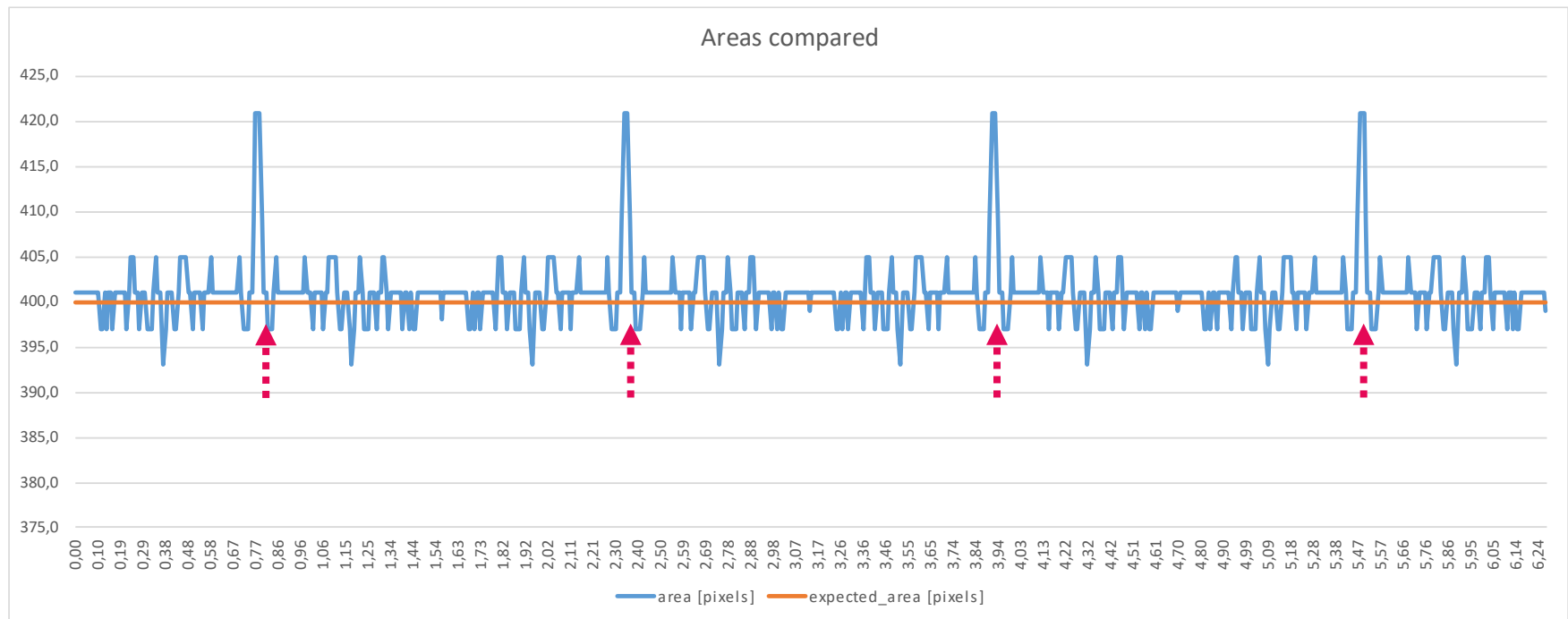
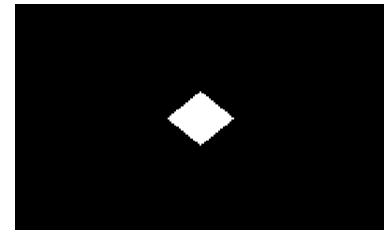
Area

And how is this for smaller objects?

Area - Square

With $a = 20$

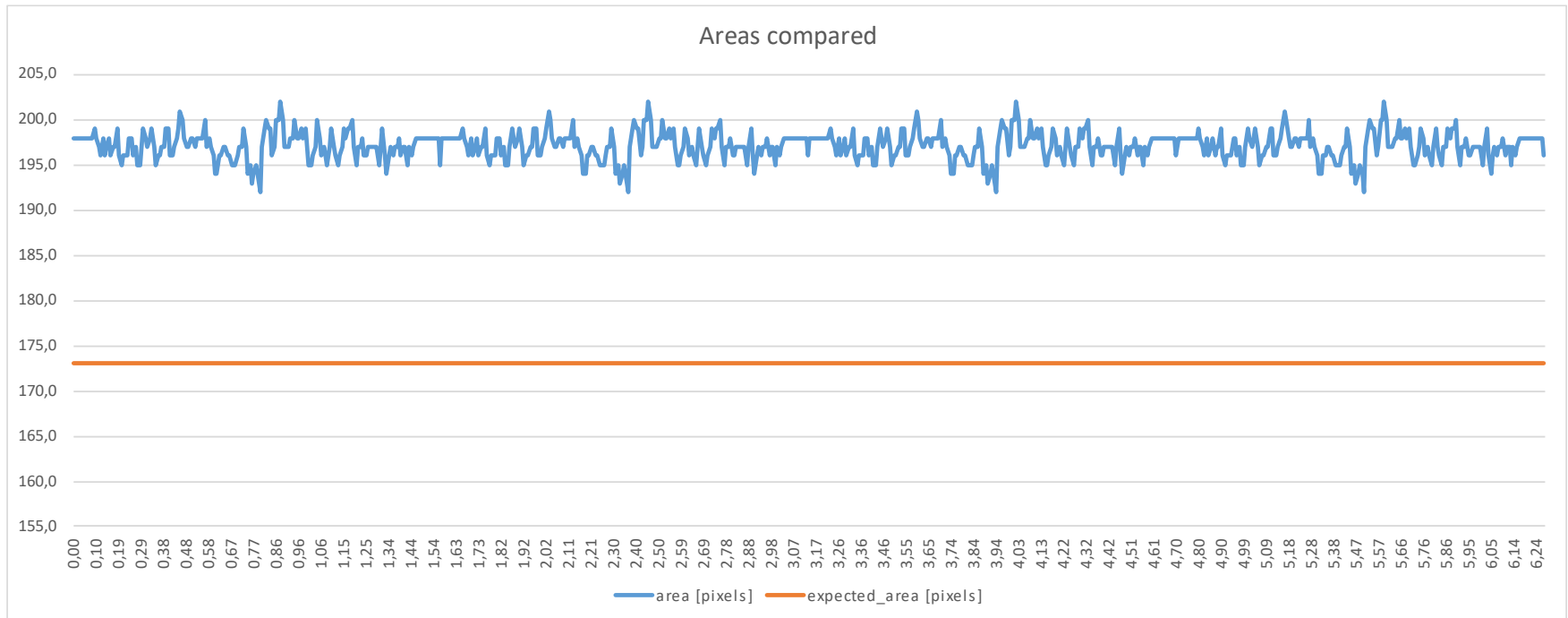
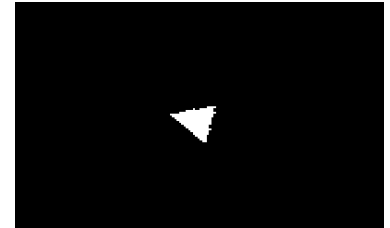
- *expected area* = $a^2 = 400 \text{ pixels}$
- *measured area*



Area - Equilateral triangle

With $a = 20$

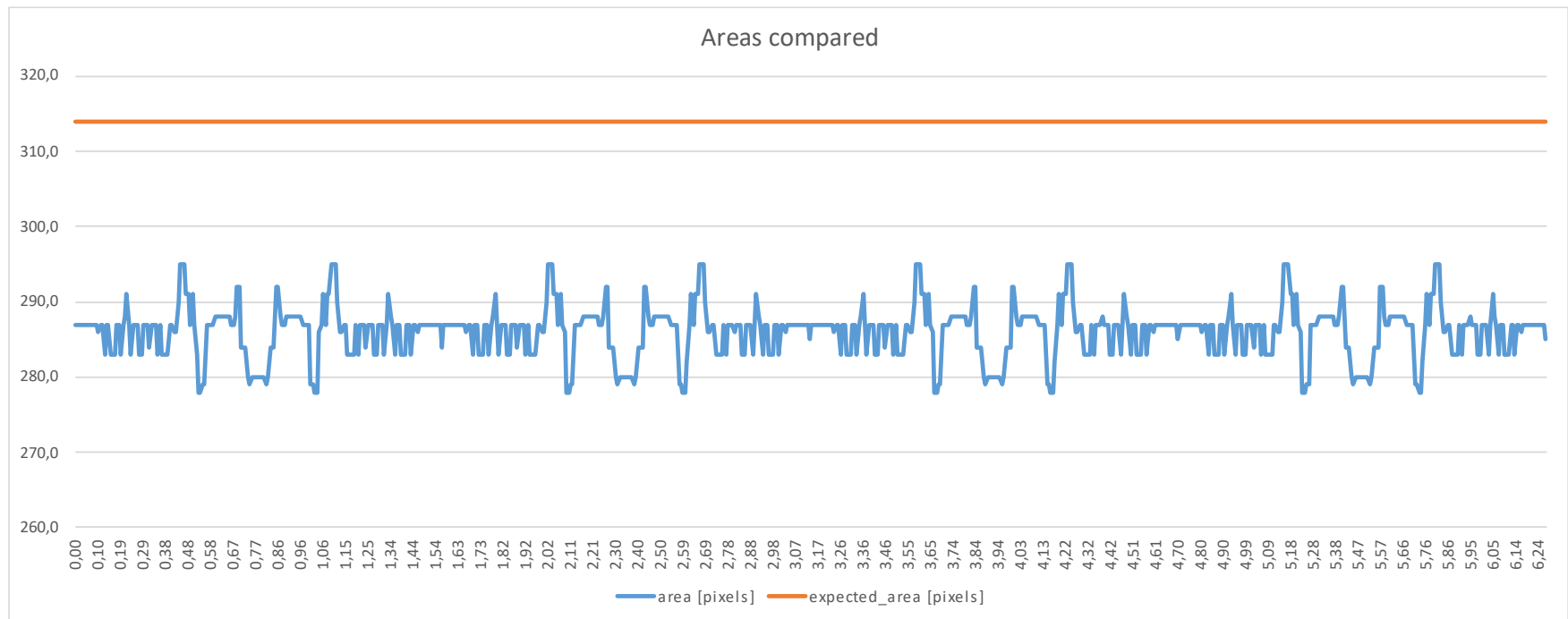
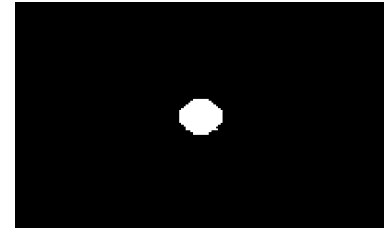
- *expected area* $= \frac{1}{4} a^2 \sqrt{3} = 173 \text{ pixels}$
- *measured area*



Area - Circle

With $a = 20$

- *expected area* = $\pi r^2 = 314$ pixels
- *measured area*



Area - Conclusion

In conclusion

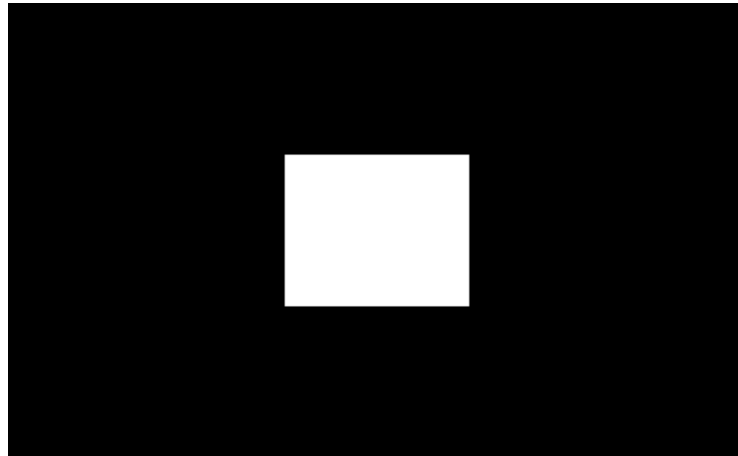
Shape	Area measured when rotated 2π radians, especially for small objects
Square	Is as expected (except when rotated $\frac{1}{2}\pi$ radians)
Equilateral triangle	Larger than expected
Circle	Smaller than expected

Perimeter

- Calculates the perimeter of an object

Perimeter - example

blob perimeter = 160 pixels



Perimeter - example

```
void perimeter(    const image_t *img, blobinfo_t *blobinfo,  
                  const uint32_t blobnr);
```

See file **EVDK_Operators\mensuration.c**

```
// Iterate the blobs  
for(uint32_t blob=1; blob <= blobs; ++blob)  
{  
    blobinfo_t blobinfo;  
  
    // Get the blob perimeter  
    perimeter(lbl, &blobinfo, blob);  
  
    // ...  
}
```

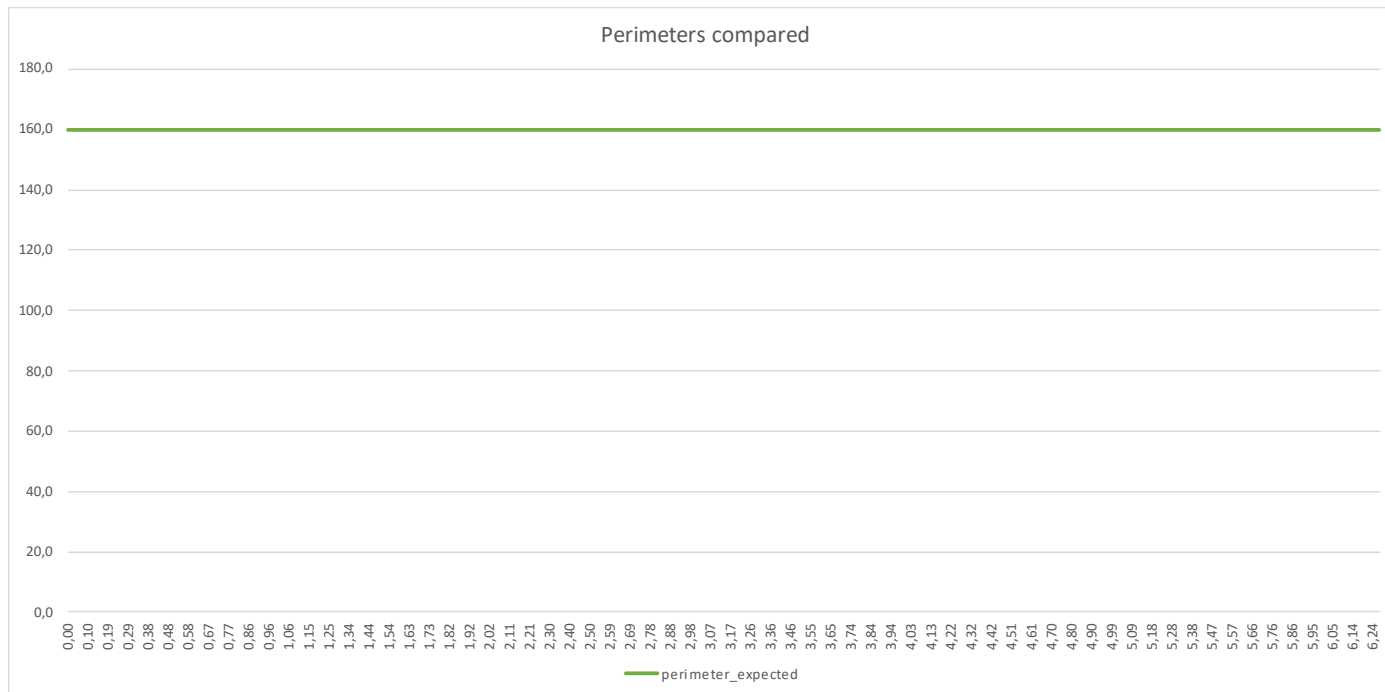
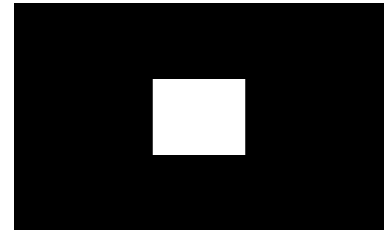
Perimeter alternative a

Count all edge pixels

Perimeter alternative a - Square

With $a = 40$

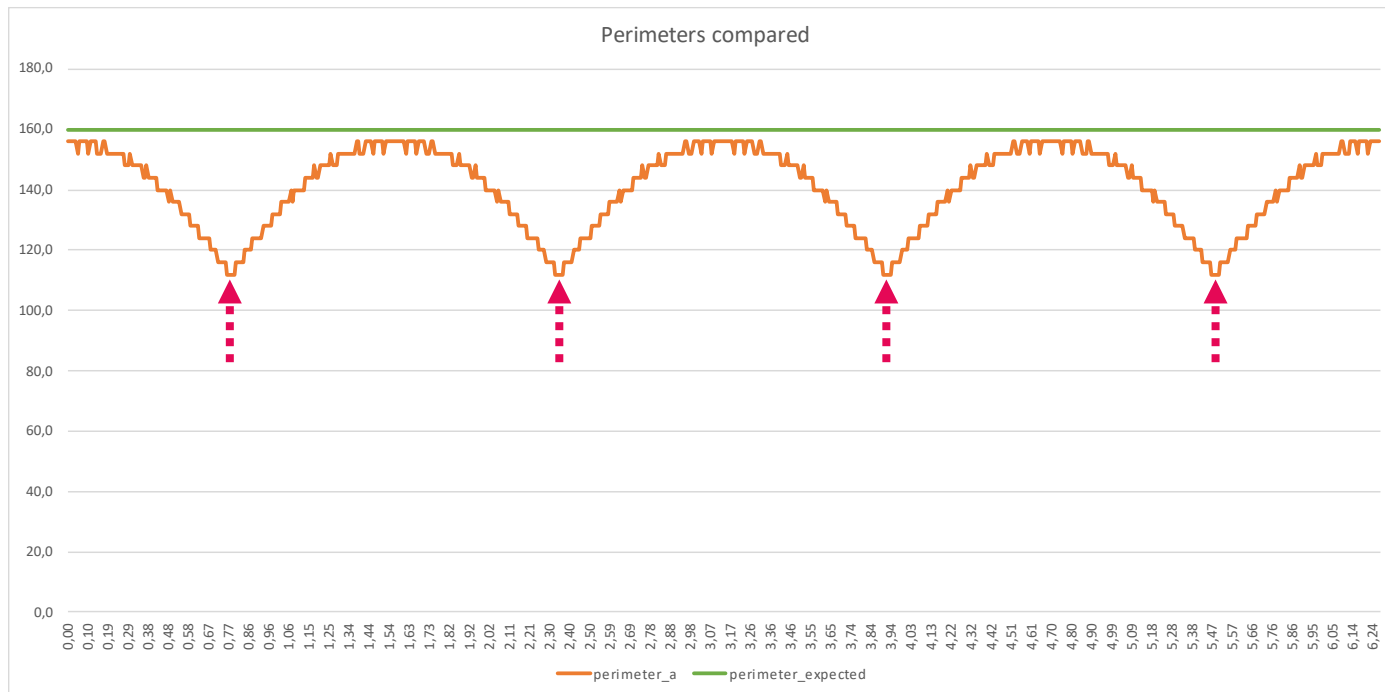
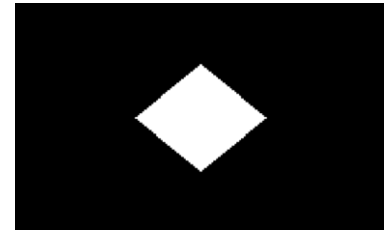
- *expected perimeter* = $4a = 160 \text{ pixels}$



Perimeter alternative a - Square

With $a = 40$

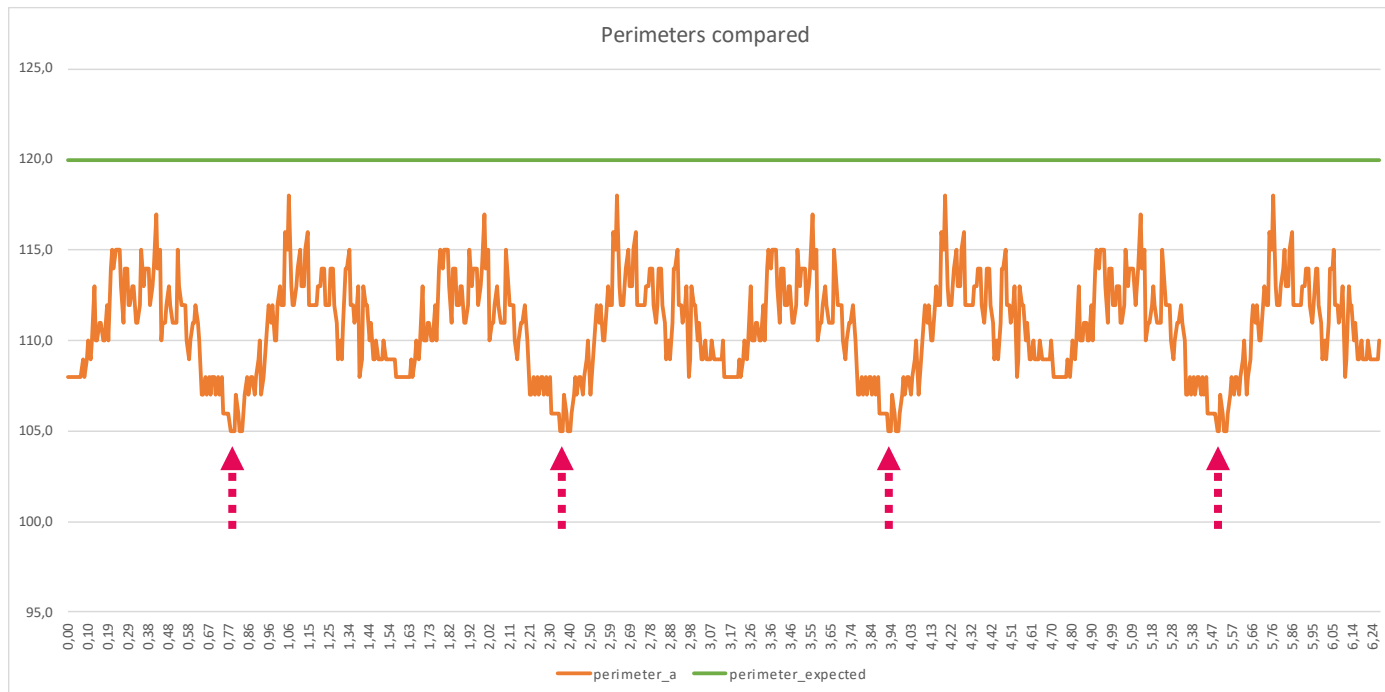
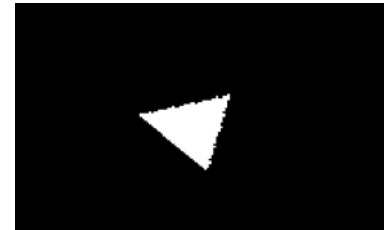
- *expected perimeter* = $4a = 160$ pixels
- *measured perimeter*



Perimeter alternative a - Equilateral triangle

With $a = 40$

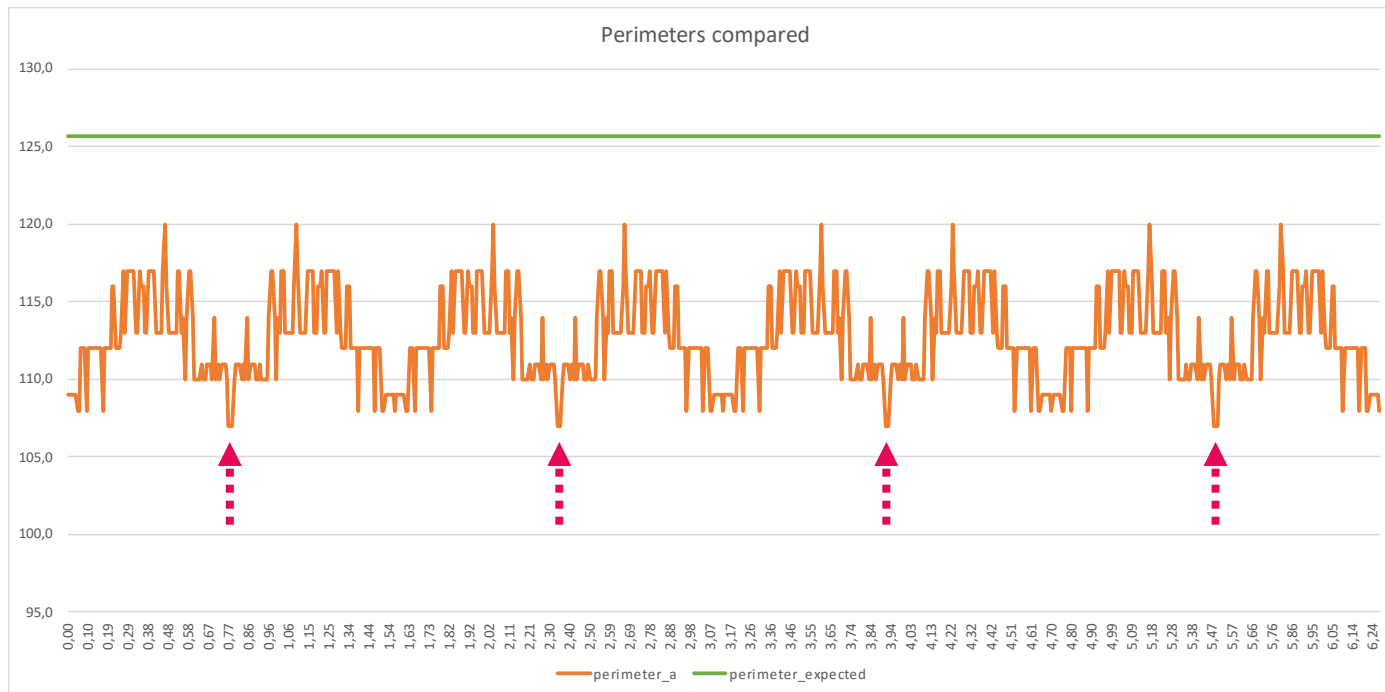
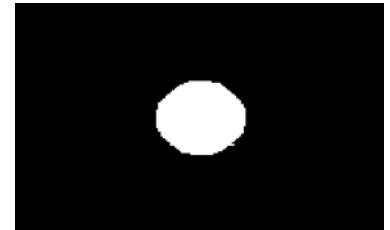
- *expected perimeter* = $3a = 120 \text{ pixels}$
- *measured perimeter*



Perimeter alternative a - Circle

With $a = 40$

- *expected perimeter* = $2\pi r = 126 \text{ pixels}$
- *measured perimeter*



Perimeter alternative b

Let's consider the contribution of each edge pixel more carefully

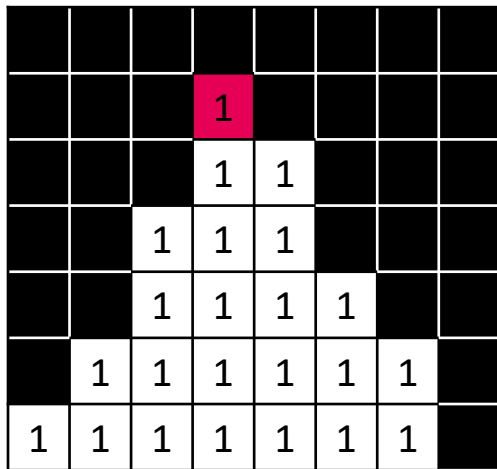
			1				
			1	1			
		1	1	1			
		1	1	1	1		
	1	1	1	1	1	1	
1	1	1	1	1	1	1	

3-edges connected to
the background

$$p = p + 3$$

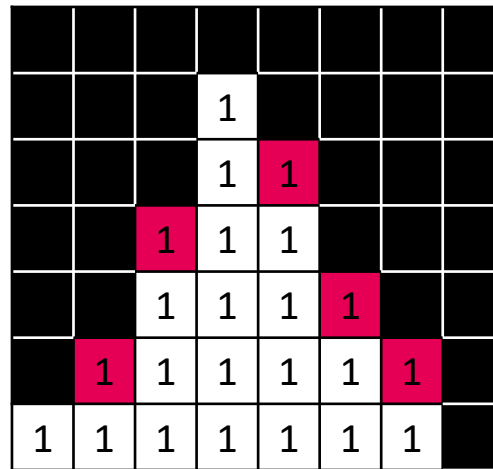
Perimeter alternative b

Let's consider the contribution of each edge pixel more carefully



3-edges connected to
the background

$$p = p + 3$$

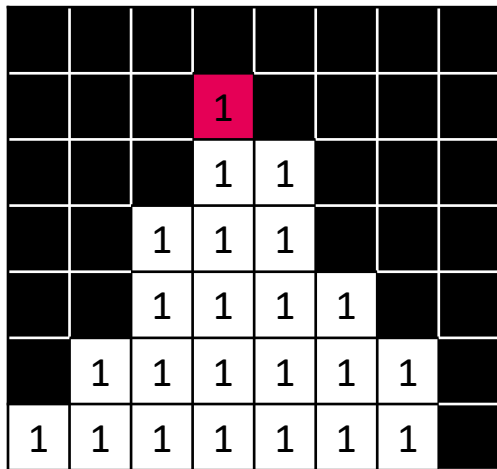


2-edges connected to
the background

$$p = p + 2$$

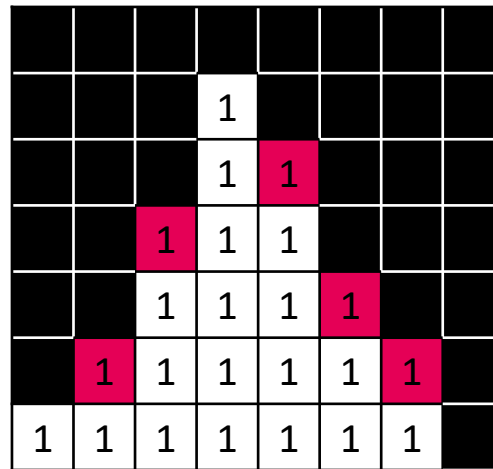
Perimeter alternative b

Let's consider the contribution of each edge pixel more carefully



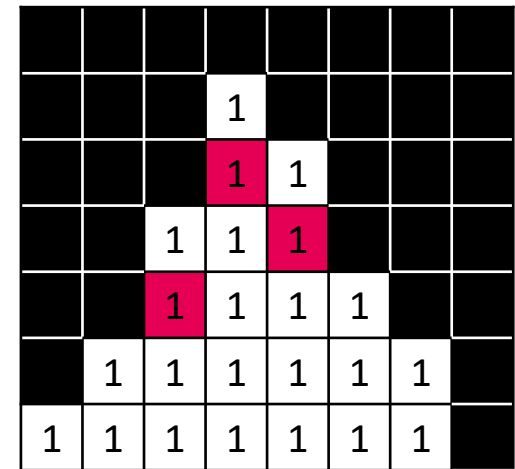
3-edges connected to
the background

$$p = p + 3$$



2-edges connected to
the background

$$p = p + 2$$



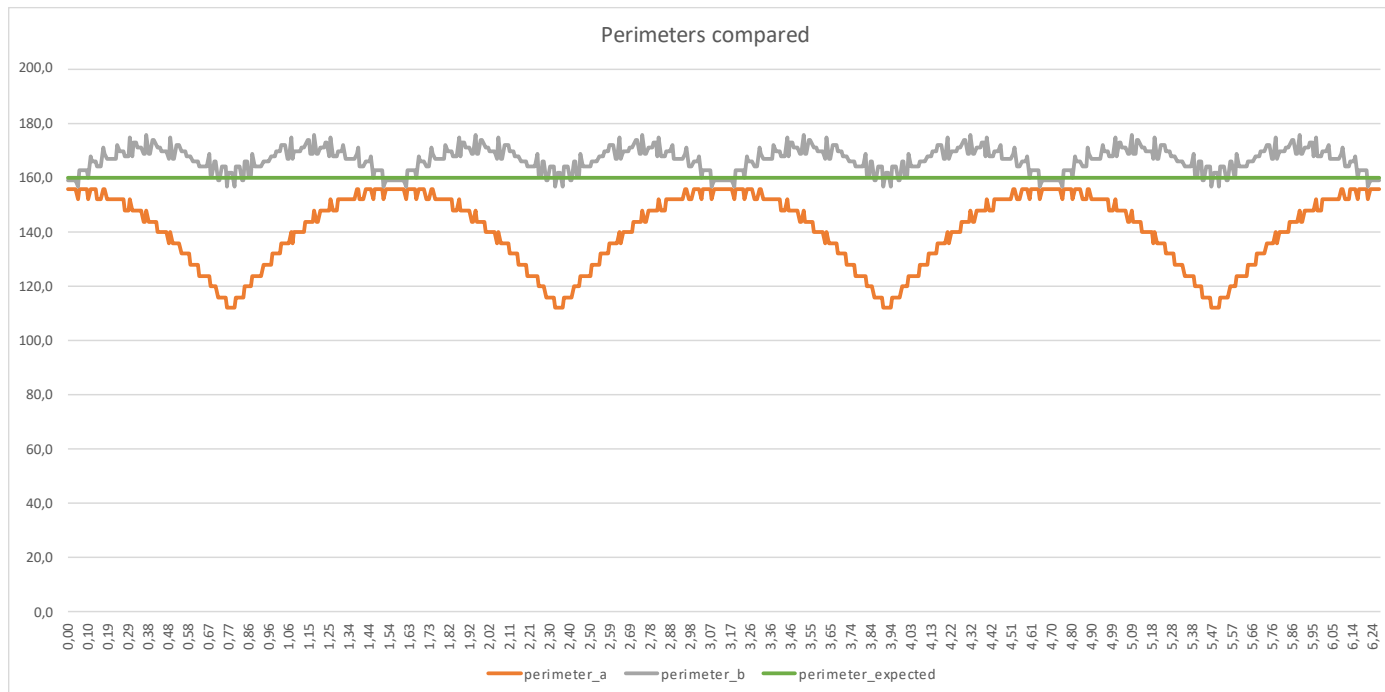
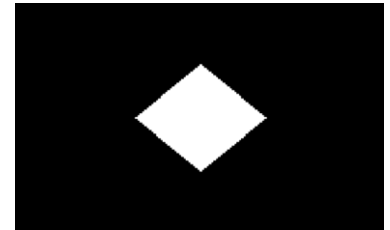
1-edge connected to
the background

$$p = p + 1$$

Perimeter alternative b - Square

With $a = 40$

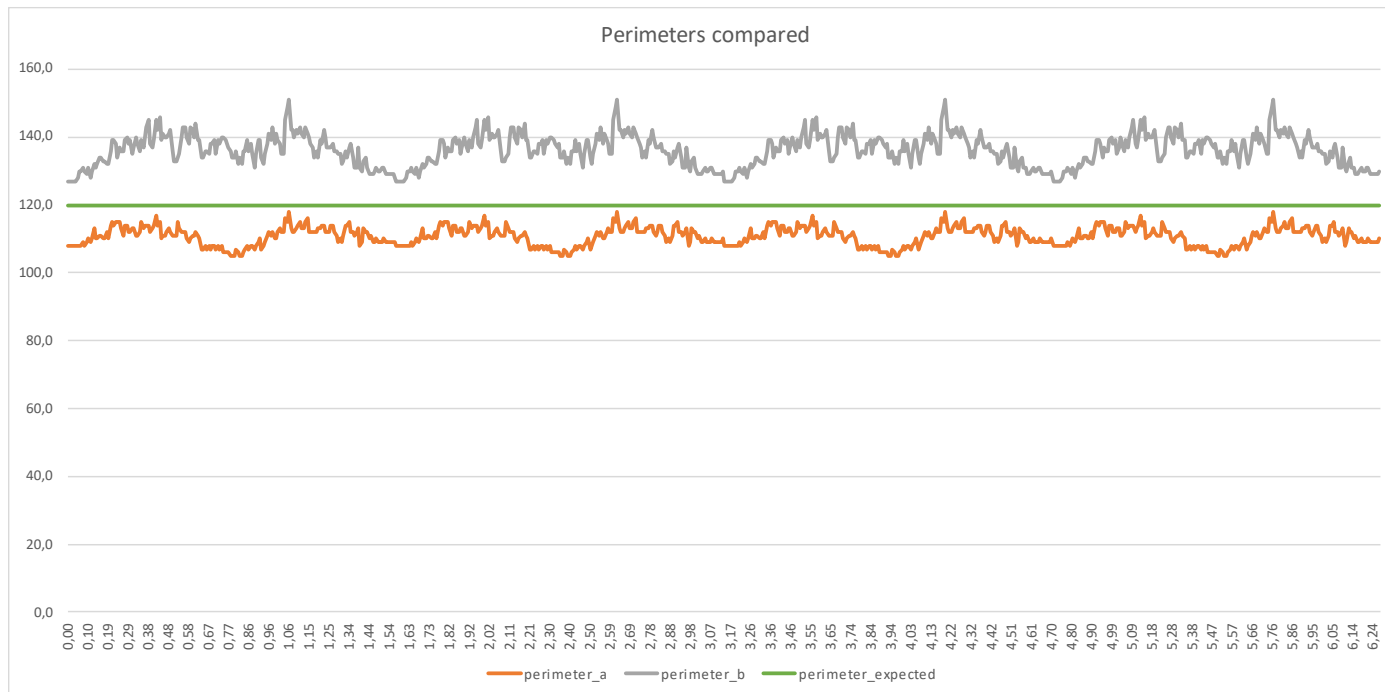
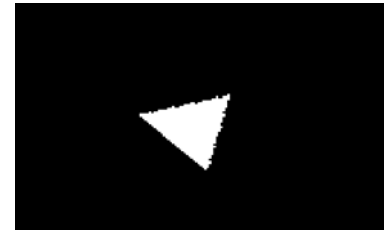
- *expected perimeter* = $4a = 160$ pixels
- *measured perimeter*



Perimeter alternative b - Equilateral triangle

With $a = 40$

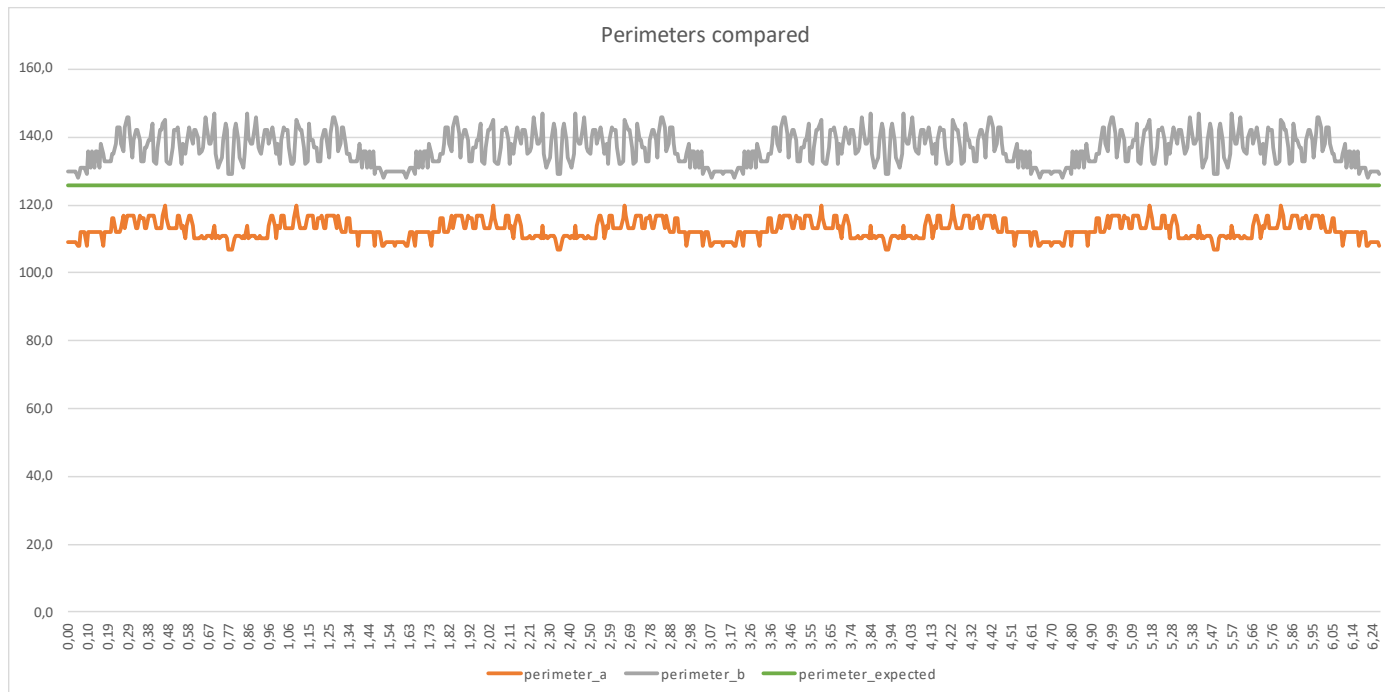
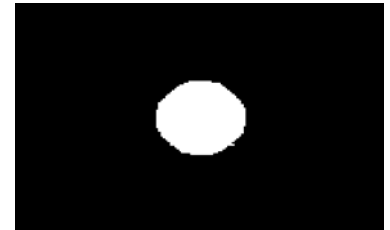
- *expected perimeter* = $3a = 120$ pixels
- *measured perimeter*



Perimeter alternative b - Circle

With $a = 40$

- *expected perimeter* = $2\pi r = 126 \text{ pixels}$
- *measured perimeter*

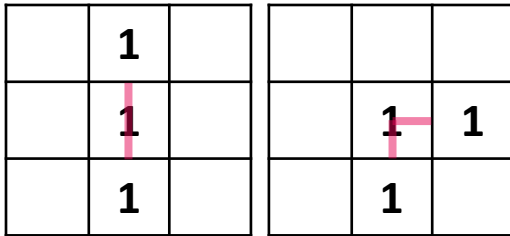


Perimeter alternative c

Let's consider the contribution of each edge pixel as described by the following source

Benkrid, K., Crookes, D., & Benkrid, A. (2000, September). Design and FPGA implementation of a perimeter estimator. In *Proceedings of the Irish Machine Vision and Image Processing Conference* (pp. 51-57).

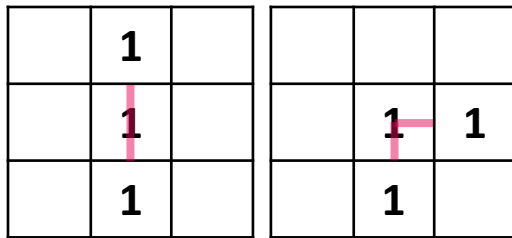
Perimeter alternative c



Horizontal and vertical
links

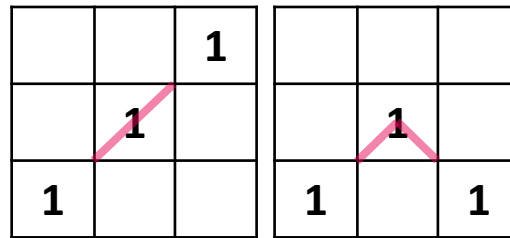
$$p = p + 1$$

Perimeter alternative c



Horizontal and vertical
links

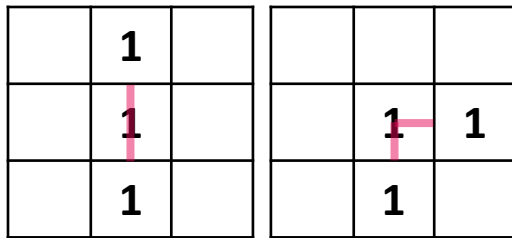
$$p = p + 1$$



Diagonal links

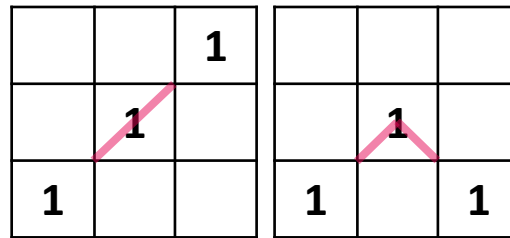
$$p = p + \sqrt{2}$$

Perimeter alternative c



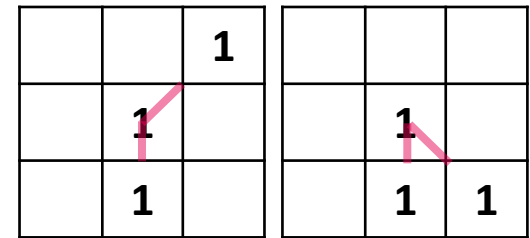
Horizontal and vertical
links

$$p = p + 1$$



Diagonal links

$$p = p + \sqrt{2}$$

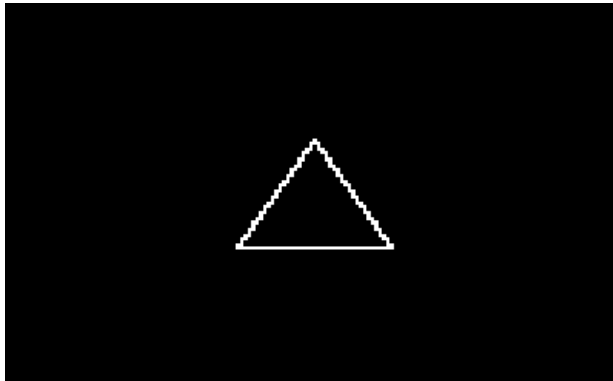


Horizontal and vertical
link combined with
diagonal link

$$p = p + \frac{1}{2} + \frac{\sqrt{2}}{2}$$

Perimeter alternative c

One way for calculating the contribution is by considering edge pixels only and calculate the contribution by a convolution with a mask



10	2	10
2	1	2
10	2	10

$$result_{p(x,y)} = \sum_{i=-1}^{i=1} \sum_{j=-1}^{j=1} mask(i,j) \quad \text{if } p(x+i, y+j) \text{ is an edge pixel}$$

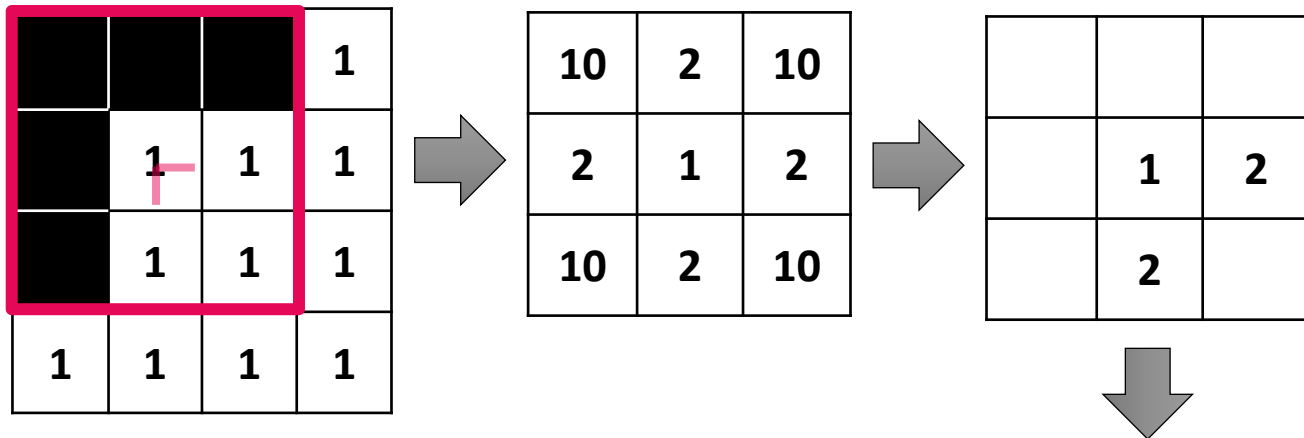
Perimeter alternative c

One way for calculating the contribution is by considering edge pixels only and calculate the contribution by a convolution with a mask

<i>Result for pixel at (x, y)</i>	Option	Perimeter increment
5 or 15 or 7 or 25 or 27 or 17	1	1
21 or 33	2	$\sqrt{2}$
13 or 23	3	$\frac{1}{2} + \frac{\sqrt{2}}{2}$
Anything else	-	0

Perimeter alternative c

Detailed example

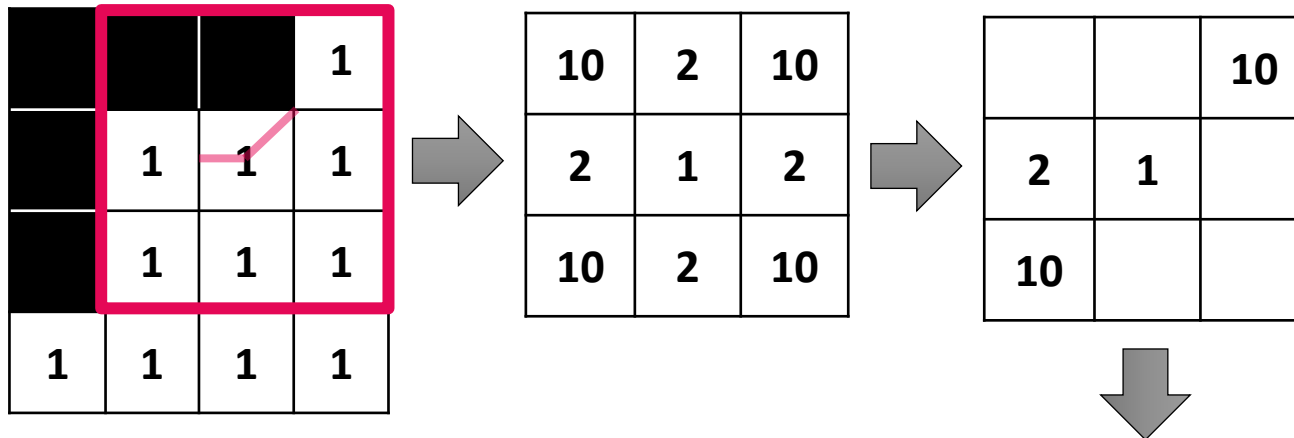


$$2 + 1 + 2 = 5$$

perimeter += 1

Perimeter alternative c

Detailed example

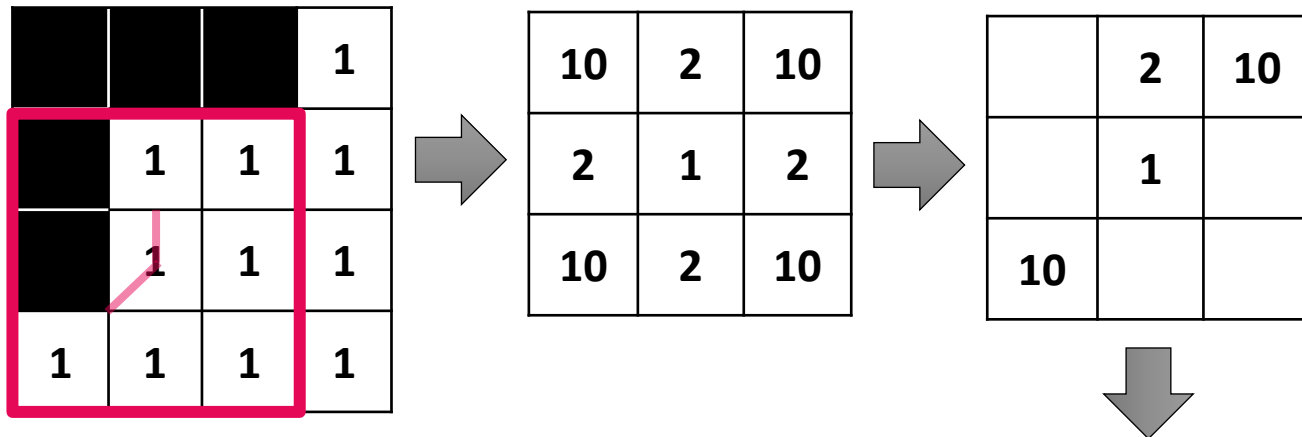


$$10 + 2 + 1 + 10 = 23$$

$$\text{perimeter} += \frac{1}{2} + \frac{1}{2}\sqrt{2}$$

Perimeter alternative c

Detailed example



$$2 + 10 + 1 + 10 = 23$$

$$\text{perimeter} += \frac{1}{2} + \frac{1}{2}\sqrt{2}$$

Perimeter alternative c

Detailed example

			1
	1	1	1
	1	1	1
1	1	1	1

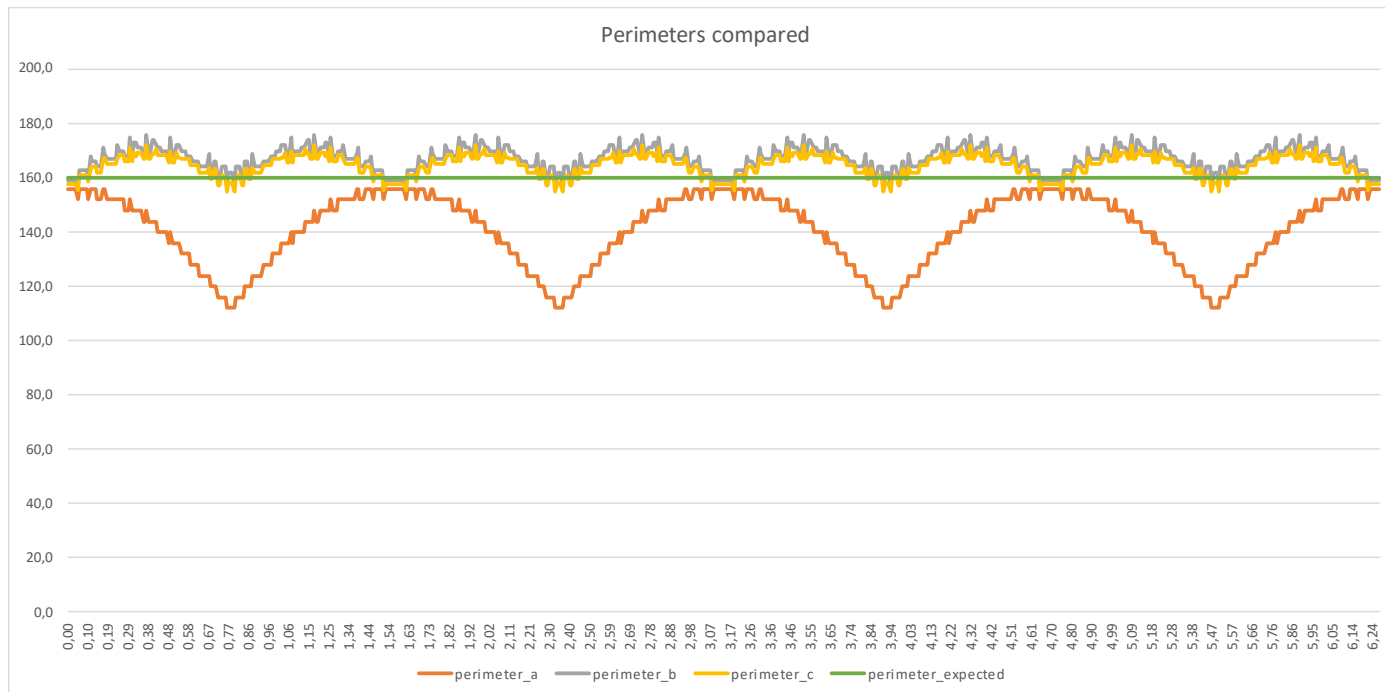
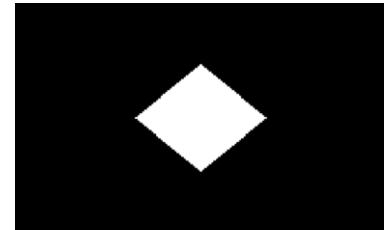
Not an edge pixel

perimeter += 0

Perimeter alternative c - Square

With $a = 40$

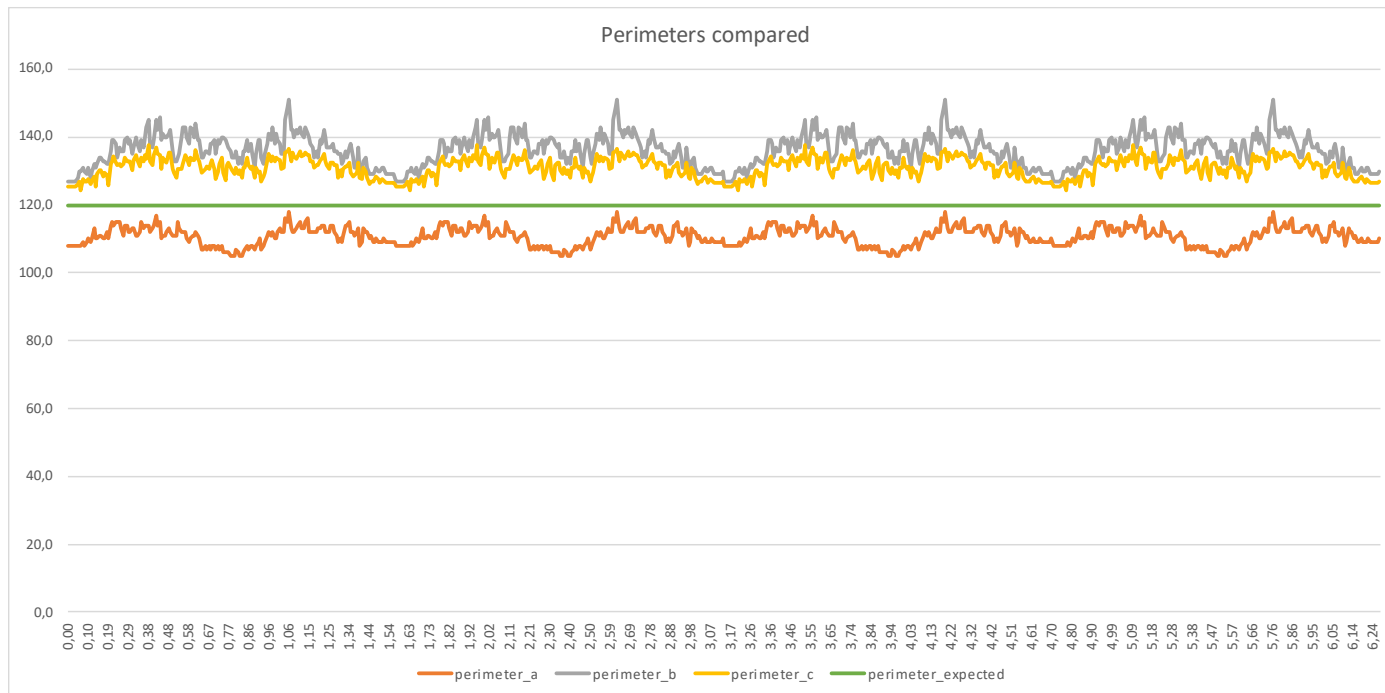
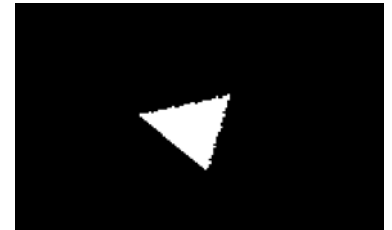
- *expected perimeter* = $4a = 160$ pixels
- *measured perimeter*



Perimeter alternative c - Equilateral triangle

With $a = 40$

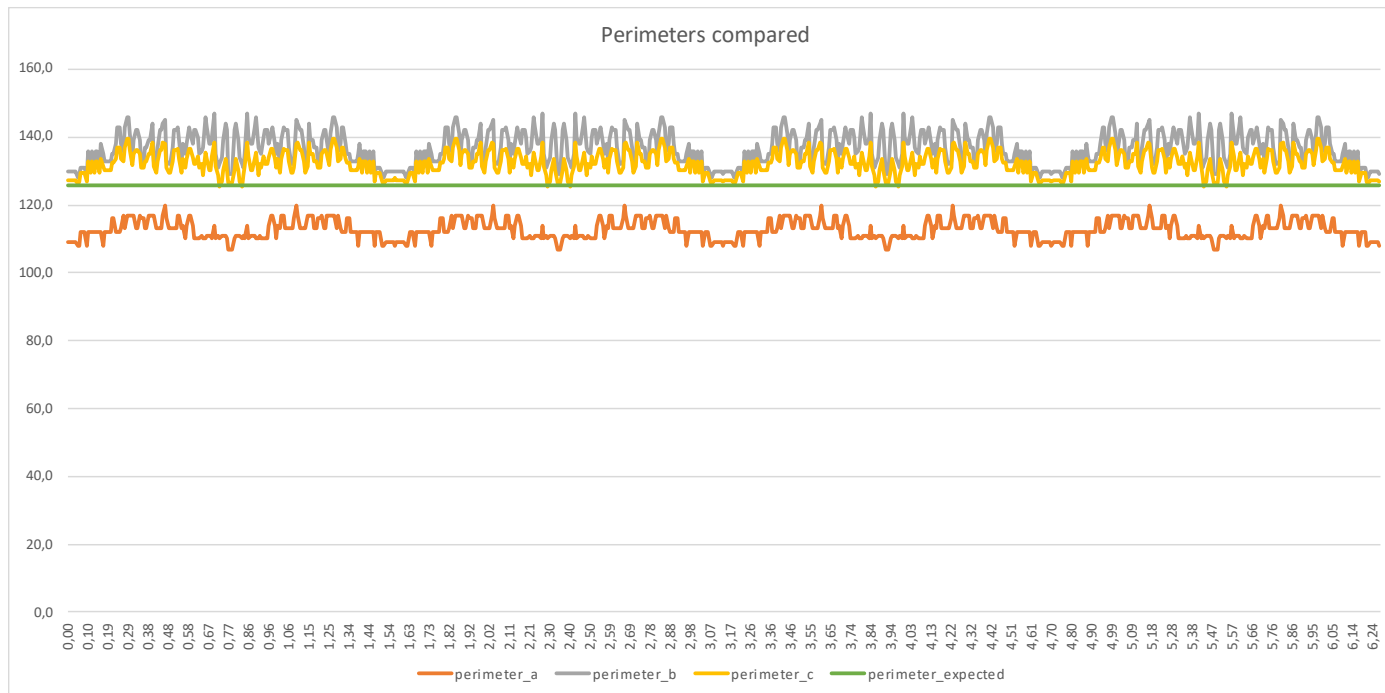
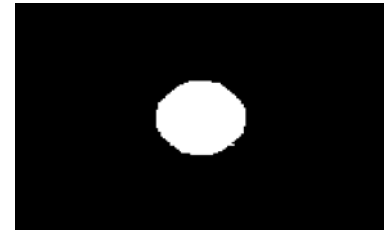
- *expected perimeter* = $3a = 120$ pixels
- *measured perimeter*



Perimeter alternative c - Circle

With $a = 40$

- *expected perimeter* = $2\pi r = 126 \text{ pixels}$
- *measured perimeter*

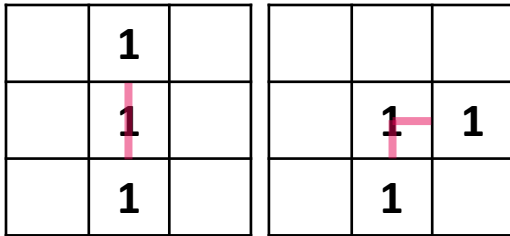


Perimeter alternative d

Are there better alternatives for these contributions?



Perimeter alternative d

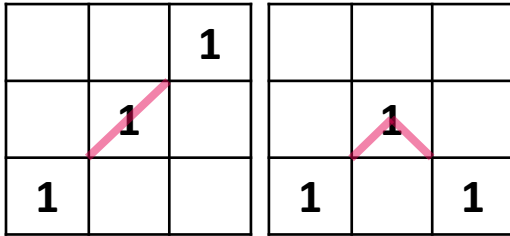


Horizontal and vertical
links

$$p = p + 1$$

No alternative

Perimeter alternative d

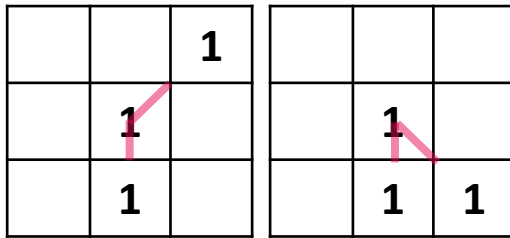


Diagonal links

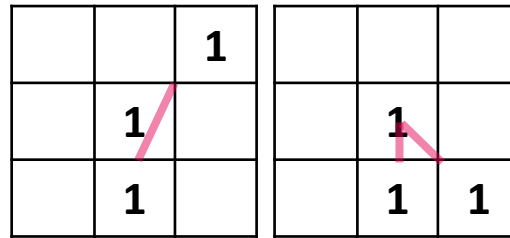
$$p = p + \sqrt{2}$$

No alternative

Perimeter alternative d



Horizontal and vertical
link combined with
diagonal link



Horizontal and vertical
link combined with
diagonal link

$$p = p + \frac{1}{2} + \frac{\sqrt{2}}{2} \longrightarrow p = p + \frac{1}{2}\sqrt{5}$$

Although not correct for all cases, it will be correct for most cases!

Perimeter alternative d

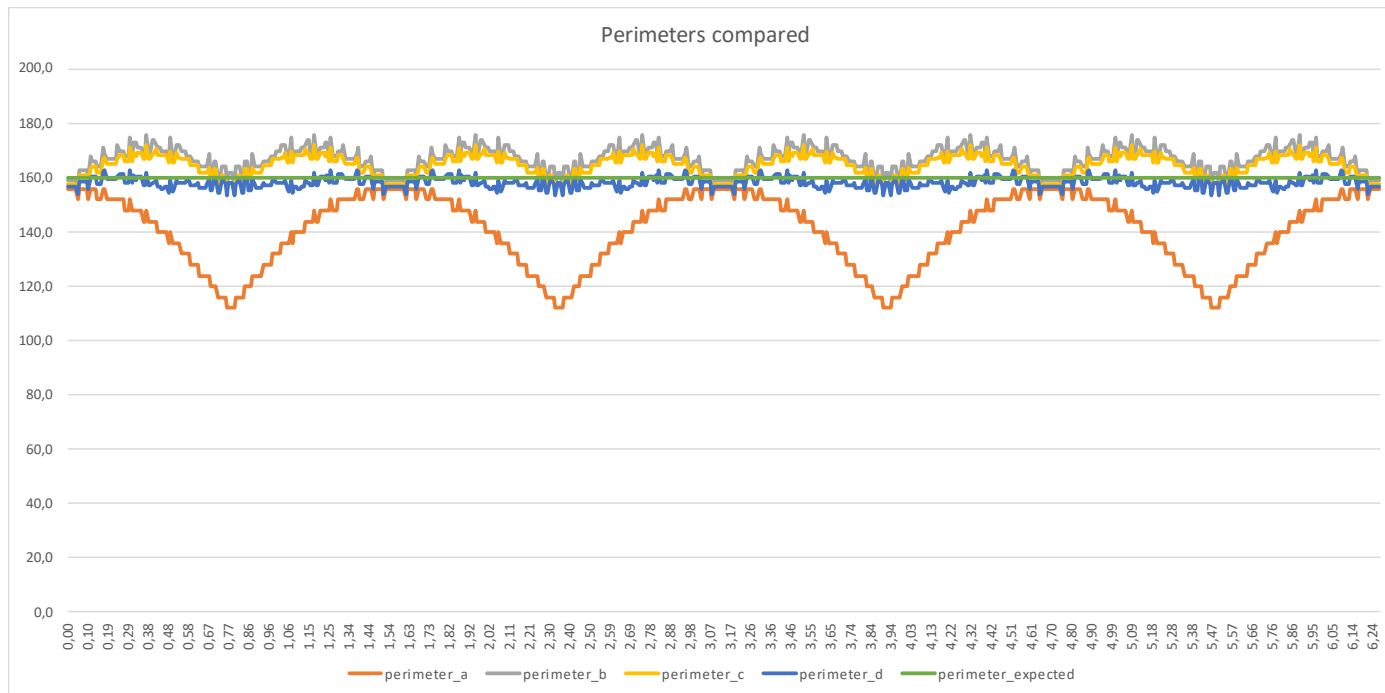
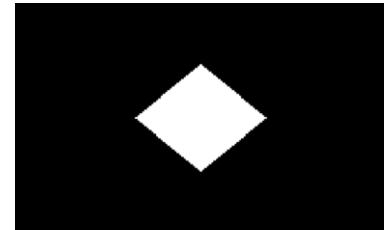
Updated contributions

<i>Result for pixel at (x, y)</i>	Option	Perimeter increment alternative c	Perimeter increment alternative d
5 or 15 or 7 or 25 or 27 or 17	1	1	1
21 or 33	2	$\sqrt{2}$	$\sqrt{2}$
13 or 23	3	$\frac{1}{2} + \frac{\sqrt{2}}{2}$	$\frac{\sqrt{5}}{2}$
Anything else	-	0	0

Perimeter alternative d - Square

With $a = 40$

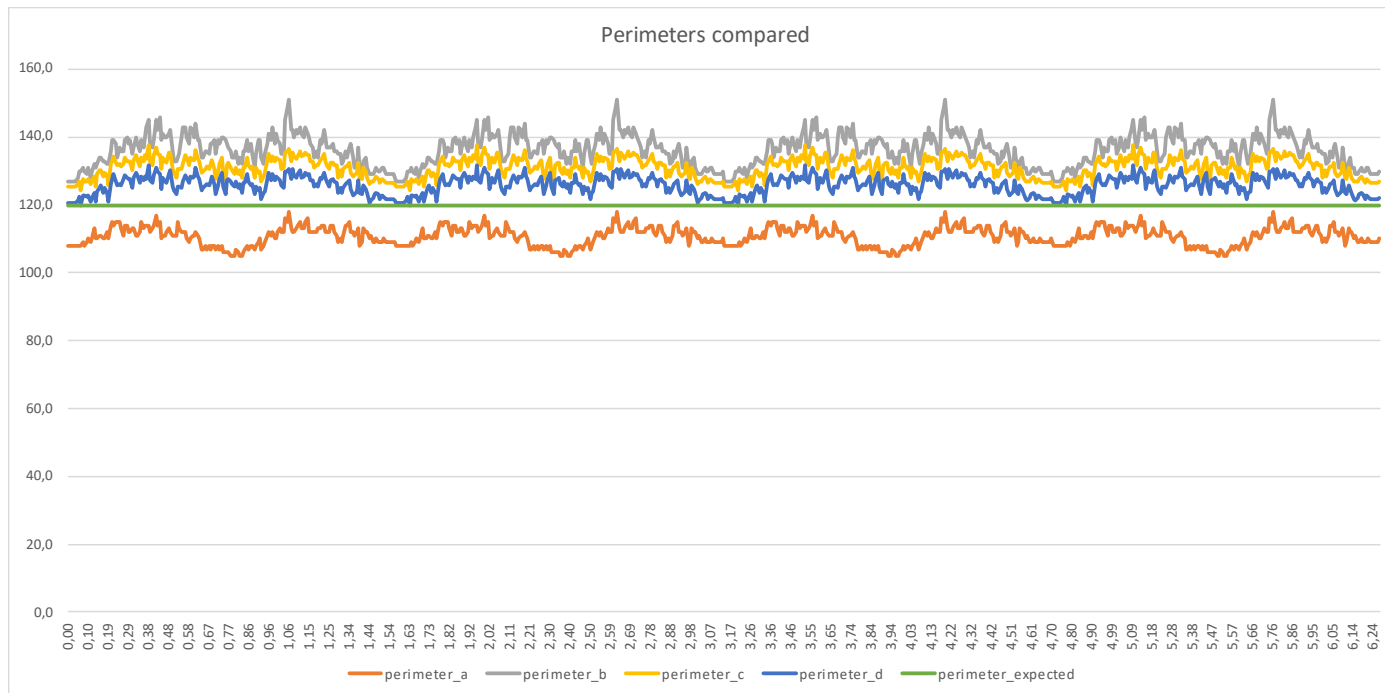
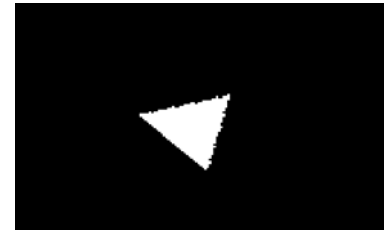
- *expected perimeter* = $4a = 160$ pixels
- *measured perimeter*



Perimeter alternative d - Equilateral triangle

With $a = 40$

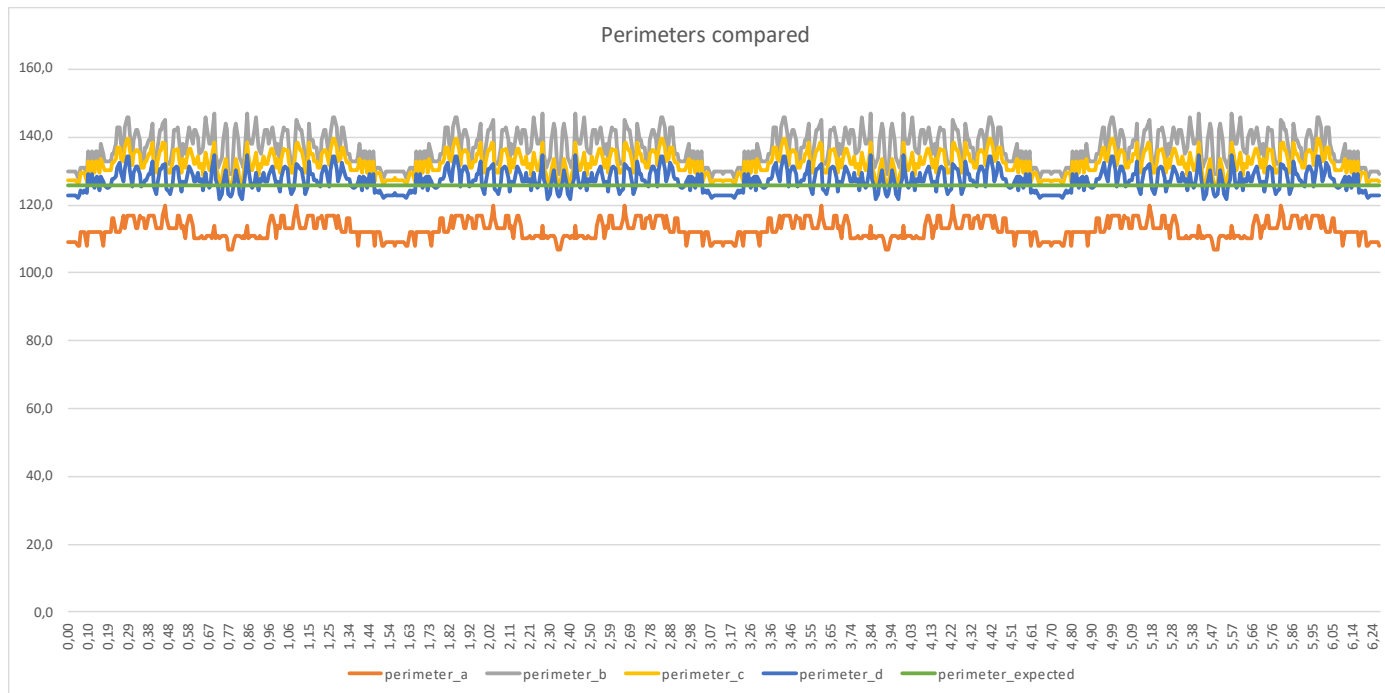
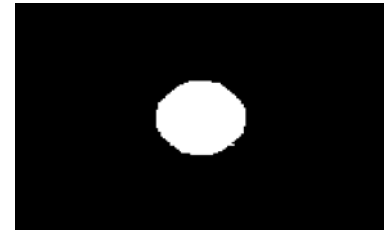
- *expected perimeter* = $3a = 120$ pixels
- *measured perimeter*



Perimeter alternative d - Circle

With $a = 40$

- *expected perimeter* = $2\pi r = 126 \text{ pixels}$
- *measured perimeter*



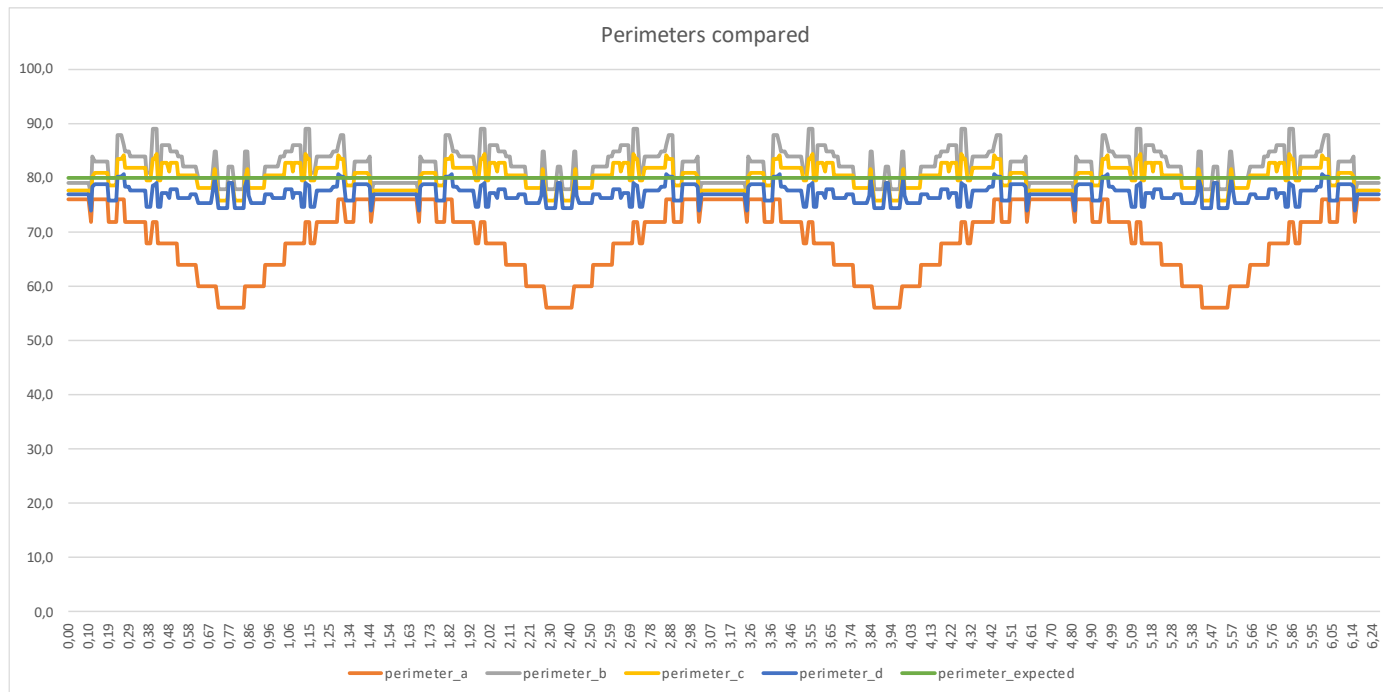
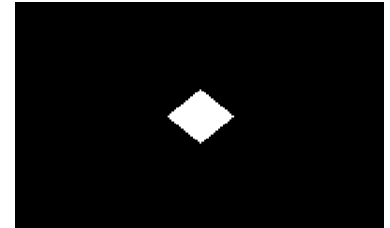
Perimeter alternative d

Does it hold for smaller objects?

Perimeter alternative d - Square

With $a = 20$

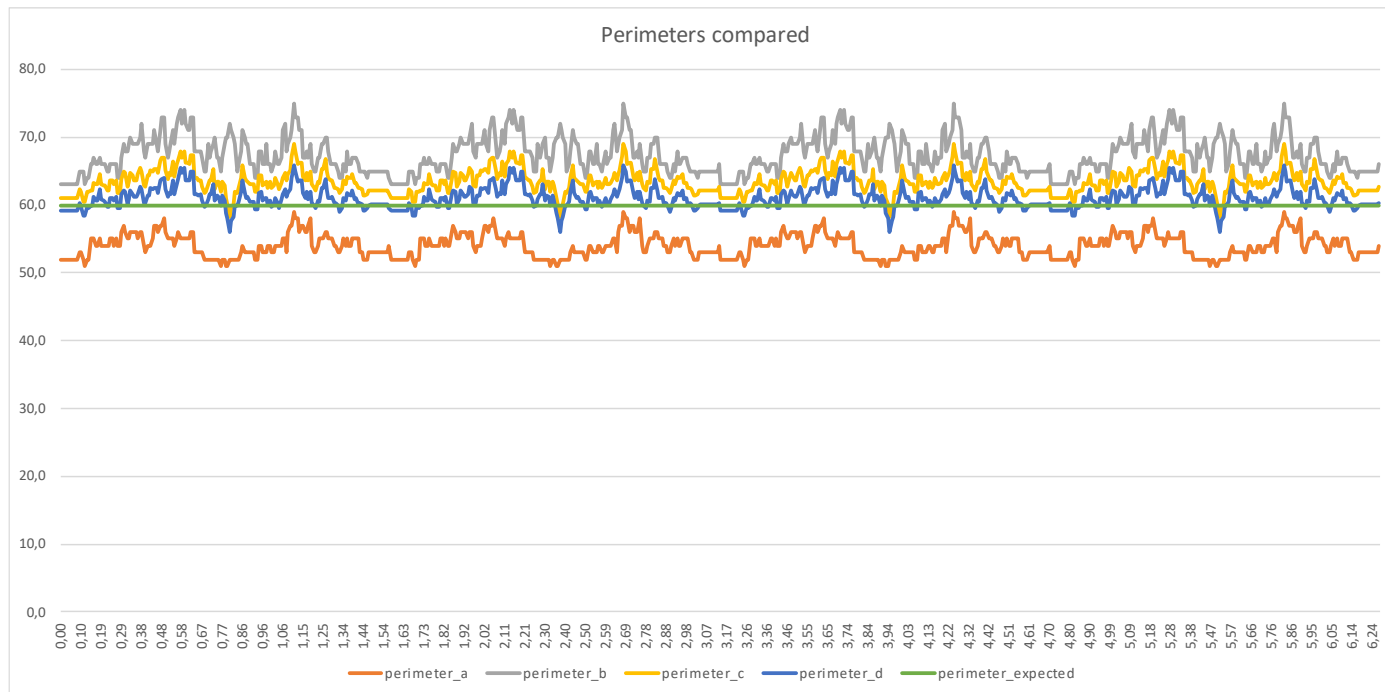
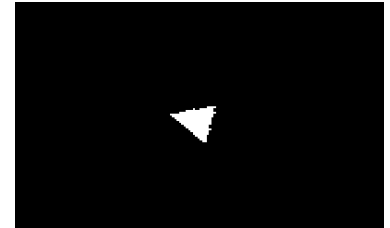
- *expected perimeter* = $4a = 80$ pixels
- *measured perimeter*



Perimeter alternative d - Equilateral triangle

With $a = 20$

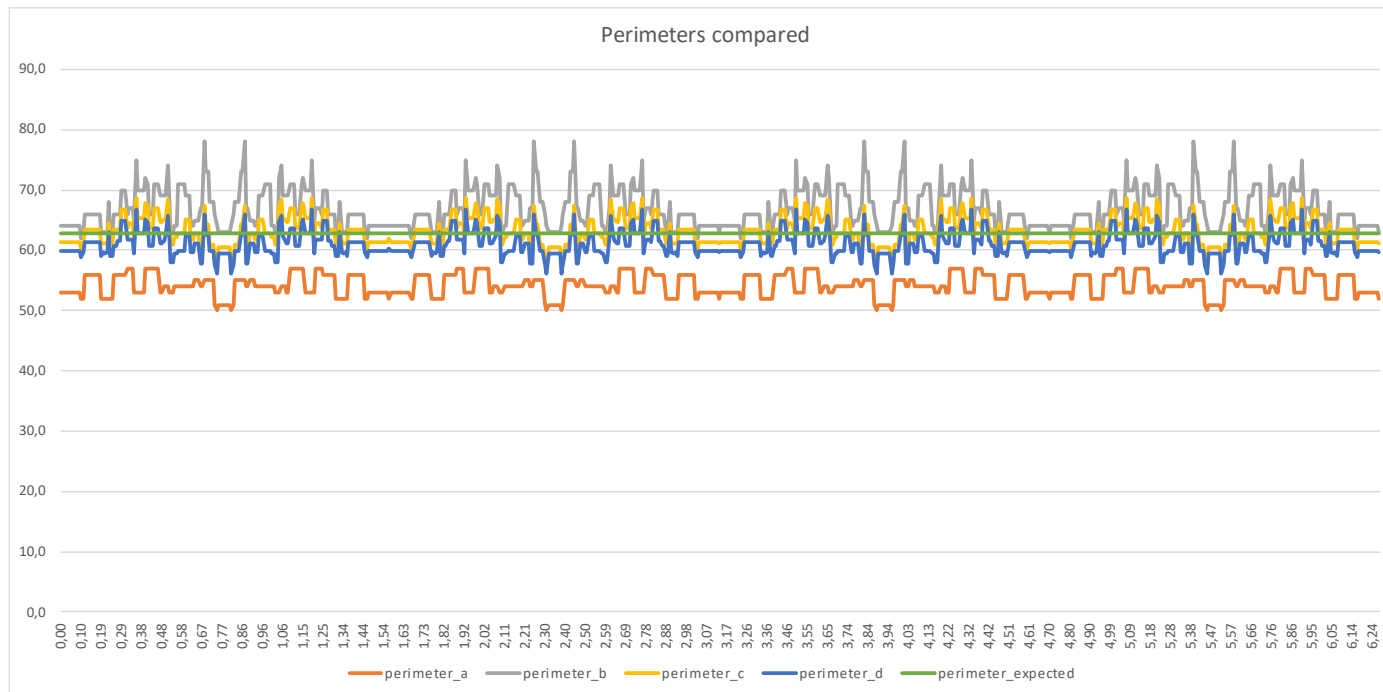
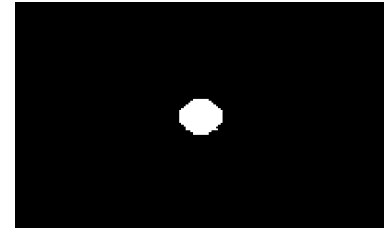
- *expected perimeter* = $3a = 60$ pixels
- *measured perimeter*



Perimeter alternative d - Circle

With $a = 20$

- *expected perimeter* = $2\pi r = 63$ pixels
- *measured perimeter*



Perimeter alternative d - Conclusion

In conclusion

Shape	Perimeter measured when rotated 2π radians, especially for small objects
Square	Shorter than expected
Equilateral triangle	A little longer than expected
Circle	A little shorter than expected

EVD1 – Assignment



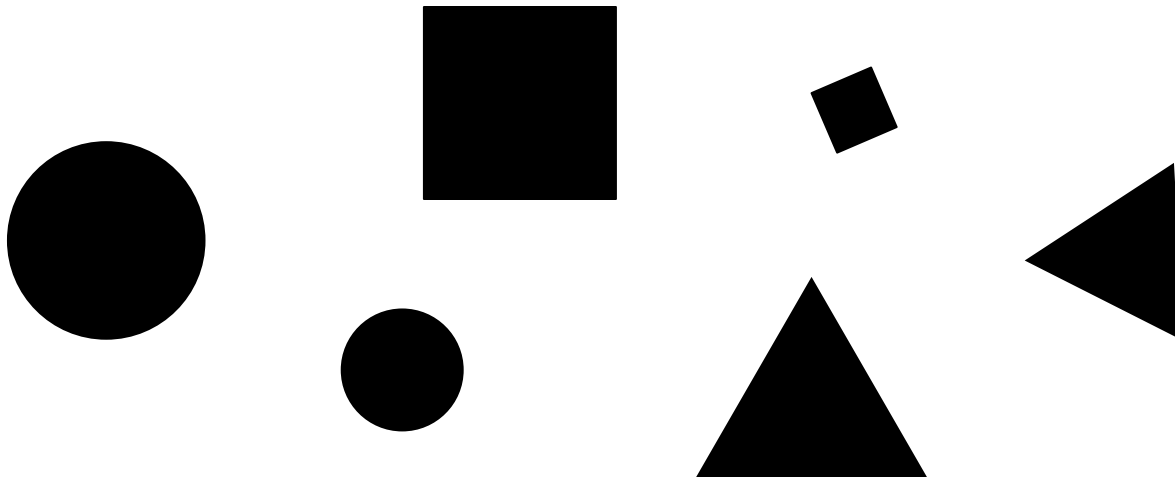
Study guide

Week 6

2 Mensuration – perimeter()

Circularity

- Circularity is a number representing an object's roundness, no matter the:
 - Translation
 - Scaling
 - Rotation



Circularity - circle

- For a perfect circle we know that:

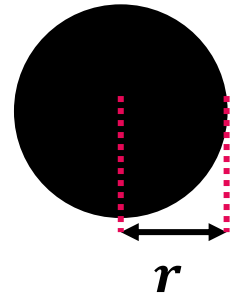
$$\begin{aligned} \text{area} &= \pi r^2 \\ \text{perimeter} &= 2\pi r \end{aligned}$$

- This means that:

$$r = \frac{\text{perimeter}}{2\pi}$$

- Substitution gives:

$$\text{area} = \pi \left(\frac{\text{perimeter}}{2\pi} \right)^2$$



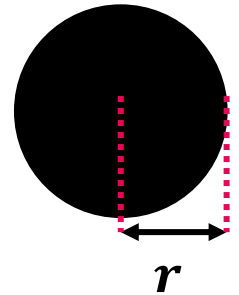
Circularity - circle

- Rearranging gives:

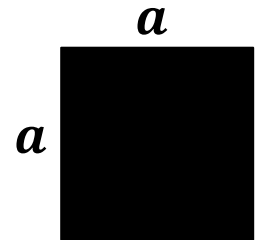
$$\frac{\text{perimeter}^2}{\text{area}} = 4\pi$$

- Conclusion: for a perfect circle, the ratio between the *perimeter squared* and the *area* is 4π
- Or, rearranging:

$$4\pi \times \frac{\text{area}}{\text{perimeter}^2} = 1.0$$



Circularity - square



- When dealing with a perfect square, what is the expected circularity?

$$circularity = 4\pi \frac{area}{perimeter^2}$$

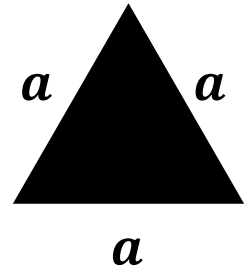
- Substituting:

$$circularity = 4\pi \frac{a \times a}{(4a)^2}$$

$$circularity = 4\pi \frac{a^2}{4^2 a^2} = \frac{\pi}{4} \approx \mathbf{0.7854}$$

Circularity - equilateral triangle

- And for a perfect equilateral triangle?



$$circularity = 4\pi \frac{area}{perimeter^2}$$

- Substituting gives:

$$circularity = 4\pi \frac{\frac{1}{4} \times a^2 \times \sqrt{3}}{(3a)^2}$$

- Rewriting:

$$circularity = 4\pi \frac{\frac{1}{4} \times a^2 \times \sqrt{3}}{3^2 a^2}$$

$$circularity = 4\pi \frac{\frac{1}{4} \times \sqrt{3}}{3^2} \approx \mathbf{0.6045}$$

Circularity

$$circularity = 4\pi \frac{area}{perimeter^2}$$

Shape	Theoretical circularity	Area observations, especially for small objects	Perimeter alternative d observations, especially for small objects	Practical circularity
Square	0.7854	Is as expected	Shorter than expected	$\gg 0.7854$
Equilateral triangle	0.6045	Larger than expected	A little longer than expected	$\gg 0.6045$
Circle	1.0	Smaller than expected	A little shorter than expected	> 1.0

Circularity

void **circularity**(const image_t ***img**, blobinfo_t ***blobinfo**,
const uint32_t **blobnr**);

See file **EVDK_Operators\mensuration.c**

```
// Iterate the blobs
for(uint32_t blob=1; blob <= blobs; ++blob)
{
    blobinfo_t blobinfo = {0};

    // Get the circularity of the blob
    circularity(lbl, &blobinfo, blob);

    // ...
}
```

EVD1 – Assignment



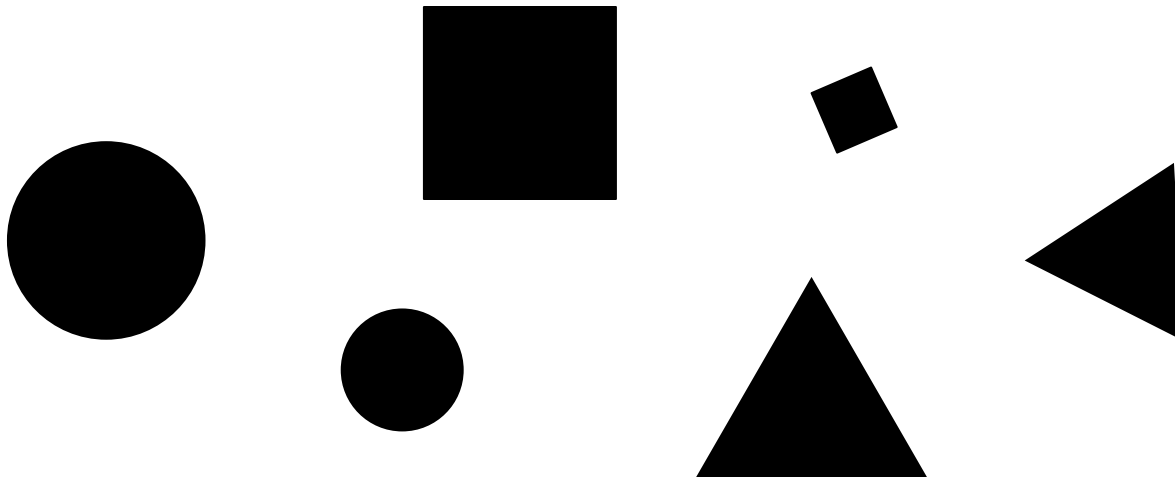
Study guide

Week 6

3 Mensuration – circularity()

Hu invariant moments

- Hu invariant moments are a set of numbers, calculated by using the normalized central moments, no matter the:
 - Translation
 - Scaling
 - Rotation



Hu invariant moments

- A set of 7 invariant moments is described by Hu
- The first two invariant moments are defined as

$$\phi_1 = \eta_{20} + \eta_{02}$$

$$\phi_2 = (\eta_{20} - \eta_{02})^2 + 4(\eta_{11})^2$$

Hu invariant moments - definitions

Invariant Moment

$$\phi_1 = \eta_{20} + \eta_{02}$$

Normalized Central Moments

Hu invariant moments - definitions

Normalized Central Moment

$$\eta_{pq} = \frac{\mu_{pq}}{(\mu_{00})^\gamma}$$

Central Moments

where

The (normalized) central moment's order

$$\gamma = \frac{p + q}{2} + 1 \text{ (with } p + q = 2, 3, \dots \text{)}$$

Hu invariant moments - definitions

Central Moment

$$\mu_{pq} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} (x - x_c)^p \cdot (y - y_c)^q \cdot f(x, y)$$

where

$$f(x, y) = \begin{cases} 1 & \text{if } (x, y) \text{ is part of the blob} \\ 0 & \text{otherwise} \end{cases}$$

$$x_c: \text{mean } x \text{ value of all blob pixels } \bar{x} = \frac{m_{10}}{m_{00}}$$

$$y_c: \text{mean } y \text{ value of all blob pixels } \bar{y} = \frac{m_{01}}{m_{00}}$$

Moments

Hu invariant moments - definitions

Moment

$$m_{kl} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} x^k \cdot y^l \cdot f(x, y)$$

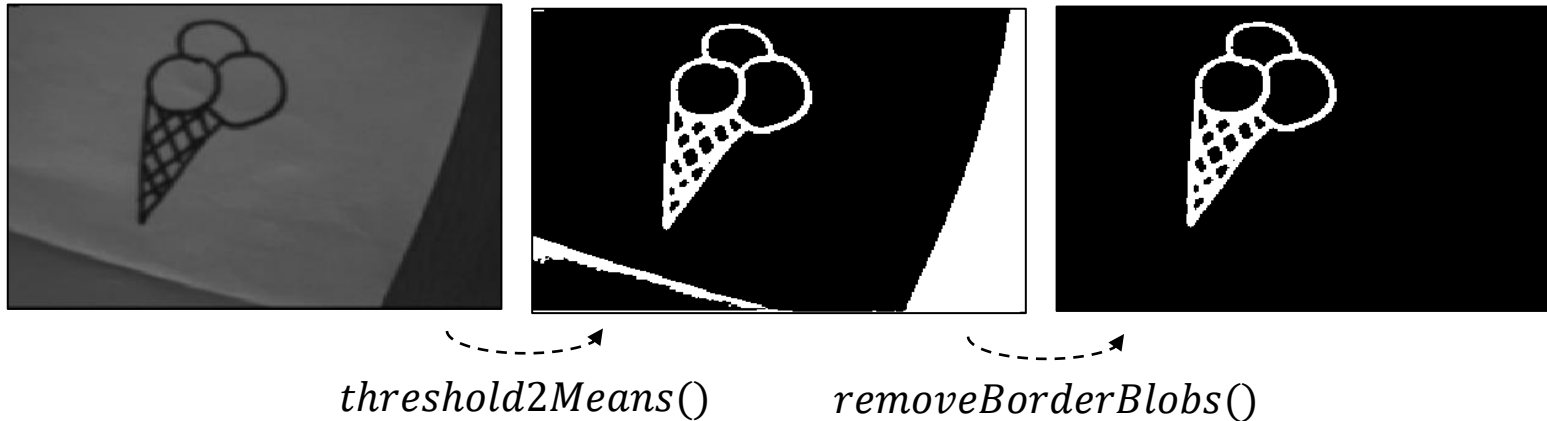
where

$$f(x, y) = \begin{cases} 1 & \text{if } (x, y) \text{ is part of the blob} \\ 0 & \text{otherwise} \end{cases}$$

A moment is a measure of the distribution of pixels across an axis.

Images have 2D moments.

Example: $\phi_1 = \eta_{20} + \eta_{02}$



Steps to take:

1. Calculate moments m_{00} , m_{01} and m_{10}
2. Calculate central moments μ_{00} , μ_{20} and μ_{02}
3. Calculate normalized central moments η_{20} and η_{02}
4. Calculate invariant moment 1 ϕ_1

Step 1: moments m_{00} , m_{01} and m_{10}

Moment m_{00}



$$m_{kl} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} x^k \cdot y^l \cdot f(x, y)$$

$$m_{00} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} 1 \cdot 1 \cdot f(x, y)$$

$$m_{00} = 1158$$

This is the sum of all pixels that are part of the blob, or the area.

Step 1: moments m_{00} , m_{01} and m_{10}

Moment m_{01}



$$m_{kl} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} x^k \cdot y^l \cdot f(x, y)$$

$$m_{01} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} 1 \cdot y^1 \cdot f(x, y)$$

$$m_{01} = 63159$$

This is the sum of all y-values of the pixels that are part of the blob.

Step 1: moments m_{00} , m_{01} and m_{10}

Moment m_{10}



$$m_{kl} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} x^k \cdot y^l \cdot f(x, y)$$

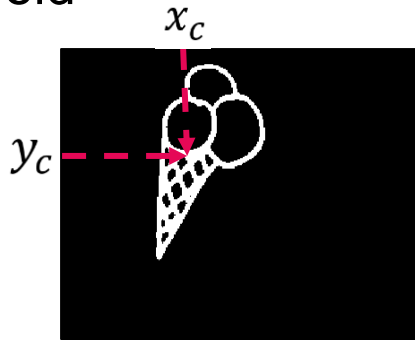
$$m_{10} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} x^1 \cdot 1 \cdot f(x, y)$$

$$m_{10} = 74269$$

This is the sum of all x-values of the pixels that are part of the blob.

Step 2: central moments μ_{00} , μ_{20} and μ_{02}

Centroid

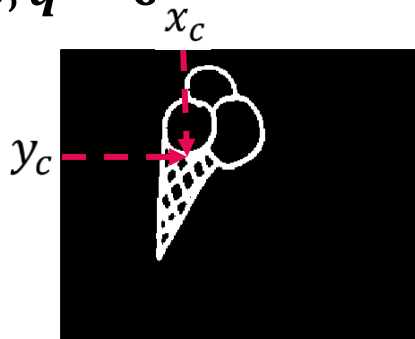


$$x_c = \frac{m_{10}}{m_{00}} = \frac{74269}{1158} = 64,1356$$

$$y_c = \frac{m_{01}}{m_{00}} = \frac{63159}{1158} = 54,5415$$

Step 2: central moments μ_{00} , μ_{20} and μ_{02}

$$p = 0, q = 0$$



$$\mu_{pq} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} (x - x_c)^p \cdot (y - y_c)^q \cdot f(x, y)$$

$$\mu_{00} = \sum_{y=0}^{y_{max}-1} \sum_{x=0}^{x_{max}-1} (x - 64,1356)^0 \cdot (y - 54,5415)^0 \cdot f(x, y)$$

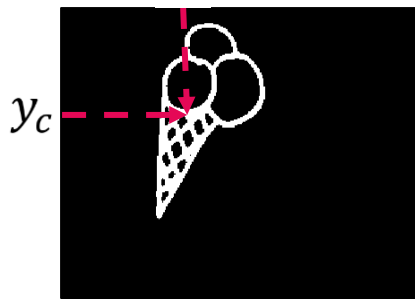
$$\mu_{00} = \sum_{y=0}^{y_{max}-1} \sum_{x=0}^{x_{max}-1} 1 \cdot 1 \cdot f(x, y)$$

$$\mu_{00} = m_{00} = 1158$$

This is the sum of all pixel of the blob, or the area.

Step 2: central moments μ_{00} , μ_{20} and μ_{02}

$$p = 0, q = 2$$



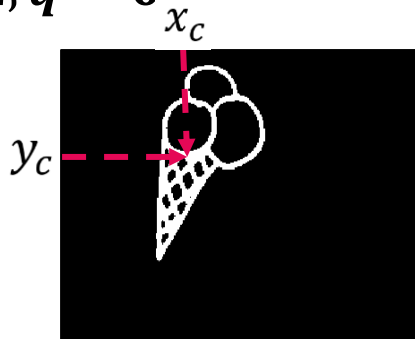
$$\mu_{pq} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} (x - x_c)^p \cdot (y - y_c)^q \cdot f(x, y)$$

$$\mu_{02} = \sum_{y=0}^{y_{max}-1} \sum_{x=0}^{x_{max}-1} (x - 64,1356)^0 \cdot (y - 54,5415)^2 \cdot f(x, y)$$

$$\mu_{02} = 620666$$

Step 2: central moments μ_{00} , μ_{20} and μ_{02}

$$p = 2, q = 0$$



$$\mu_{pq} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} (x - x_c)^p \cdot (y - y_c)^q \cdot f(x, y)$$

$$\mu_{20} = \sum_{y=0}^{y_{max}-1} \sum_{x=0}^{x_{max}-1} (x - 64,1356)^2 \cdot (y - 54,5415)^0 \cdot f(x, y)$$

$$\mu_{20} = 231070$$

Step 3: normalized central moments η_{20} and η_{02}

$$p = 0, q = 2$$



$$\eta_{pq} = \frac{\mu_{pq}}{(\mu_{00})^\gamma}$$

$$\gamma = \frac{p+q}{2} + 1 \text{ (with } p+q = 2, 3, \dots \text{)}$$

$$\gamma = \frac{0+2}{2} + 1 = 2$$

$$\eta_{02} = \frac{\mu_{02}}{(\mu_{00})^2}$$

$$\eta_{02} = \frac{620666}{(1158)^2} = 0.46285$$

Step 3: normalized central moments η_{20} and η_{02}

$$p = 2, q = 0$$



$$\eta_{pq} = \frac{\mu_{pq}}{(\mu_{00})^\gamma}$$

$$\gamma = \frac{p+q}{2} + 1 \text{ (with } p+q = 2, 3, \dots \text{)}$$

$$\gamma = \frac{2+0}{2} + 1 = 2$$

$$\eta_{20} = \frac{\mu_{20}}{(\mu_{00})^2}$$

$$\eta_{20} = \frac{231070}{(1158)^2} = 0.172316$$

Step 4: invariant moment 1 - ϕ_1

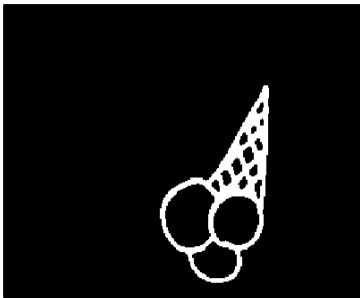


$$\phi_1 = \eta_{20} + \eta_{02}$$

$$\phi_1 = 0.170215 + 0.46098$$

$$\phi_1 = 0.631202$$

Step 4: invariant moment 1 - ϕ_1



$$\phi_1 = \eta_{20} + \eta_{02}$$

$$\phi_1 = 0.167503 + 0.456256$$

$$\phi_1 = 0.623759$$

Step 4: invariant moment 1 - ϕ_1



$$\phi_1 = \eta_{20} + \eta_{02}$$

$$\phi_1 = 0.170215 + 0.460987$$

$$\phi_1 = 0.631202$$

Step 4: invariant moment 1 - ϕ_1



$$\phi_1 = \eta_{20} + \eta_{02}$$

$$\phi_1 = 0.166050 + 0.450186$$

$$\phi_1 = 0.61623$$

Special consideration

$$p = 0, q = 0$$



$$\eta_{pq} = \frac{\mu_{pq}}{(\mu_{00})^\gamma}$$

$$\gamma = \frac{p + q}{2} + 1 \text{ (with } p + q = 2, 3, \dots \text{)}$$

$$\gamma = \frac{0 + 0}{2} + 1 = 1$$

$$\eta_{00} = \frac{\mu_{00}}{(\mu_{00})^1} = 1.0$$

Special consideration

$$p = 1, q = 0$$



$$\mu_{pq} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} (x - x_c)^p \cdot (y - y_c)^q \cdot f(x, y)$$

$$\mu_{10} = \sum_{y=0}^{y_{max}-1} \sum_{x=0}^{x_{max}-1} (x - x_c)^1 \cdot 1 \cdot f(x, y)$$

This is the sum of all distances to x_c

However, as x_c is the centre pixel, the sum of all pixels to the left must be equal to the sum of all pixels to the right

$$\begin{aligned} \mu_{10} &= \{(60 - 64) + (61 - 64) \dots (67 - 64) + (68 - 64)\} \\ &= \{(-4) + (-3) + \dots + (3) + (4)\} \\ &= 0 \end{aligned}$$

Special consideration

$$p = 0, q = 1$$



$$\mu_{pq} = \sum_{x=0}^{x_{max}-1} \sum_{y=0}^{y_{max}-1} (x - x_c)^p \cdot (y - y_c)^q \cdot f(x, y)$$

$$\mu_{10} = \sum_{y=0}^{y_{max}-1} \sum_{x=0}^{x_{max}-1} 1 \cdot (y - y_c)^1 \cdot f(x, y)$$

This is the sum of all distances to y_c

However, as y_c is the centre pixel, the sum of all pixels above must be equal to the sum of all pixels below

$$\begin{aligned} \mu_{01} &= \{(53 - 55) + (54 - 55) \dots (56 - 55) + (57 - 55)\} \\ &= \{(-2) + (-1) + \dots + (1) + (2)\} \\ &= 0 \end{aligned}$$

Hu invariant moments - examples



im1: 0.366
im2: 0.012
im3: 0.000
im4: 0.000



im1: 0.366
im2: 0.011
im3: 0.000
im4: 0.000



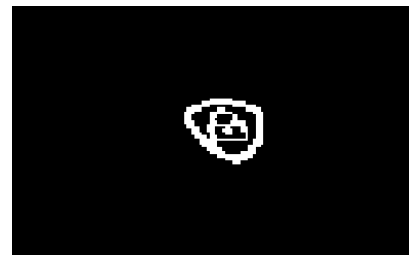
im1: 0.366
im2: 0.012
im3: 0.000
im4: 0.000



im1: 0.360
im2: 0.012
im3: 0.000
im4: 0.000

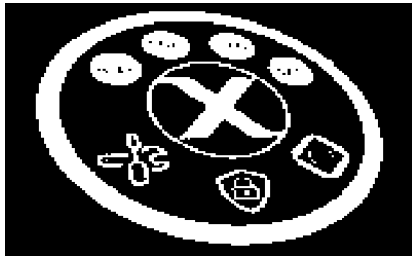


im1: 0.366
im2: 0.012
im3: 0.000
im4: 0.000

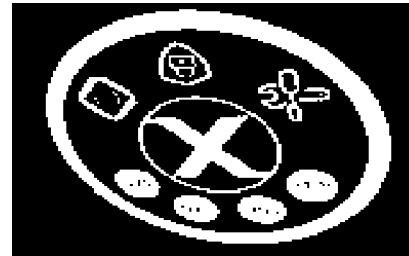


im1: 0.349
im2: 0.003
im3: 0.002
im4: 0.000

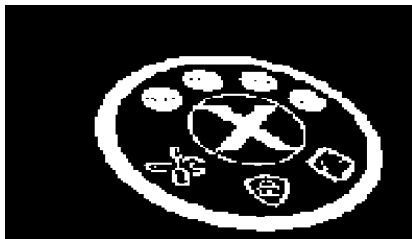
Hu invariant moments - examples



im1: 0.515
im2: 0.015
im3: 0.000
im4: 0.001



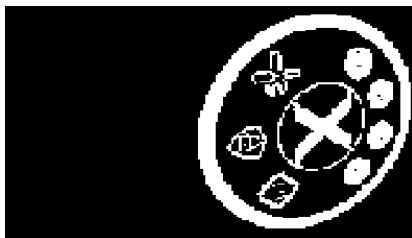
im1: 0.515
im2: 0.015
im3: 0.000
im4: 0.001



im1: 0.514
im2: 0.016
im3: 0.000
im4: 0.00



im1: 0.509
im2: 0.018
im3: 0.000
im4: 0.001



im1: 0.502
im2: 0.020
im3: 0.000
im4: 0.000



im1: 0.366
im2: 0.012
im3: 0.000
im4: 0.000

Hu invariant moments - algorithm

```
void hu_moments(    const image_t *img, blobinfo_t *blobinfo,  
                    const uint32_t blobnr);
```

See file **EVDK_Operators\mensuration.c**

```
// Iterate the blobs  
for(uint32_t blob=1; blob <= blobs; ++blob)  
{  
    blobinfo_t blobinfo = {0};  
  
    // Get the Hu invariant moments of the blob  
    hu_moments(lbl, &blobinfo, blob);  
  
    // ...  
}
```

EVD1 – Assignment



Study guide

Week 6

4 Mensuration – hu_moments()

References

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