

Lecture 11 – Mathematical morphology I

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- Mathematical morphology
- Basic operations with sets
- Erosion
- Dilation
- Duality
- Gray level mathematical morphology

MATHEMATICAL MORPHOLOGY

- The language of mathematical morphology is set theory
 - Objects in an image are represented as sets
 - The set of all white (or black, depending on convention) pixels in a binary image is a complete representation of the image
- In binary images these sets are in \mathbb{Z}^2
 - Each element of the set is a two-dimensional vector
 - Each dimension corresponds to the coordinates (x, y) of a white pixel in the image
- Gray level images can be represented as sets in \mathbb{Z}^3
 - Two components of each element refer to the pixel coordinates
 - The third corresponds to its discrete intensity value

Representation of binary images as sets

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

$$C_0 = \{ (1, 1), (1, 2), (1, 3), (2, 2), (2, 3) \}$$

$$C_1 = \{ (1, 5), (1, 6), (1, 7), (2, 7), (3, 6), (3, 7) \}$$

$$C_2 = \{ (5, 5) \}$$

$$C_3 = \{ (5, 1), (5, 2), (6, 1), (6, 2) \}$$

$$C_I = \bigcup_{i=0}^{N-1} C_i, \quad \text{for } N \text{ objects}$$

Intensity images as sets

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

$$C_0 = \{ (1, 1, 1), (1, 2, 2), (1, 3, 1), (2, 2, 2), (2, 3, 3) \}$$

$$C_1 = \{ (1, 5, 5), (1, 6, 7), (1, 7, 5), (2, 7, 6), (3, 6, 4), (3, 7, 7) \}$$

$$C_2 = \{ (5, 5, 3) \}$$

$$C_3 = \{ (5, 1, 1), (5, 2, 2), (6, 1, 1), (6, 2, 3) \}$$

$$C_I = \bigcup_{i=0}^{N-1} C_i, \quad \text{for } N \text{ objects}$$

BASIC OPERATIONS WITH SETS

Basic operations with sets

- Let A be a set of ordered pairs of real numbers
 - If $a=(a_1, a_2)$ is an element of A , we have:
 - $a \in A$ (a is an element of A)
 - If a is not an element of A :
 - $a \notin A$ (a is not an element of A)
 - If a set contains no elements:
 - Empty set – \emptyset

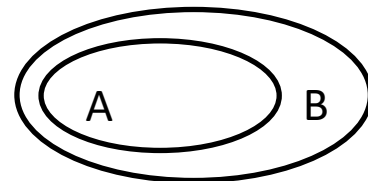
- A set is defined by the contents of two keys
 - Ex.: $C = \{w | w = -d, d \in D\}$
 - C is the set of elements, w , such that w is formed by multiplying each of the elements of the set D by -1

- One way to use sets in image processing is:
 - Consider the elements of the set as the coordinates of the pixels (ordered pairs of integers)
 - Each set represents regions (objects) in the image

Basic operations with sets

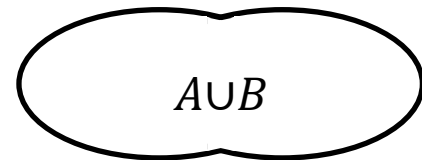
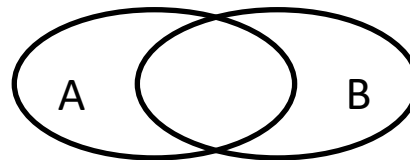
- If each element of set A is also an element of set B, then...

- A is a subset of B
- $A \subseteq B$



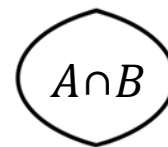
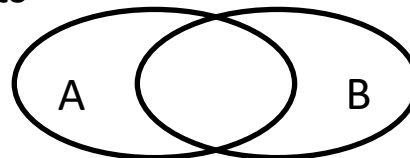
- The union of sets A and B is:

- The set of elements that belong to either set A, or B, or both
- $C = A \cup B$



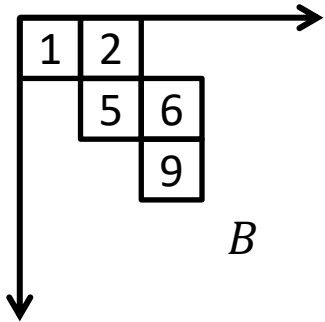
- The intersection of two sets A and B is:

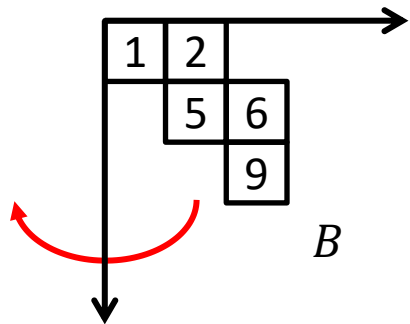
- The set of elements that belong to both sets
- $D = A \cap B$

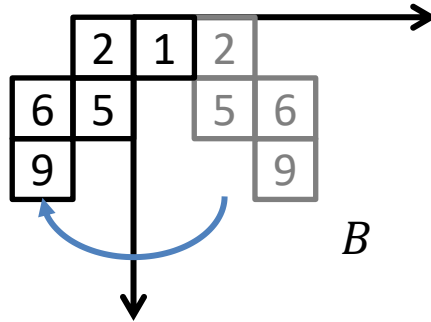
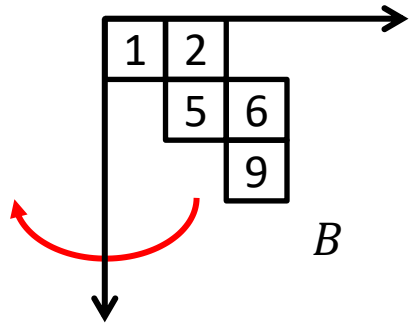


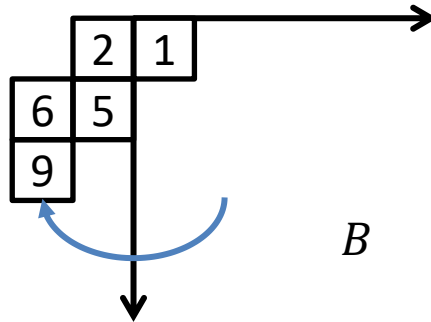
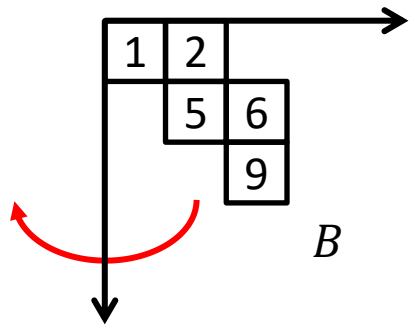
Basic operations with sets

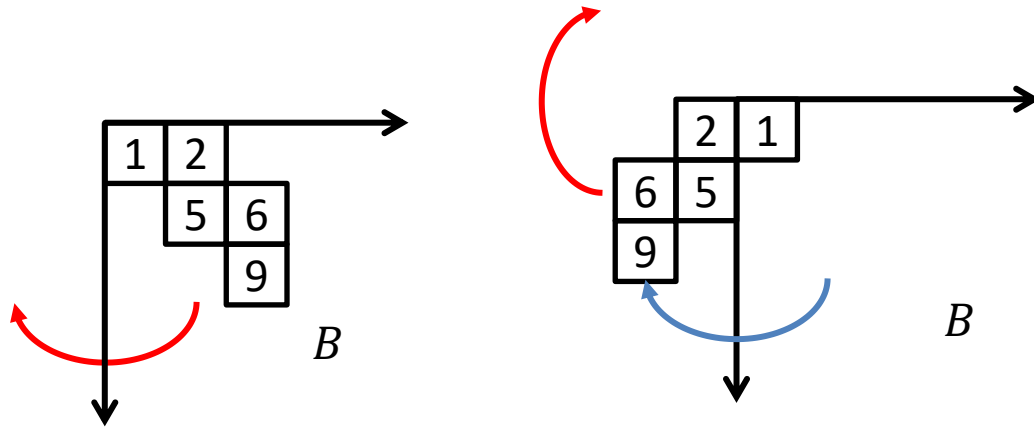
- The reflection of a set B , \hat{B} , is:
 - $\hat{B} = \{w | w = -b, \text{ for } b \in B\}$
 - If B is the set of pixels that represent an object,
 - \hat{B} is a set of pixels in B whose coordinates (x, y) were replaced by $(-x, -y)$.
- The translation of a set B at point (z_1, z_2) , $(B)_z$, is:
 - $(B)_z = \{c | c = b + z, \text{ for } b \in B\}$
 - If B is the set of pixels that represent an object,
 - $(B)_z$ is the set of pixels in B whose coordinates (x, y) have been replaced by $(x+z_1, y+z_2)$

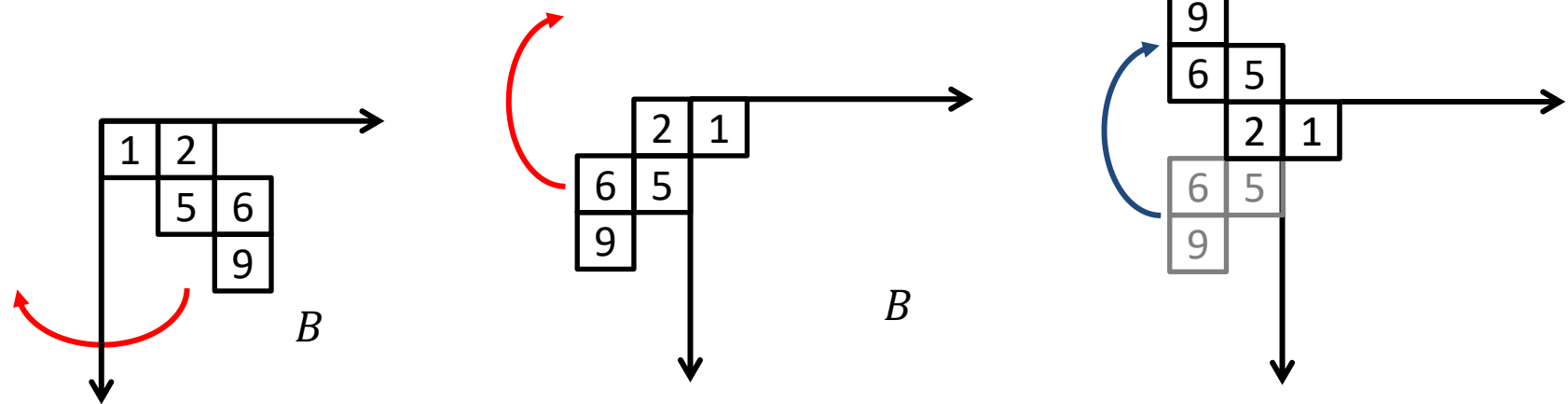


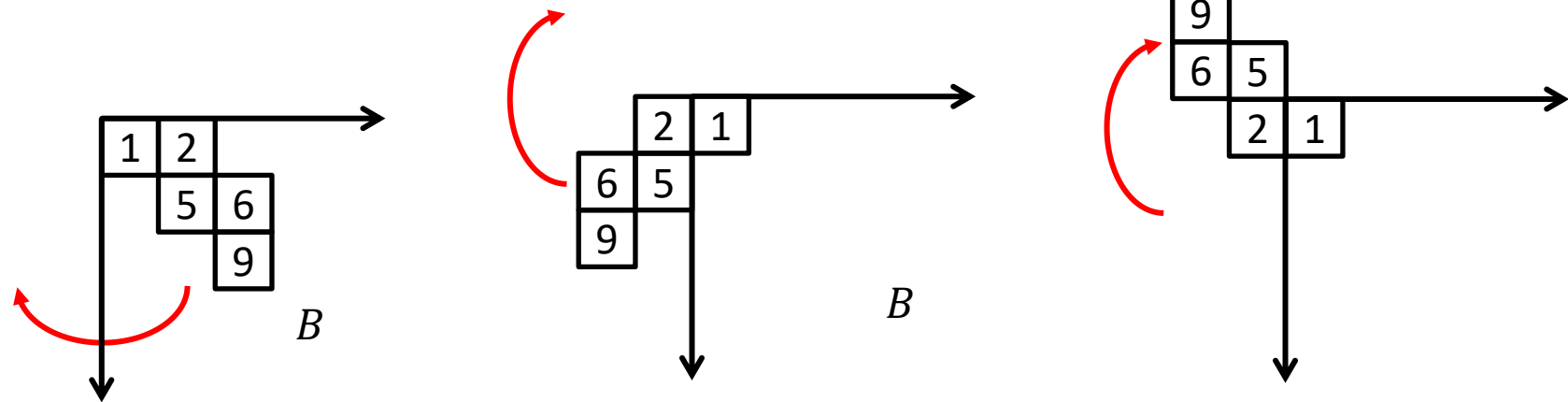


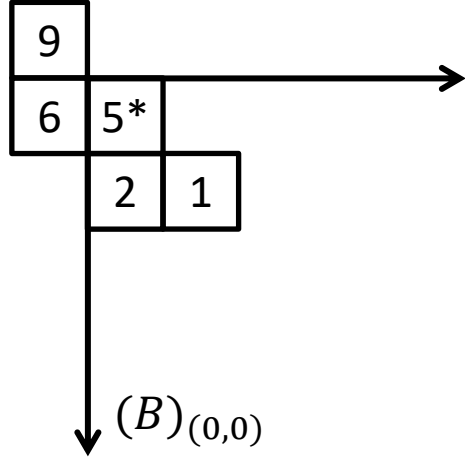


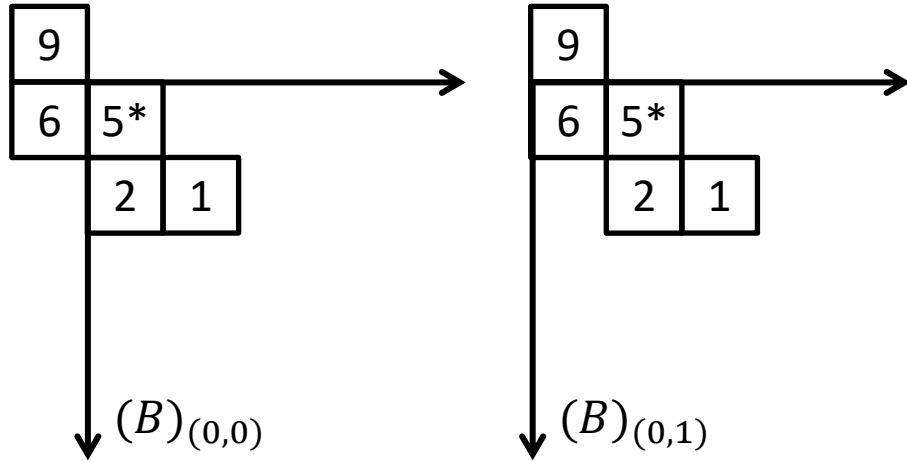


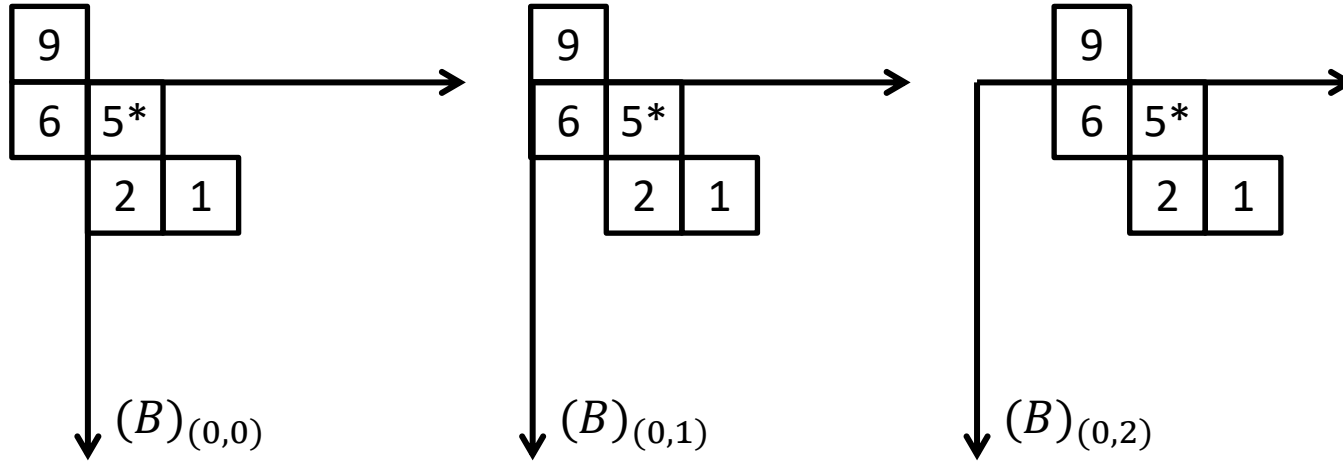


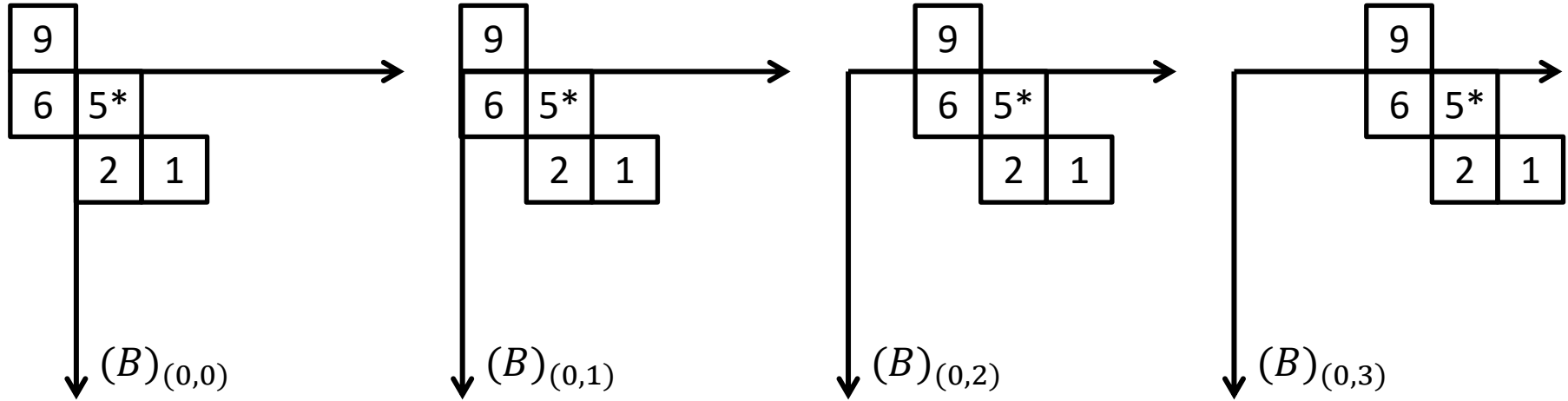


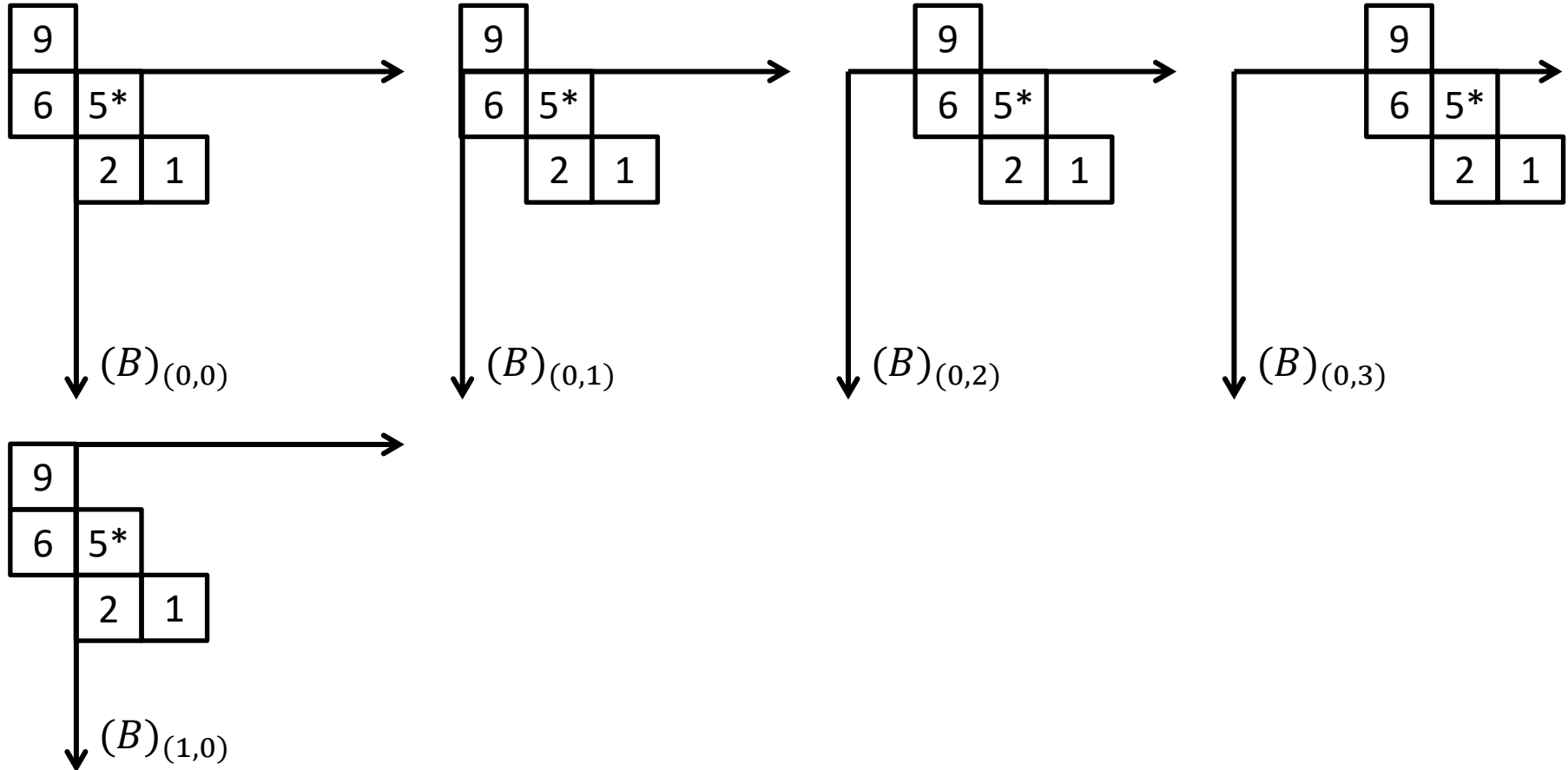


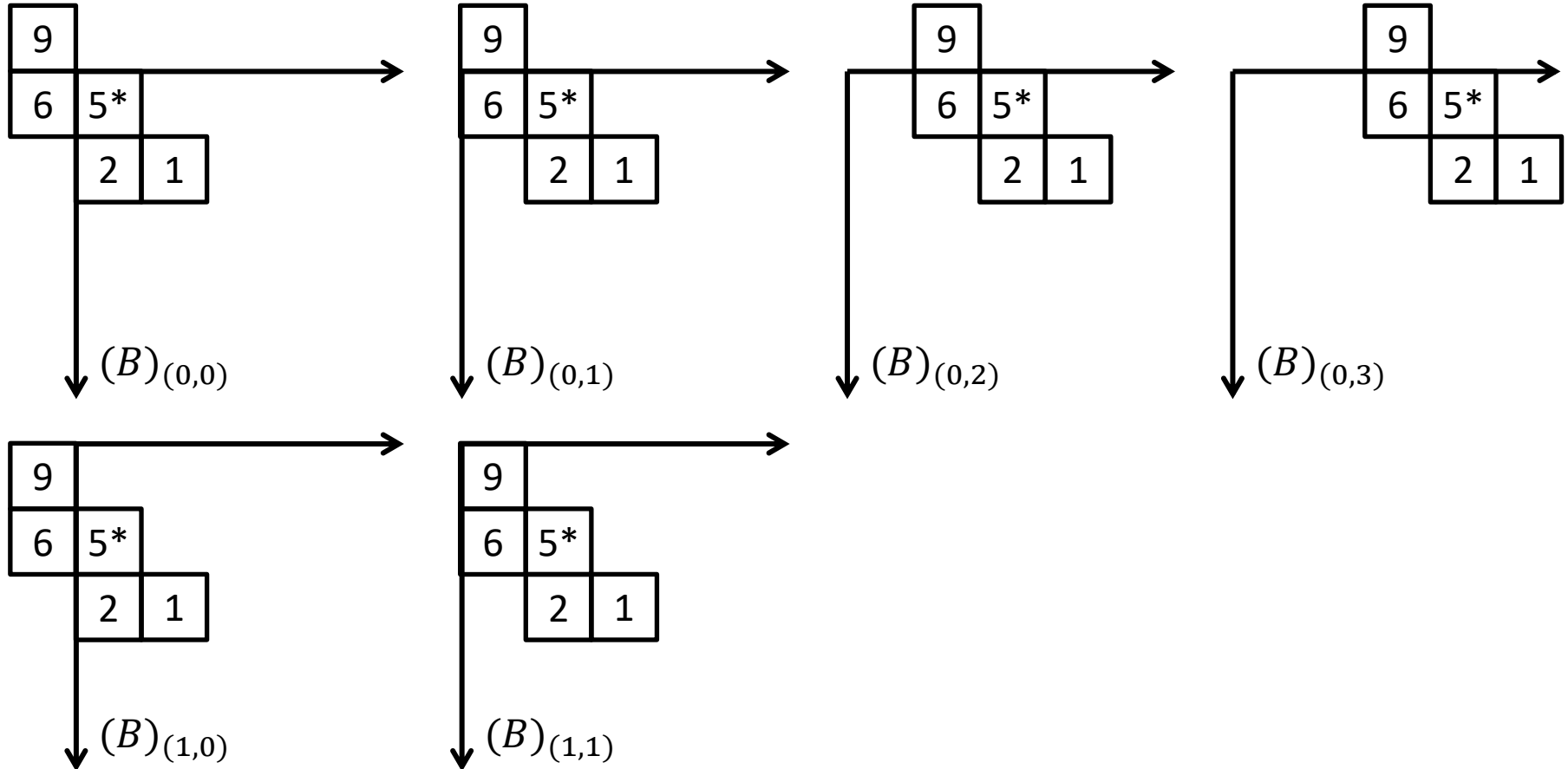


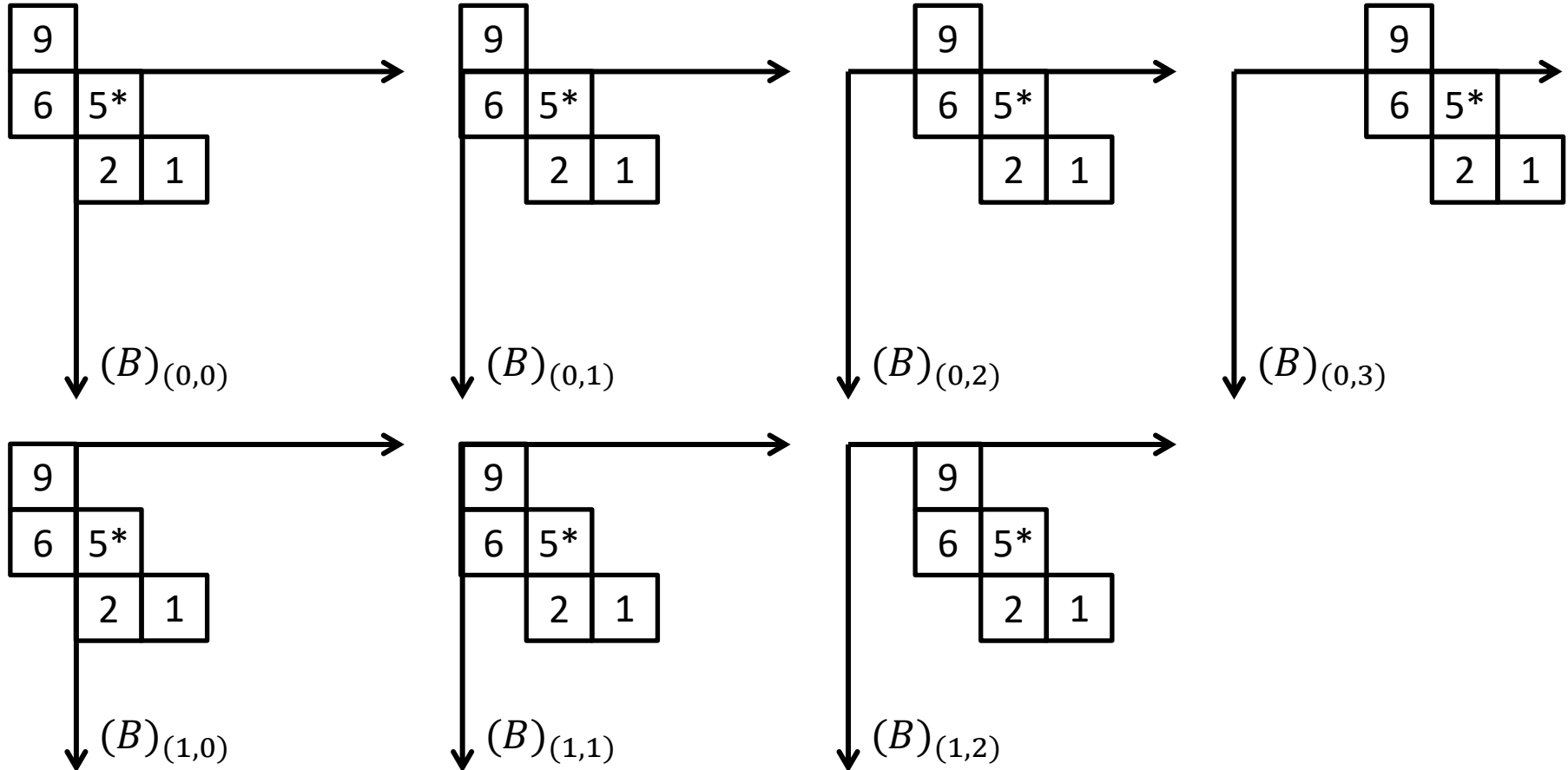


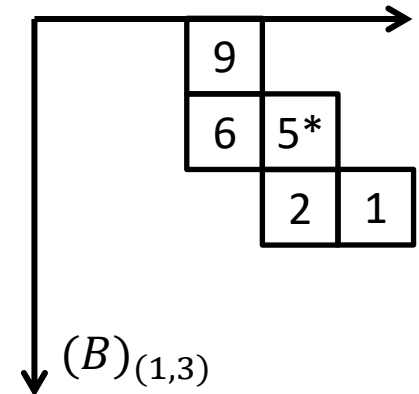
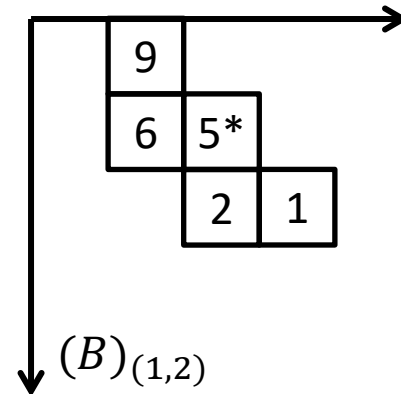
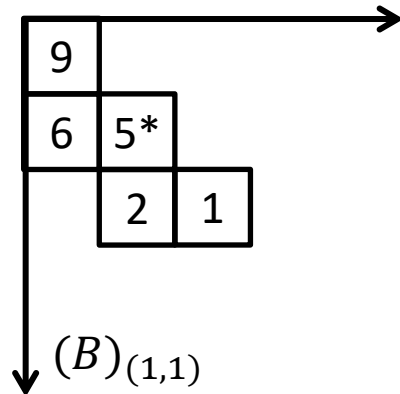
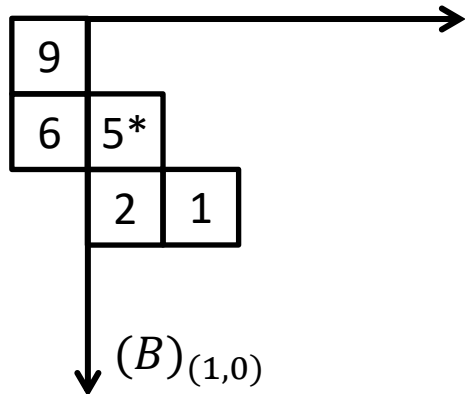
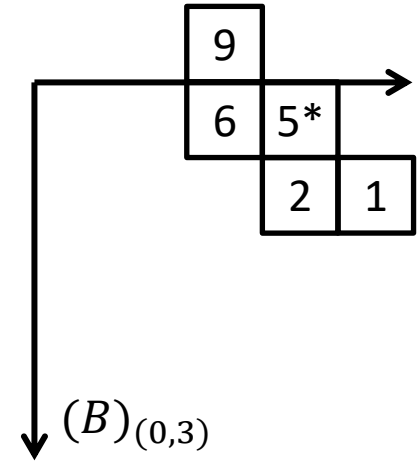
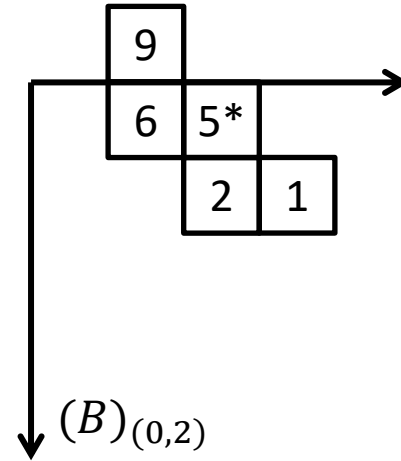
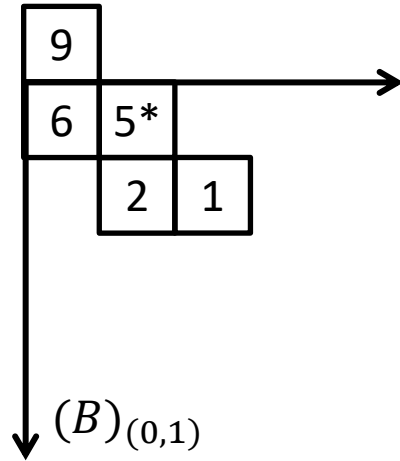
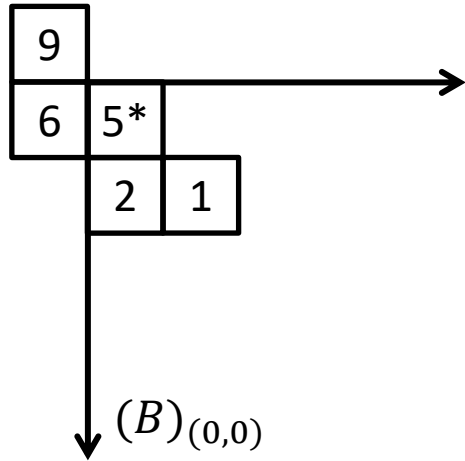












Structuring elements

- Structuring elements (SE)
 - Small sets or sub-images used to examine an image for properties of interest.

0	1	0
1	1	1
0	1	0

1	1	1
1	1	1
1	1	1

1
1
1
1
1

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

1	1	1
0	0	1
0	1	0

0	1	0
1	1	1
0	1	0*

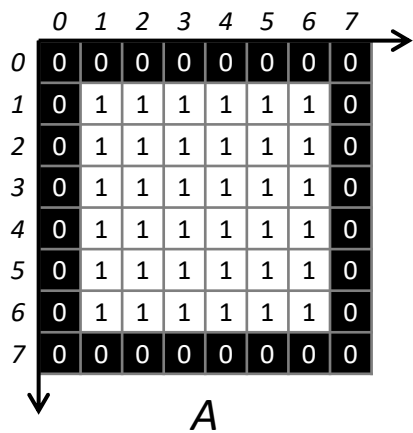
- The * indicates the center of the structuring element.*
- When omitted, the center of the SE corresponds to the center of the array.*

EROSION

- **Erosion** and **dilation** are fundamental operations of mathematical morphology.
 - Most morphological algorithms are derived from these two operations.
- The erosion of a set A by an SE B is:
 - $A \ominus B = \{z | (B)_z \subseteq A\}$
 - The erosion of A by B is the set of all z so that B translated by z is contained in A .
- An alternative definition for the same case:
 - An alternative definition for the same case:
 - Saying that B is contained in A is equivalent to saying that B has no elements in common with the background.
 - $A \ominus B = \{z | (B)_z \cap A^c = \emptyset\}$

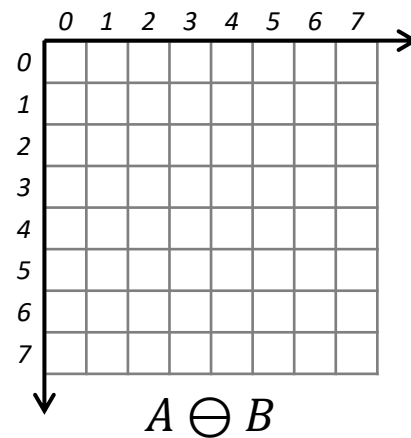
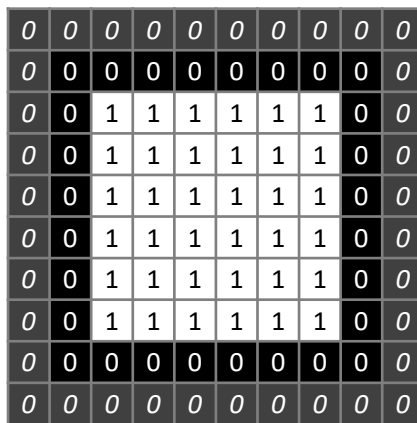
Erosion

- $A \ominus B = \{z | (B)_z \subseteq A\}$



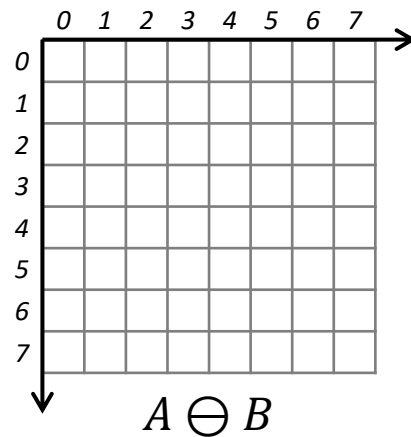
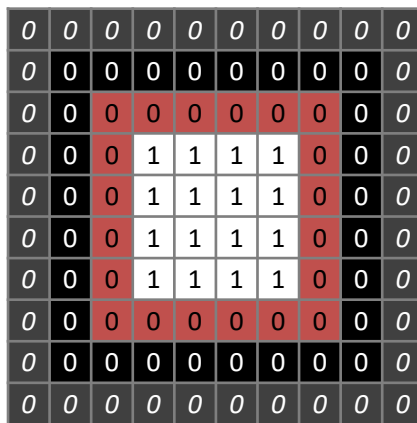
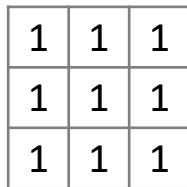
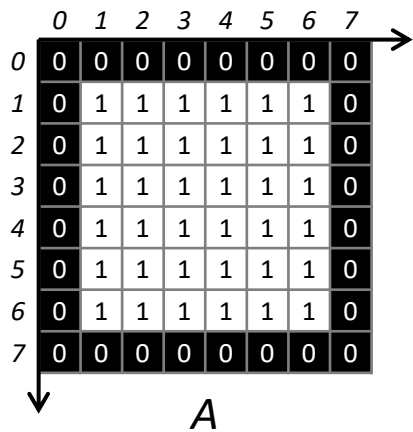
1	1	1
1	1	1
1	1	1

B



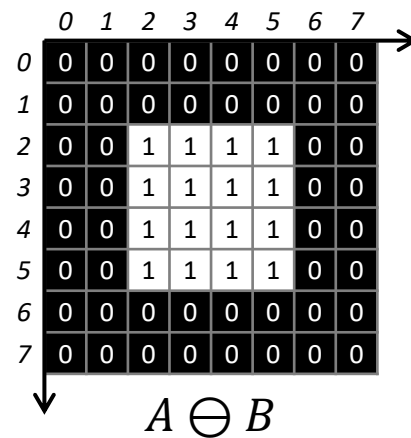
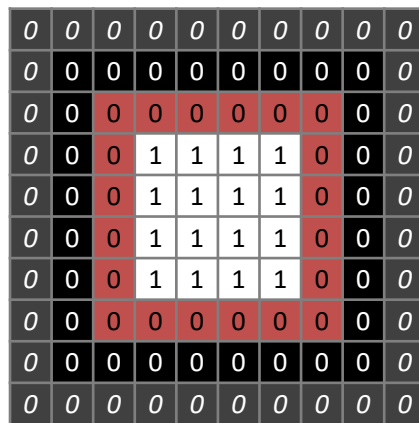
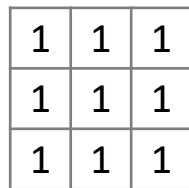
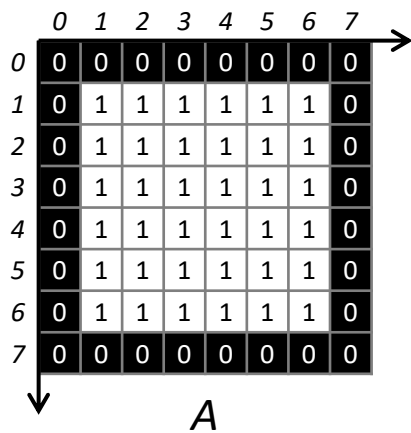
Erosion

- $A \ominus B = \{z | (B)_z \subseteq A\}$



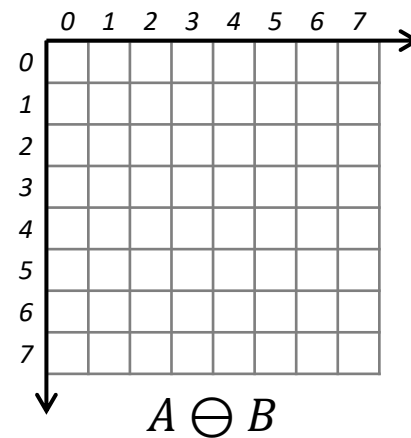
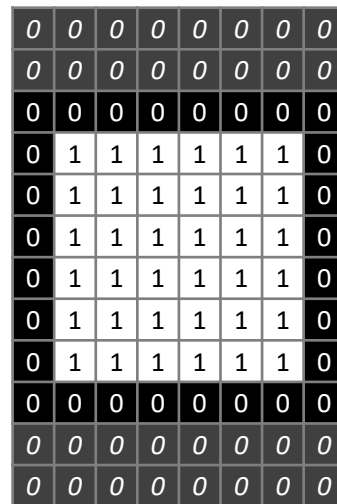
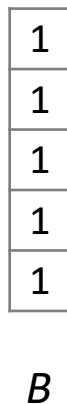
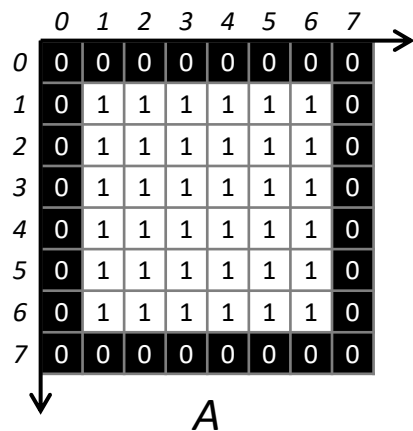
Erosion

- $A \ominus B = \{z | (B)_z \subseteq A\}$



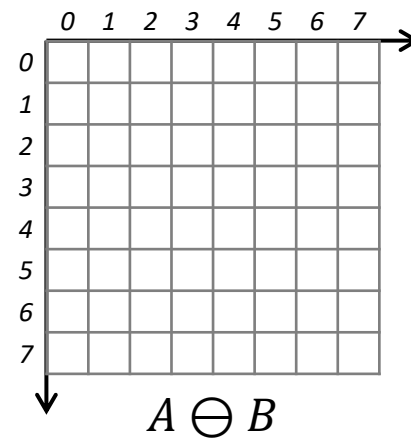
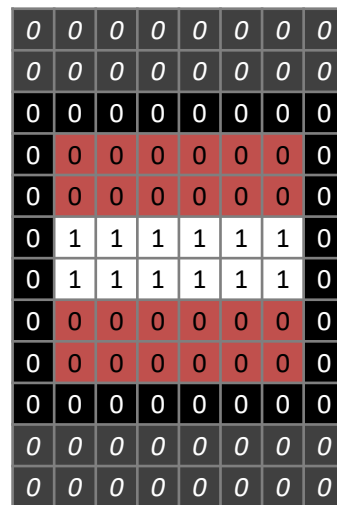
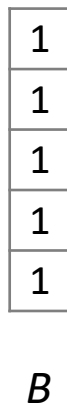
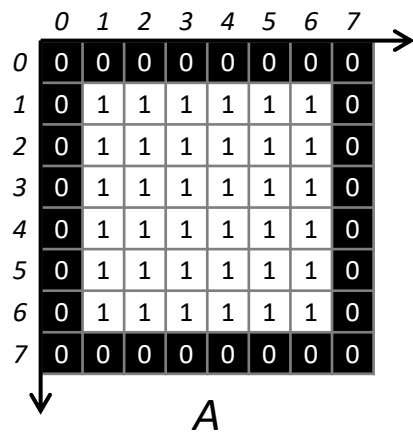
Erosion

- $A \ominus B = \{z | (B)_z \subseteq A\}$



Erosion

- $A \ominus B = \{z | (B)_z \subseteq A\}$



-
- | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 1 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 2 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 3 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 4 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 5 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 6 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 7 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
- A

0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	1	1	1	1	1	1	0
0	1	1	1	1	1	1	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
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0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0

34

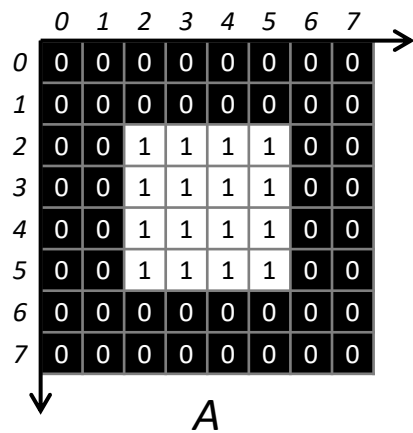
DILATION

Dilation

- The dilation of a set A by an SE B is:
 - $A \oplus B = \{z \mid (\hat{B})_z \cap A \neq \emptyset\}$
- Firstly, B is reflected around its origin.
 - The dilation of A by B is the set of all displacements z , such that \hat{B} (reflection of B) and A overlap in at least one element.
- An alternative definition for the same case:
 - $A \oplus B = \{z \mid [(\hat{B})_z \cap A] \subseteq A\}$

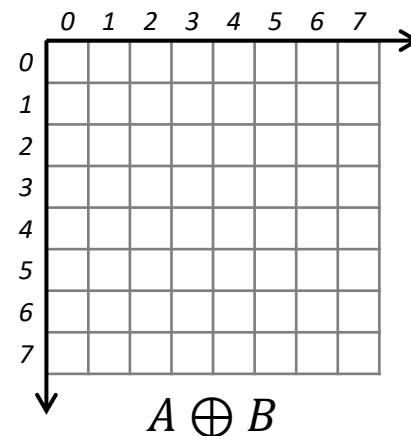
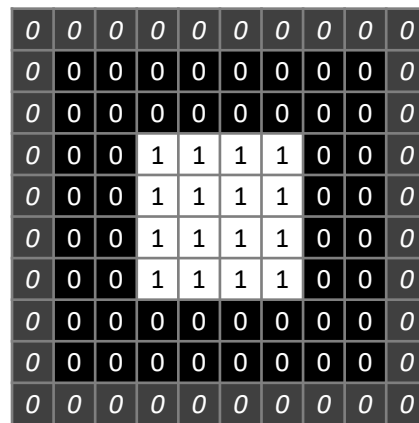
Dilation

- $A \oplus B = \{z \mid (\hat{B})_z \cap A \neq \emptyset\}$



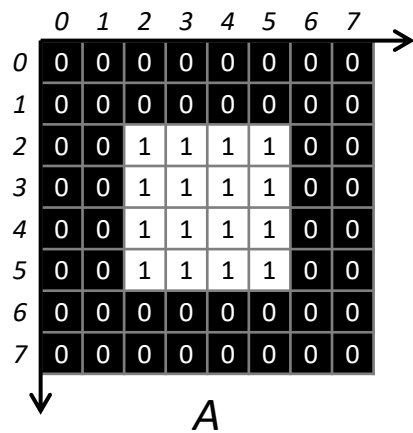
1	1	1
1	1	1
1	1	1

B



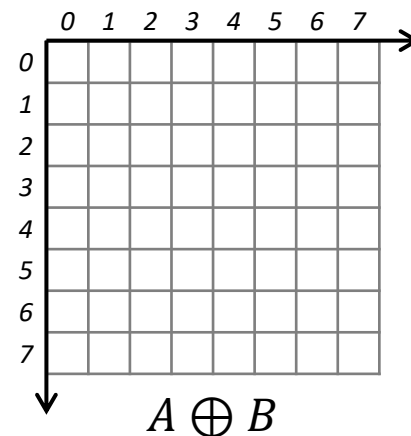
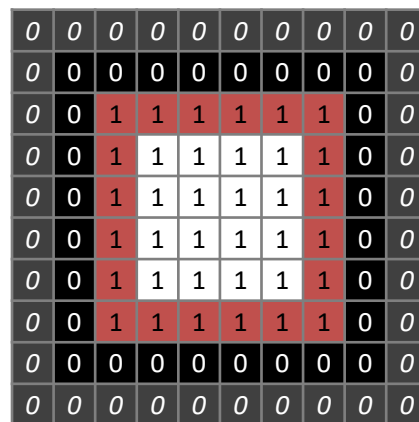
Dilation

- $A \oplus B = \{z \mid (\hat{B})_z \cap A \neq \emptyset\}$



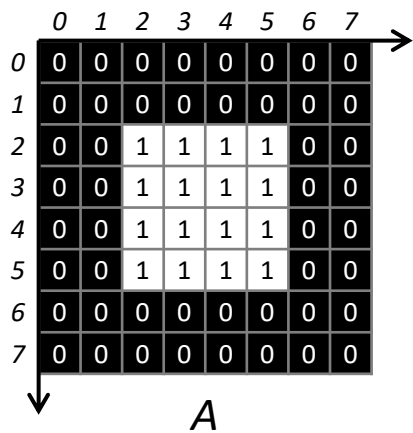
1	1	1
1	1	1
1	1	1

B



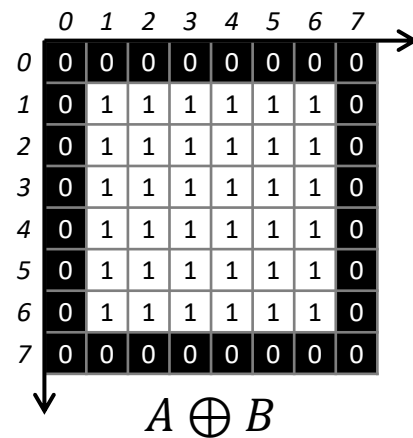
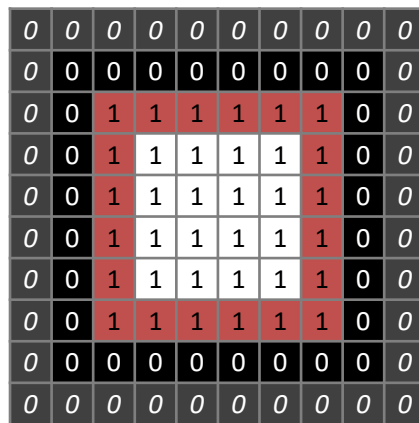
Dilation

- $A \oplus B = \{z \mid (\hat{B})_z \cap A \neq \emptyset\}$



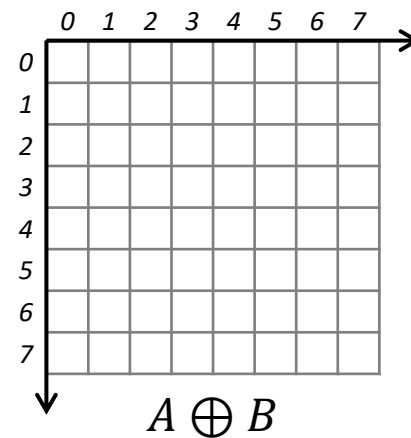
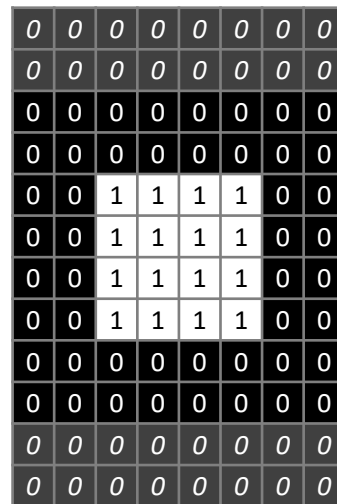
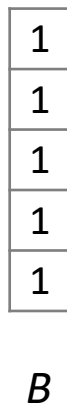
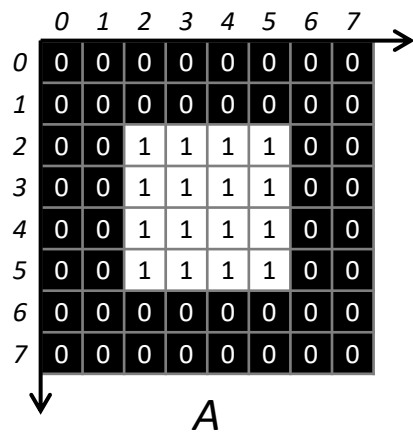
1	1	1
1	1	1
1	1	1

B



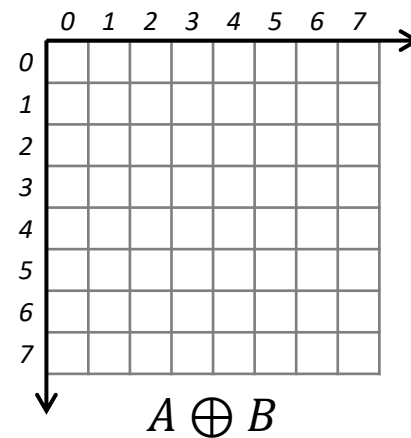
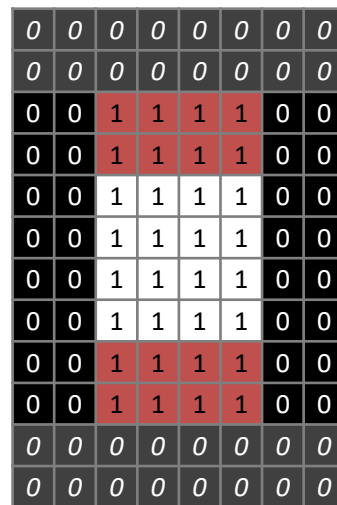
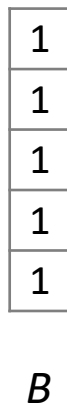
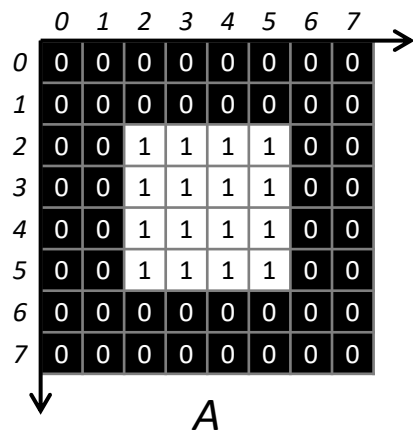
Dilation

- $A \oplus B = \{z | (\hat{B})_z \cap A \neq \emptyset\}$



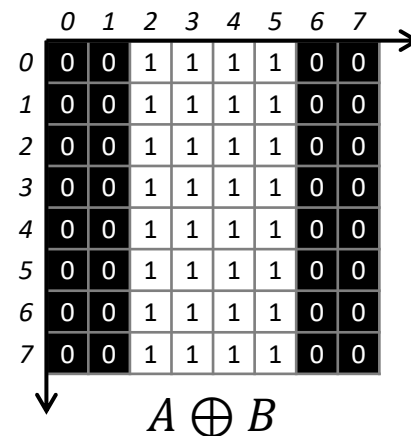
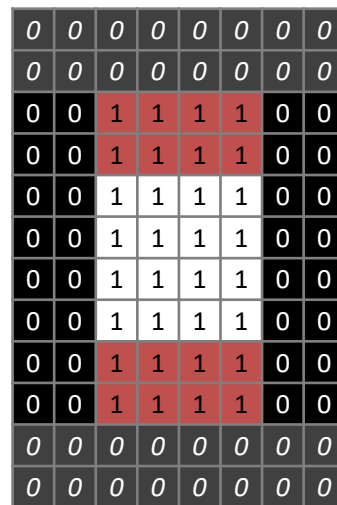
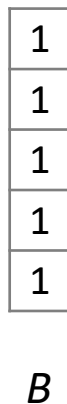
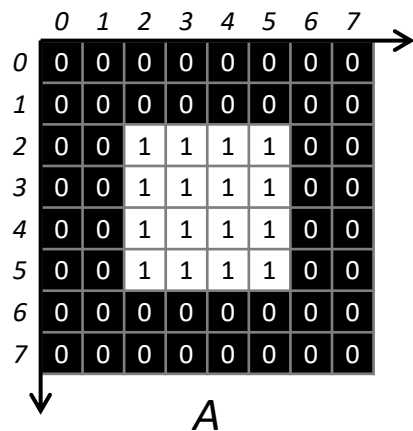
Dilation

- $A \oplus B = \{z | (\hat{B})_z \cap A \neq \emptyset\}$



Dilation

- $A \oplus B = \{z \mid (\hat{B})_z \cap A \neq \emptyset\}$



DUALITY

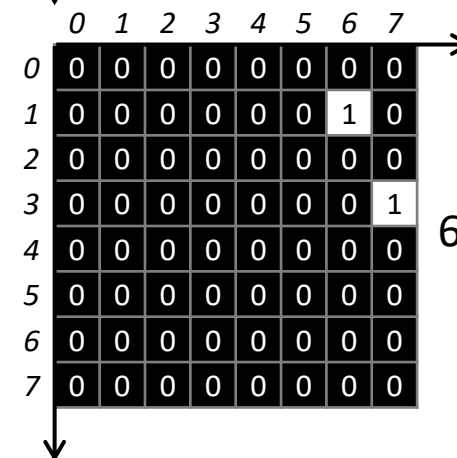
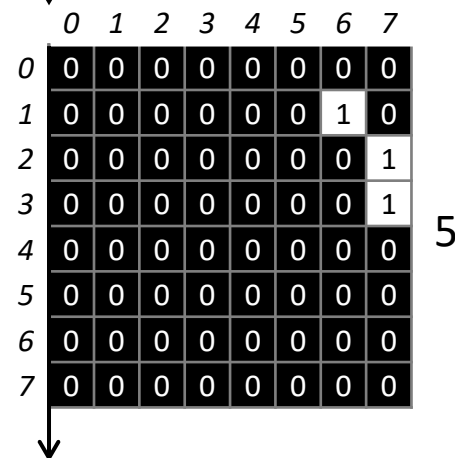
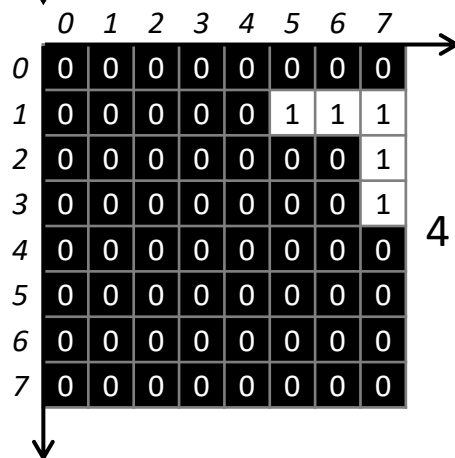
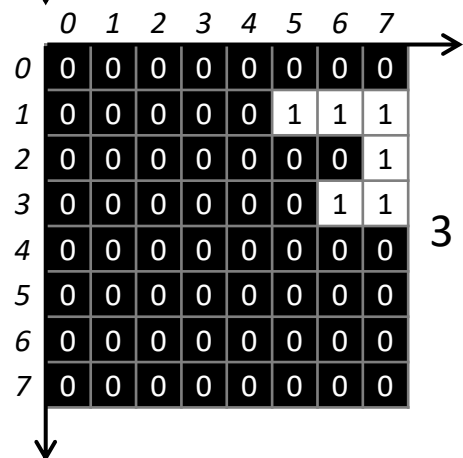
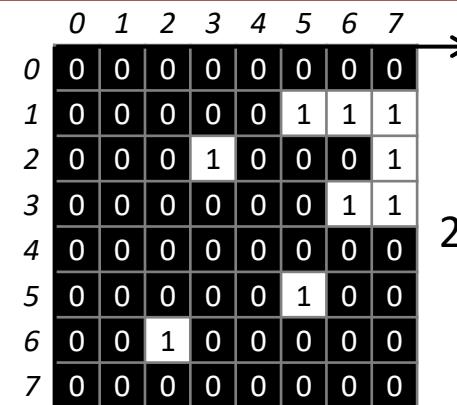
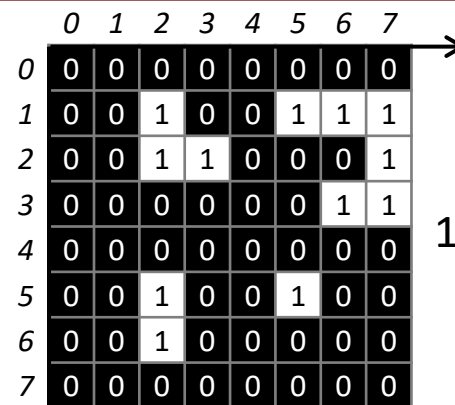
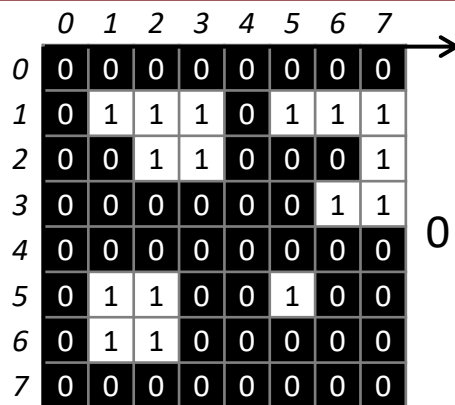
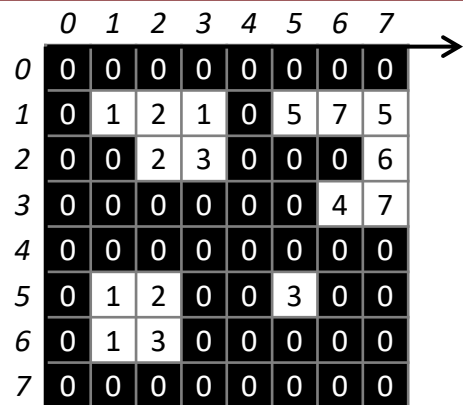
- Dilation and erosion are dual operations:
 - $(A \ominus B) = A^c \oplus \hat{B}$
 - $(A \oplus B) = A^c \ominus \hat{B}$
 - The **erosion** of A by B is the complement of the dilation of A^c by \hat{B}
 - The **dilation** of A by B is the complement of the erosion of A^c by \hat{B}
 - When the SE is symmetrical, dilation can be obtained through erosion of the image background.
 - As well as, obtaining erosion through dilation of the image background

GRAY LEVEL MATHEMATICAL MORPHOLOGY

Gray level mathematical morphology

- Mathematical morphology in gray levels using thresholding decomposition:
 1. Decompose the intensity image $f(x, y)$ by thresholding into all possible gray levels.
 - Each thresholding will generate a binary image
 2. Apply the morphological operation on each binary image
 3. Reconstruct the output image $g(x, y)$ by “stacking” the processed binary images.

Gray level mathematical morphology



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THE END