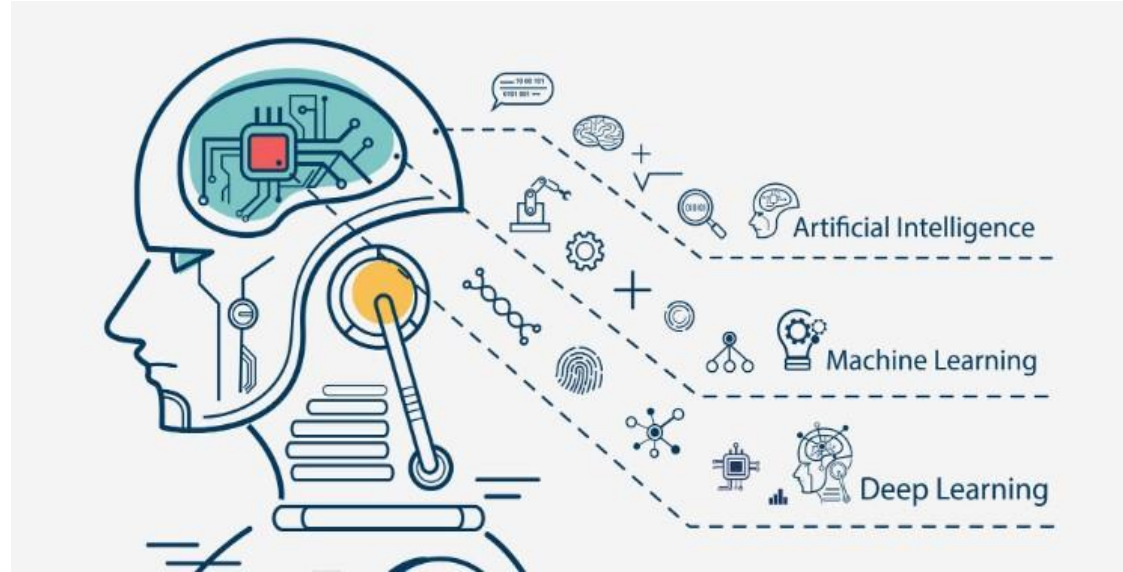


# Image processing and Computer Vision

Mentors -:

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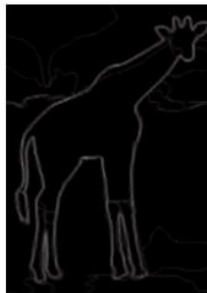


# Edge detection

- Who am I?



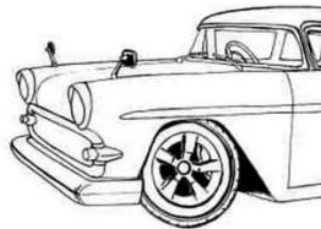
many



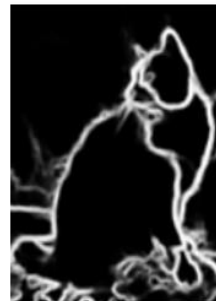
few, dim



non-uniform



patchy



mewww~

- It implies: edges convey a lot of info.
- Lossy but extremely high compression

# What makes edges

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- Discontinuity in color
- Change in surface normal
- Change in illumination
- Depth discontinuity
- Reflectance change
- Inoculation is an edge itself!

# What makes edges

---



- Discontinuity in color
- Change in surface normal
- Change in illumination
- Depth discontinuity
- Reflectance change
- Inoculation is an edge itself!

# Edge

---

○ Forward  $\frac{\partial f(x)}{\partial x} = f'(x) = f(x+1) - f(x)$

○ Backward  $\frac{\partial f(x)}{\partial x} = f'(x) = f(x) - f(x-1)$

○ Central  $\frac{\partial f(x)}{\partial x} = f'(x) = \frac{f(x+1) - f(x-1)}{2}$

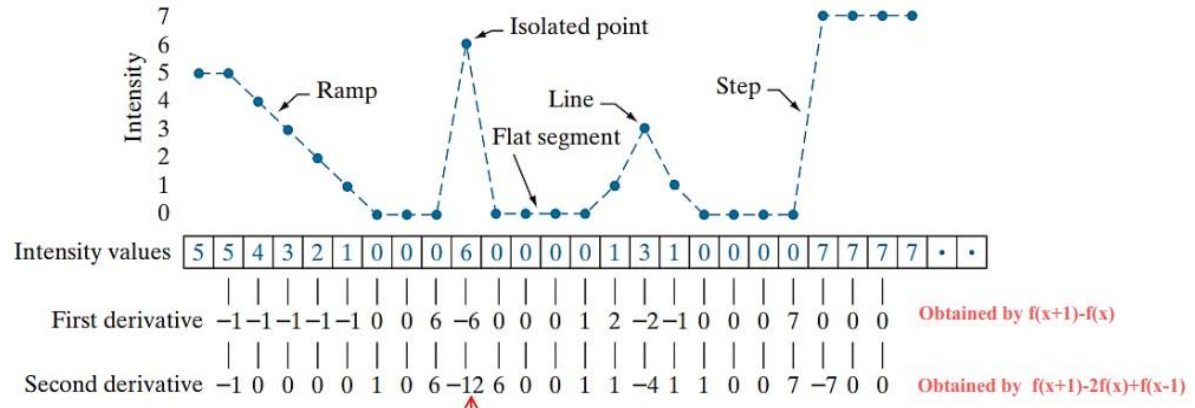
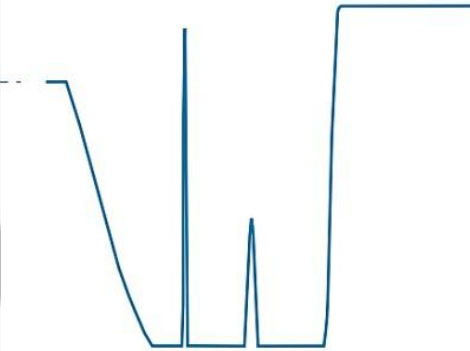
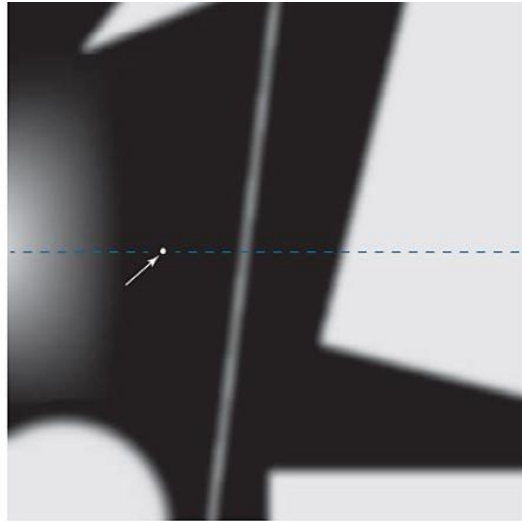
○ 2<sup>nd</sup> order central  $\frac{\partial^2 f(x)}{\partial x^2} = f''(x) = f(x+1) - 2f(x) + f(x-1)$

○ Image  $f(x, y)$

$$\frac{\partial^2 f(x, y)}{\partial x^2} = f(x+1, y) - 2f(x, y) + f(x-1, y)$$

$$\frac{\partial^2 f(x, y)}{\partial y^2} = f(x, y+1) - 2f(x, y) + f(x, y-1)$$

# Edge



# Point

- Isolated point
  - 2<sup>nd</sup> derivatives
  - Laplacian

$$\nabla^2 f(x, y) = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2}$$

$$\frac{\partial^2 f}{\partial x^2} = f(x+1, y) + f(x-1, y) - 2f(x, y)$$

$$\frac{\partial^2 f}{\partial y^2} = f(x, y+1) + f(x, y-1) - 2f(x, y)$$

$$\nabla^2 f(x, y) = f(x+1, y) + f(x-1, y) + f(x, y+1) + f(x, y-1) - 4f(x, y)$$

0	1	0
1	-4	1
0	1	0



1	1	1
1	-8	1
1	1	1

# Edge

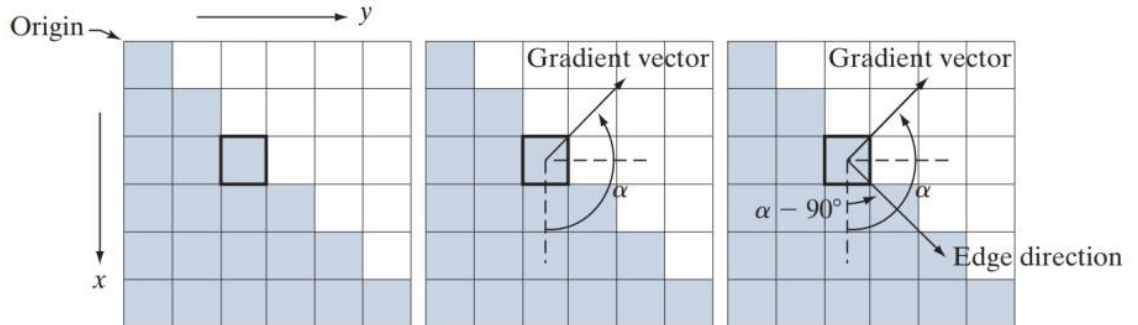
- Gradients

$$\nabla f(x, y) \equiv \text{grad}[f(x, y)] \equiv \begin{bmatrix} g_x(x, y) \\ g_y(x, y) \end{bmatrix} = \begin{bmatrix} \frac{\partial f(x, y)}{\partial x} \\ \frac{\partial f(x, y)}{\partial y} \end{bmatrix}$$

$$M(x, y) = \|\nabla f(x, y)\| = \sqrt{g_x^2(x, y) + g_y^2(x, y)}$$

$$\alpha(x, y) = \tan^{-1} \left[ \frac{g_y(x, y)}{g_x(x, y)} \right]$$

$$M(x, y) \approx |g_x| + |g_y|$$





# Edge

- Sobel operator
  - derivatives via kernel
  - separable
  - diagonal direction points are not greatly discriminatory

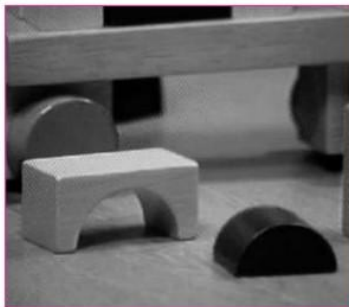
$$M_x = \begin{bmatrix} +1 & 0 & -1 \\ +2 & 0 & -2 \\ +1 & 0 & -1 \end{bmatrix} \quad M_y = \begin{bmatrix} +1 & +2 & +1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$$

$$M = \sqrt{(M_x^2 + M_y^2)}$$

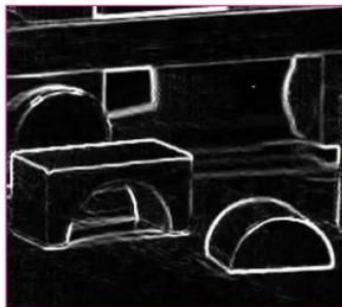
$$\theta = \tan^{-1}(M_y, M_x)$$

High robustness to noise

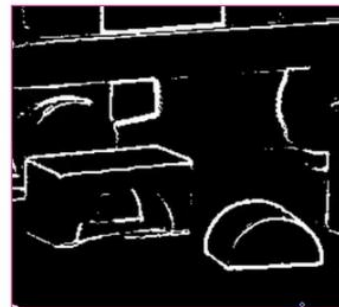
Input



$M$



Threshold on  $M$



# Edge

- Roberts operator
  - discriminatory diagonals
  - fast

$$M_x = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \quad M_y = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$$

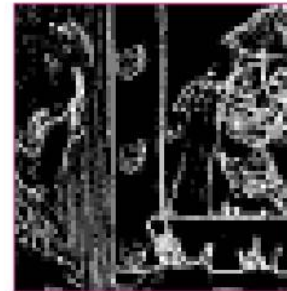
input



no TH



with TH



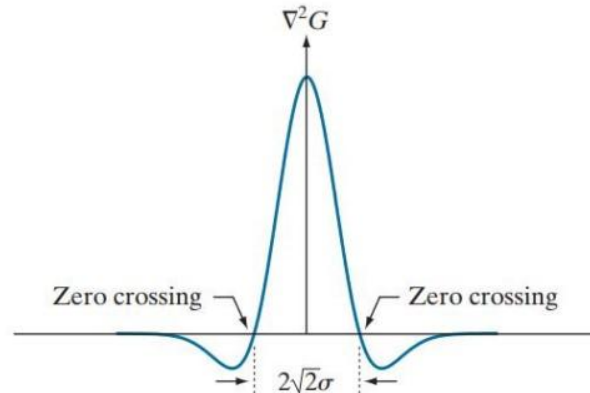
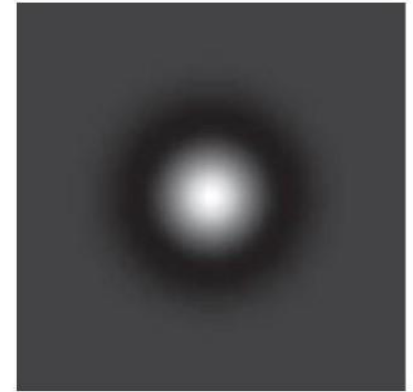
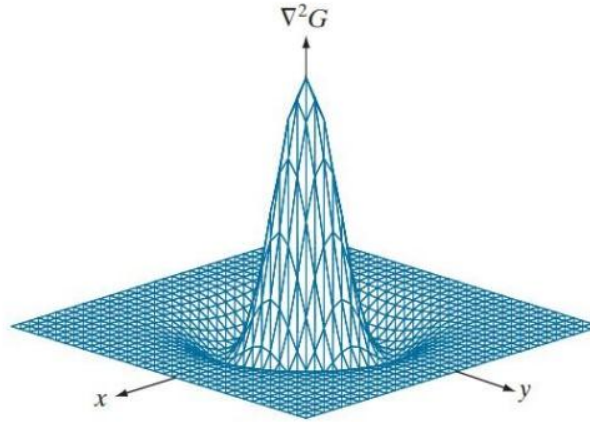
# Edge

## ■ LoG

- Laplacian of Gaussian
- for convenience negative of LoG are plotted

$$g(x, y) = [\nabla^2 G(x, y)] \star f(x, y)$$

$$g(x, y) = \nabla^2 [G(x, y) \star f(x, y)]$$



0	0	-1	0	0
0	-1	-2	-1	0
-1	-2	16	-2	-1
0	-1	-2	-1	0
0	0	-1	0	0

# Edge

- LoG

input



LoG



zero crossings



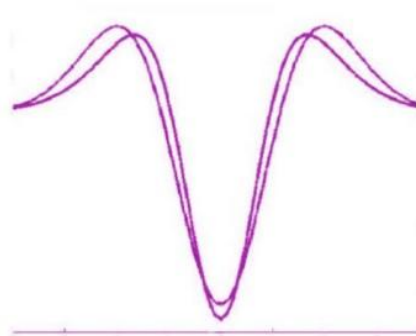
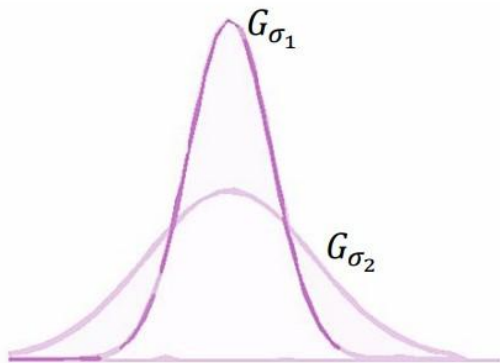
# Edge

- LoG are approximately DoGs
  - to speed up computations

$$\text{LoG} : \Delta^2 G_\sigma \approx G_{\sigma_1} - G_{\sigma_2}$$

- What is the best DOG?
  - the one who obeys the LoG closely

$$\sigma_1 = \frac{\sigma}{\sqrt{2}} \quad \sigma_2 = \sqrt{2} \sigma$$



- Single point thick edges

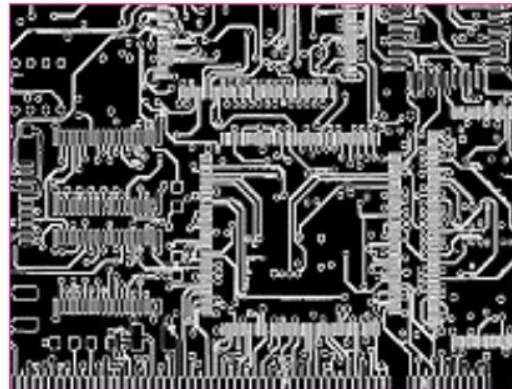
input



Canny edges

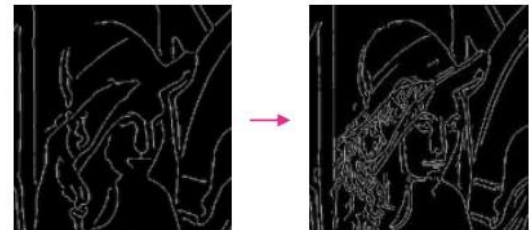
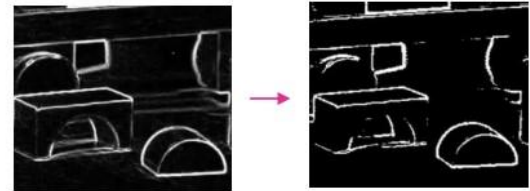
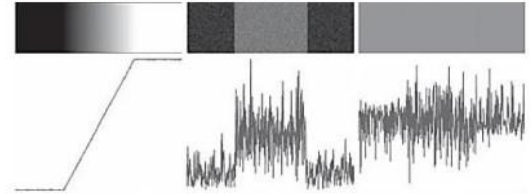


Canny PCB edges



# Edge

- What would be important steps in edge det.
  - Smooth derivatives
  - Thresholding
  - Thinning
  - Linking



# Canny edge detector

- Image derivatives
  - input image  $f(x, y)$
  - smoothed  $f_s(x, y)$
  - any operator can be used to get  $g_x(x, y)$ ,  $g_y(x, y)$

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

$$f_s(x, y) = G(x, y) \star f(x, y)$$

$$g_x(x, y) = \partial f_s(x, y) / \partial x \qquad g_y(x, y) = \partial f_s(x, y) / \partial y$$

$$M_s(x, y) = \|\nabla f_s(x, y)\| = \sqrt{g_x^2(x, y) + g_y^2(x, y)}$$

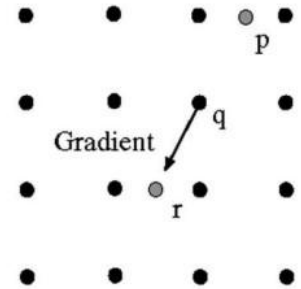
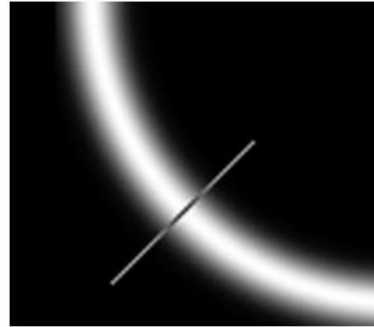
$$\alpha(x, y) = \tan^{-1} \left[ \frac{g_y(x, y)}{g_x(x, y)} \right]$$



# Canny edge detector

- Thinning

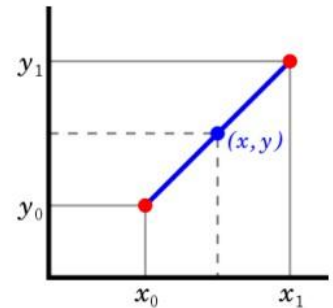
- non-max suppression:  
checks whether pixel is local maxima  
in grad direction
- linear interpolation for missing  
locations e.g. r, p



$$\frac{y - y_0}{x - x_0} = \frac{y_1 - y_0}{x_1 - x_0}$$

$$y = y_0 + (x - x_0) \frac{y_1 - y_0}{x_1 - x_0}$$

$$= y_0 \left( 1 - \frac{x - x_0}{x_1 - x_0} \right) + y_1 \left( \frac{x - x_0}{x_1 - x_0} \right)$$



# Canny edge detector

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- Varying  $\sigma$

input



$\sigma$  small



$\sigma$  large



# Canny edge detector

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- Comparing other edge detectors

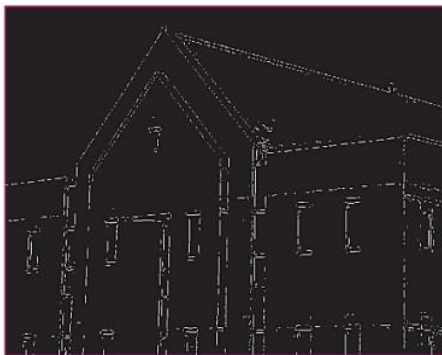
input



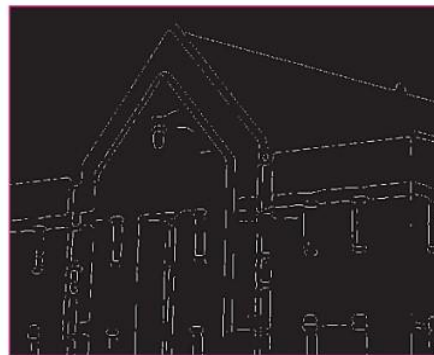
Sobel with TH



LoG zero crossings



Canny



Thank you!