

Skyline Extraction

Not Finished... in progress

Skalines are being extracted separately to help create “points of interest” useful as additional points for correspondence (point matching between images). The skylines have other uses such as gps markers (see the Yosemite half dome and peak finder notes).

Two intermediate image products while creating Canny Edge filters are a theta image and a combined gradientXY image created from the x and y gradients of the main color image. The theta image’s largest contiguous zero value pixels appears to be a good way to locate the sky. Those sky points can then be used with the gradientXY and color images to further grow the region to the apparent skyline.

These are notes while implementing the skyline extraction.

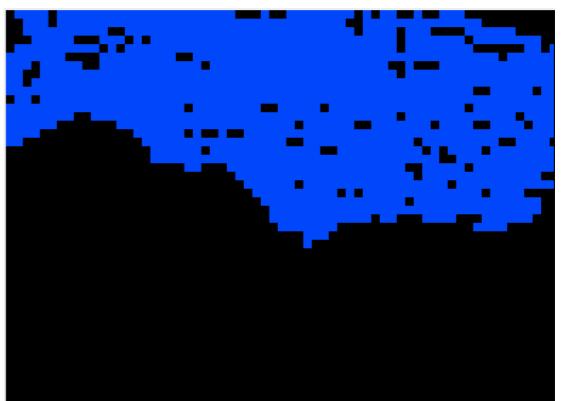
The contiguous zero values are found with a depth first traversal of image pixels. With the default stack size of the java jvm (the architecture is my laptop) the stack is small for the method frame of the dfs method when the number of pixels in the image is larger than about 870,000. Beyond that number of pixels, the runtime of the method dramatically increases. Image binning is performed to reduce the number of pixels to make a reasonable runtime. The image is down sized to a factor of a factor of 2 to result in nPixels < 870,000. Then the largest group of contiguous zero value pixels is found. The zero value points’ coordinates are then transformed back to the reference of the full size theta image and corrections for lower resolution are made.

This appears to result in a stable location of the sky.

scaled
theta



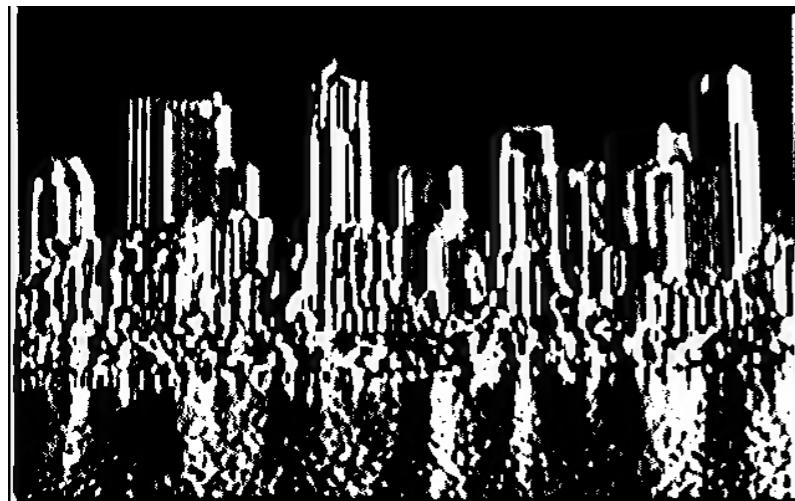
zero points
from down
scaled
image
upscaled
in blue



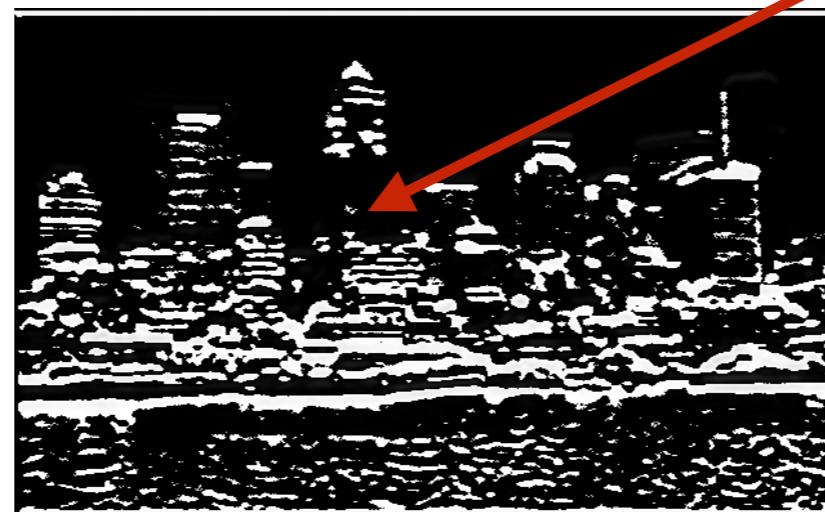
Note that skyscrapers with repetitive structure on the scale of combined convolution (approx the FWHM = $2.355 * \sqrt{2^2 + 0.5^2} = 6$ pixels) or any object w/such repetition can result in “blind spots” in the theta image and so they need to be removed from the sky points set using the color image before the sky point set is grown to larger boundaries.

Skyline Extraction

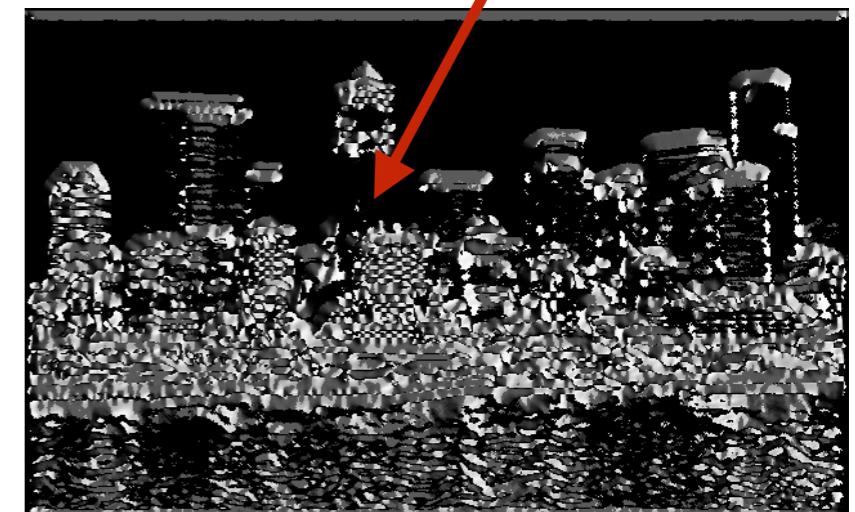
Here is an example of repetitive structure on the scale of combined convolution (approx the FWHM = $2.355 * \sqrt{2^2 + 0.5^2} = 6$ pixels) in a skyscraper that results in a gap in the y gradient image where there is an object in the color image.



gradient X



gradient Y



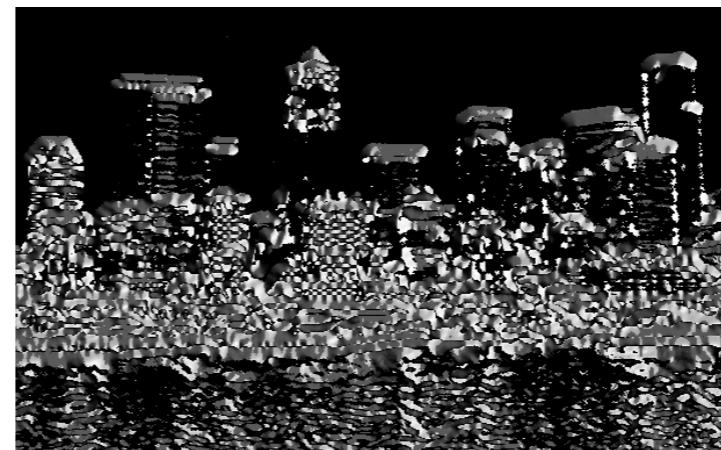
theta

Skyline Extraction

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(1) Seattle image: summary of stages so far

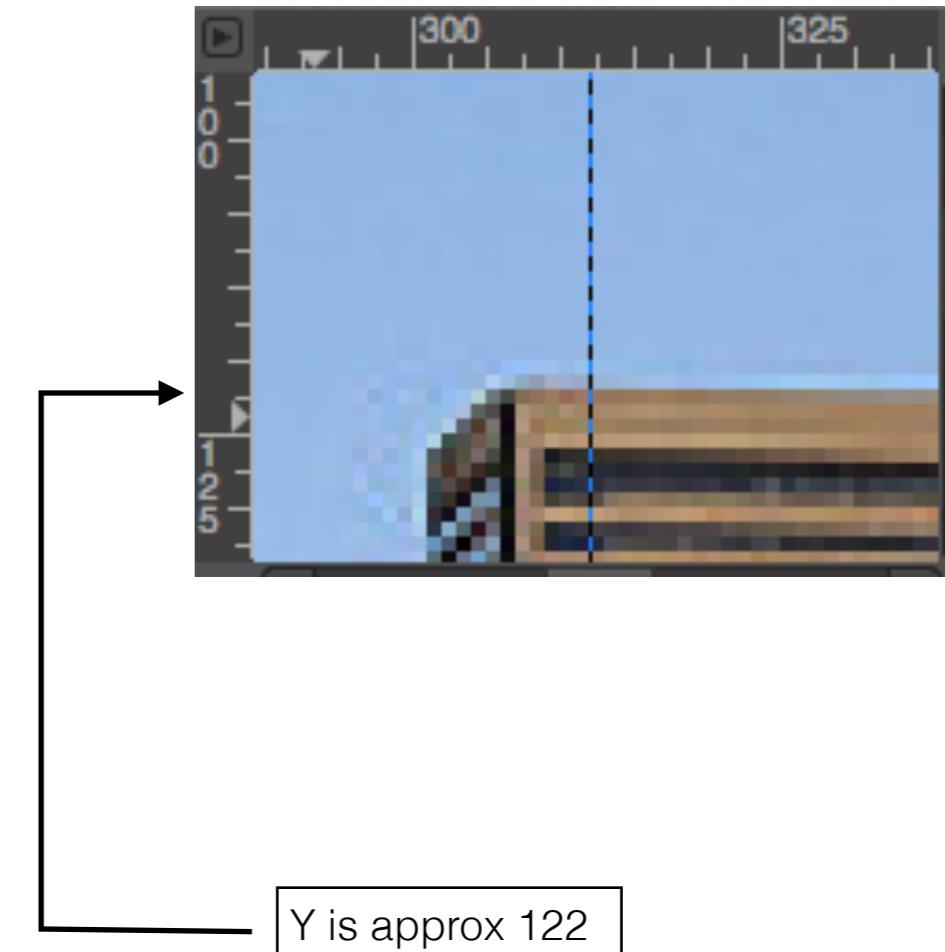
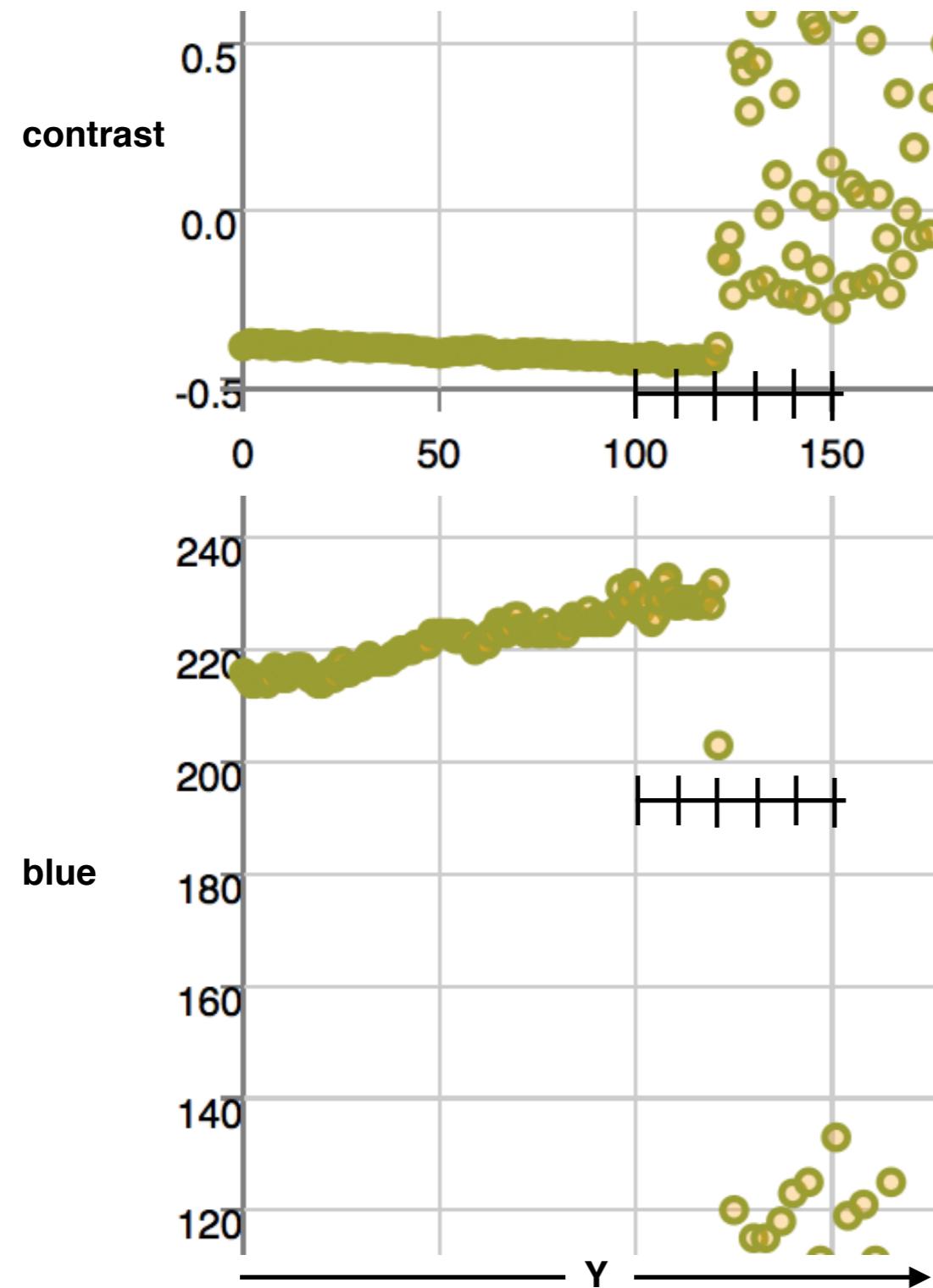
<https://www.flickr.com/photos/tdlucas5000/14177059903>



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(3) Growing the sky region to the skyline.



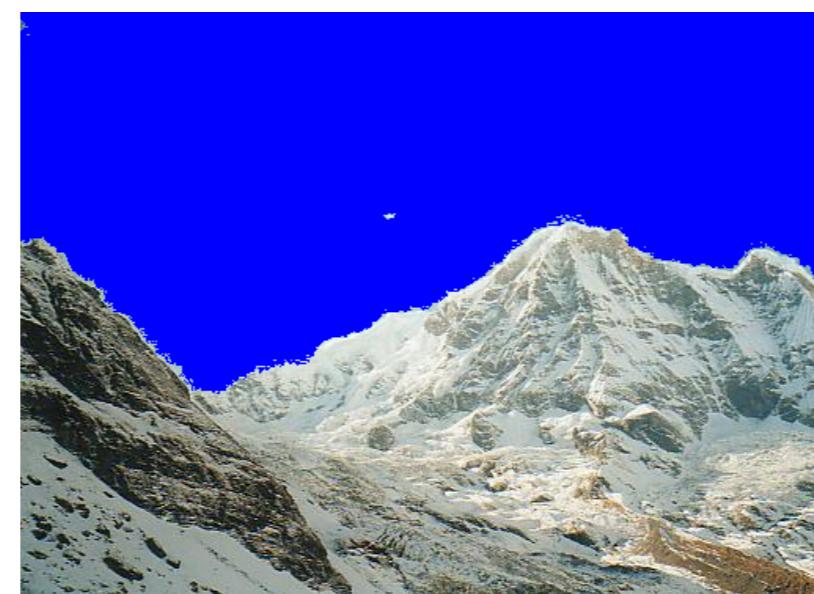
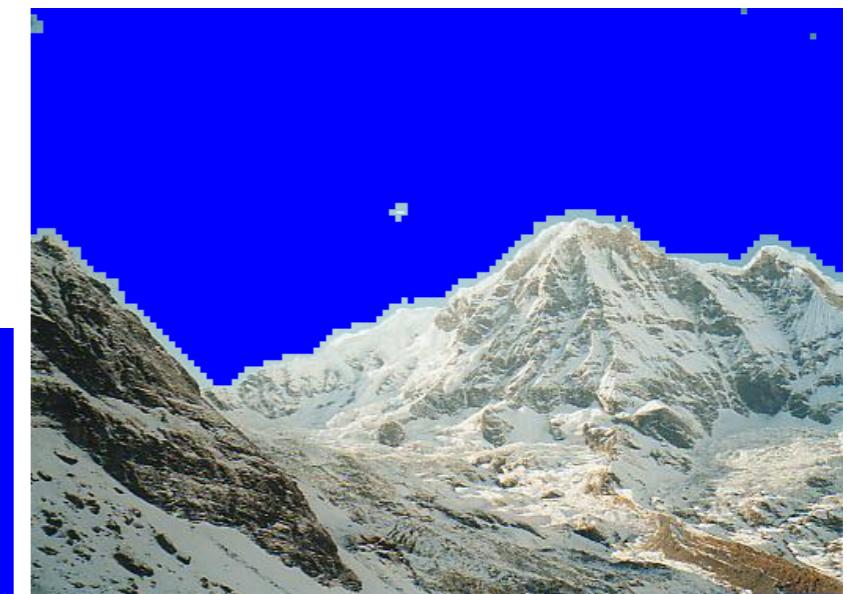
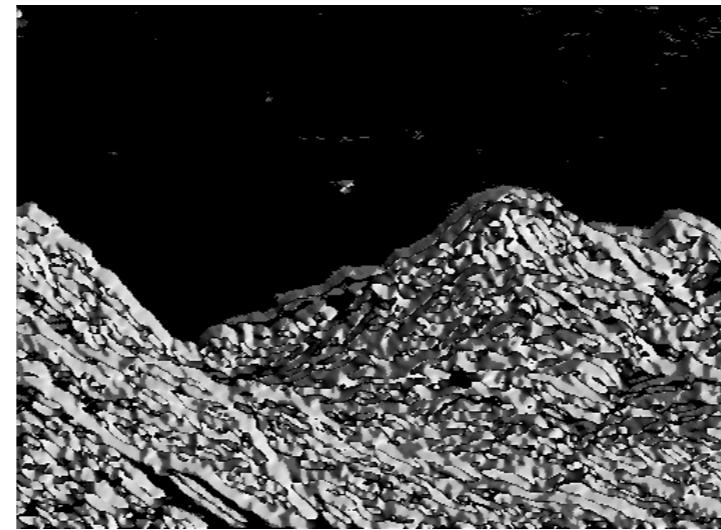
Looks like the distinguishing characteristic is:
for pixel to 8 neighbors the avg change in
contrast and blue.

boundary pixel has $d\text{Contrast} > \text{factor} * d\text{ContrastAvg}$ and $d\text{Blue} < \text{factor} * d\text{BlueAvg}$, the candidate should not be added.

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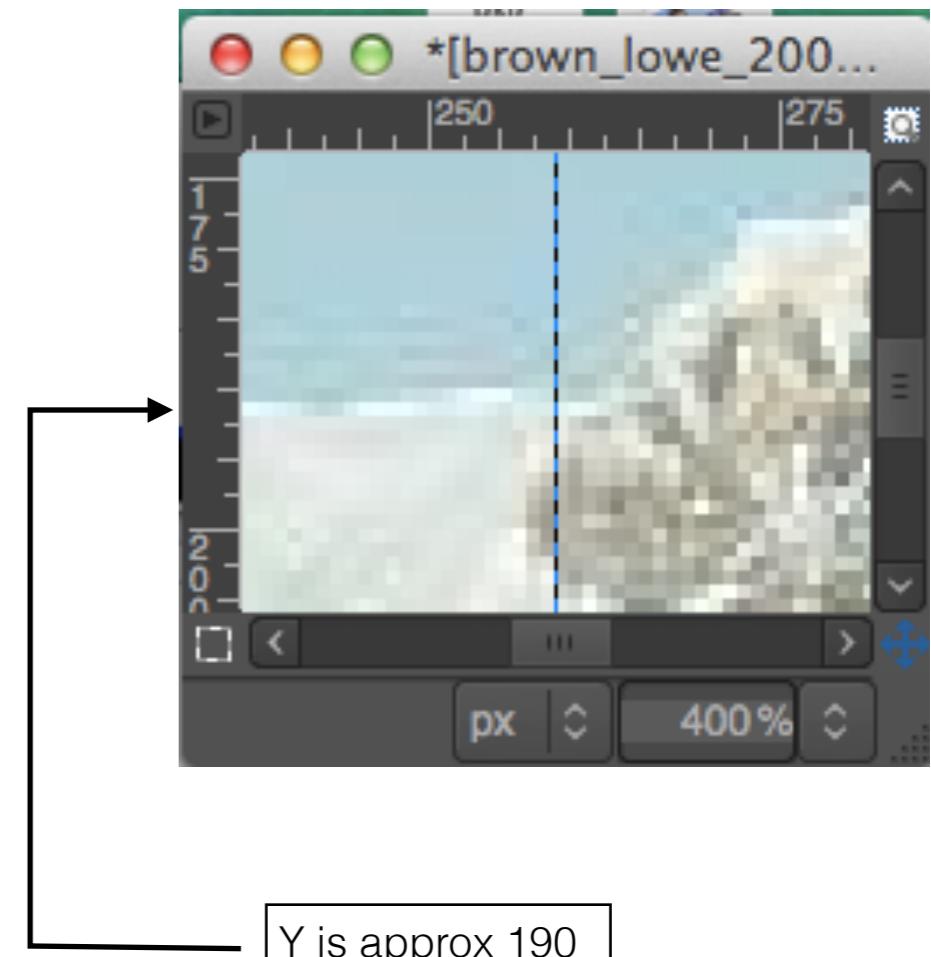
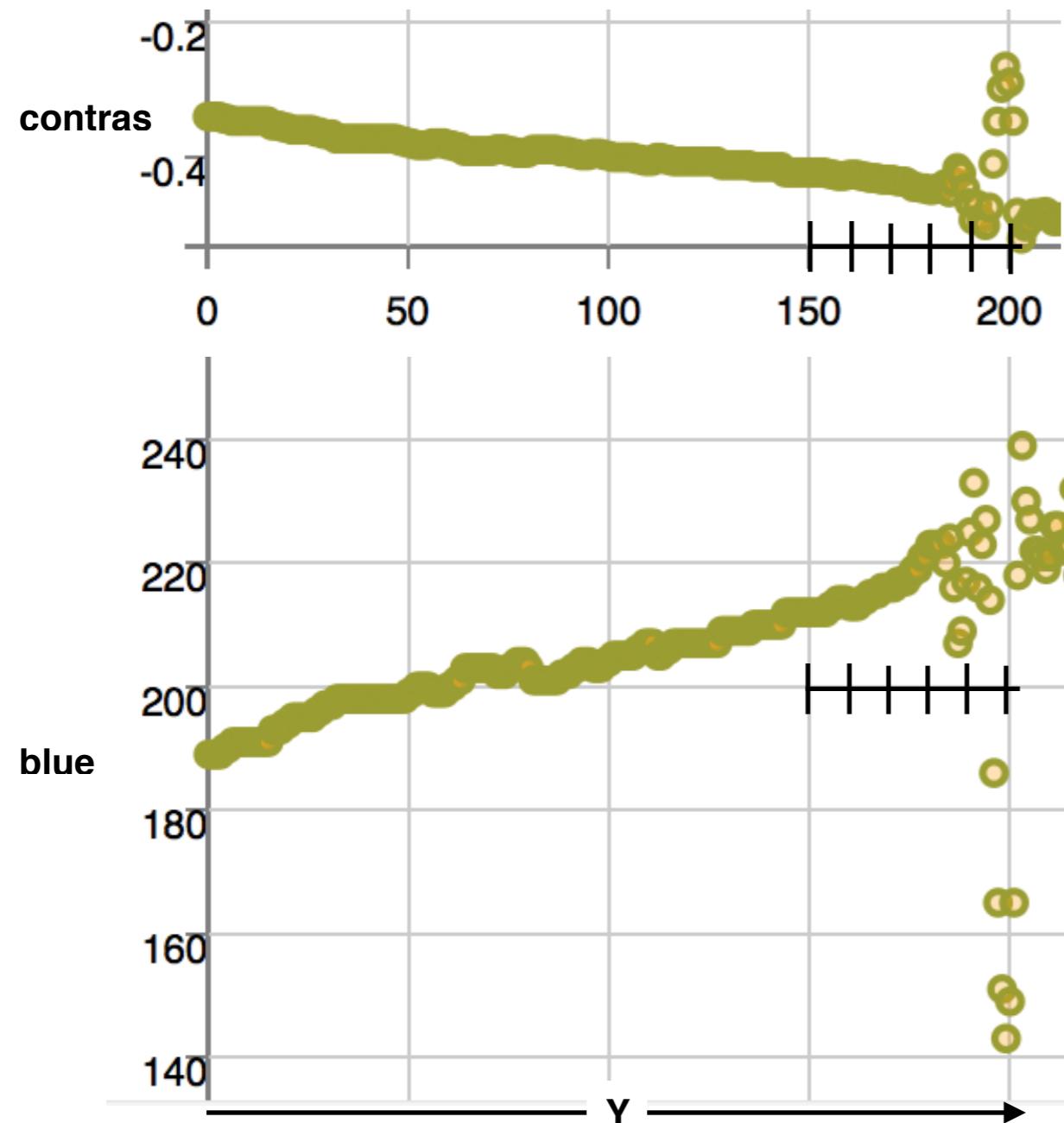
(1) Brown & Lowe 2003 image: summary of stages so far



Skyline Extraction

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(3) Growing the sky region to the skyline.



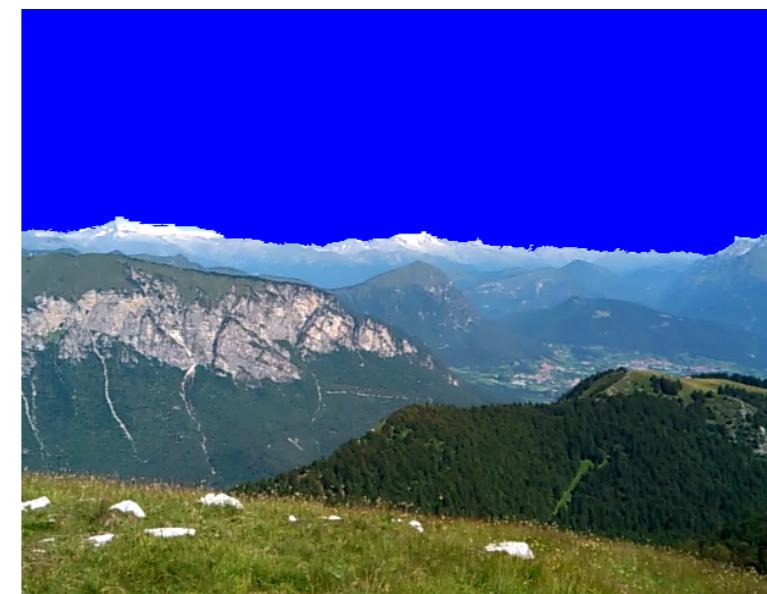
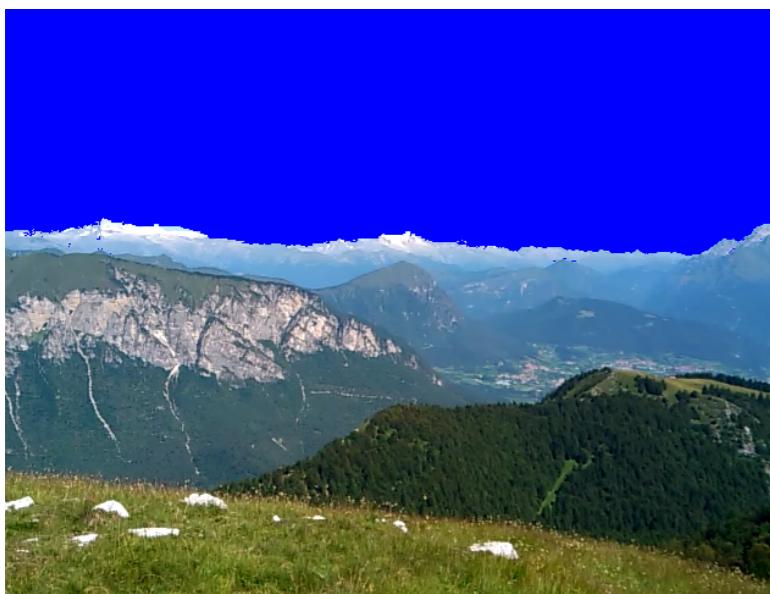
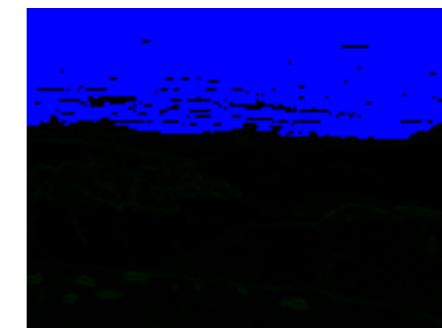
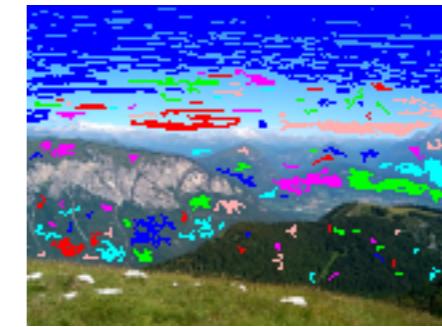
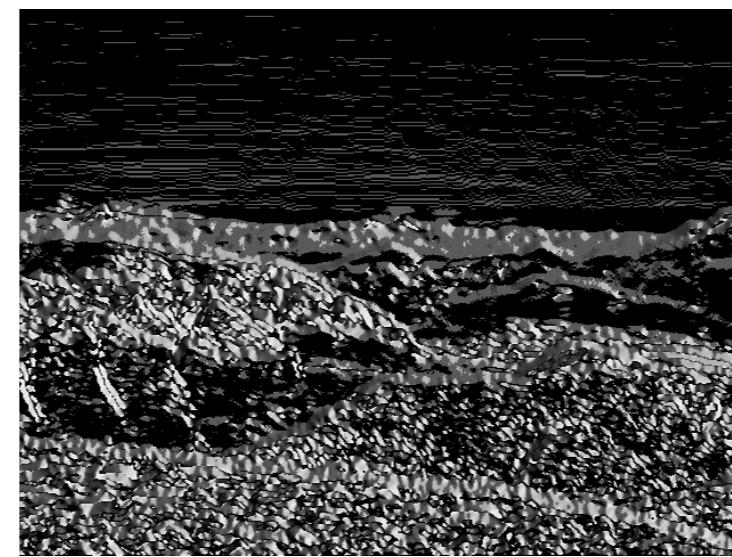
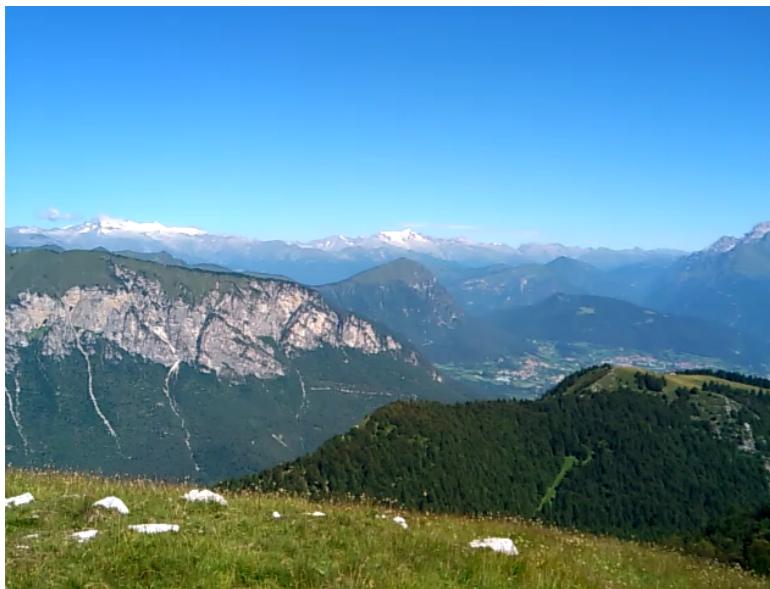
boundary pixel has $dContrast > factor * dContrastAvg$ and $dBlue < factor * dBlueAvg$, the candidate should not be added.

Skyline Extraction

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(1) Venturi mountain image: summary of stages so far

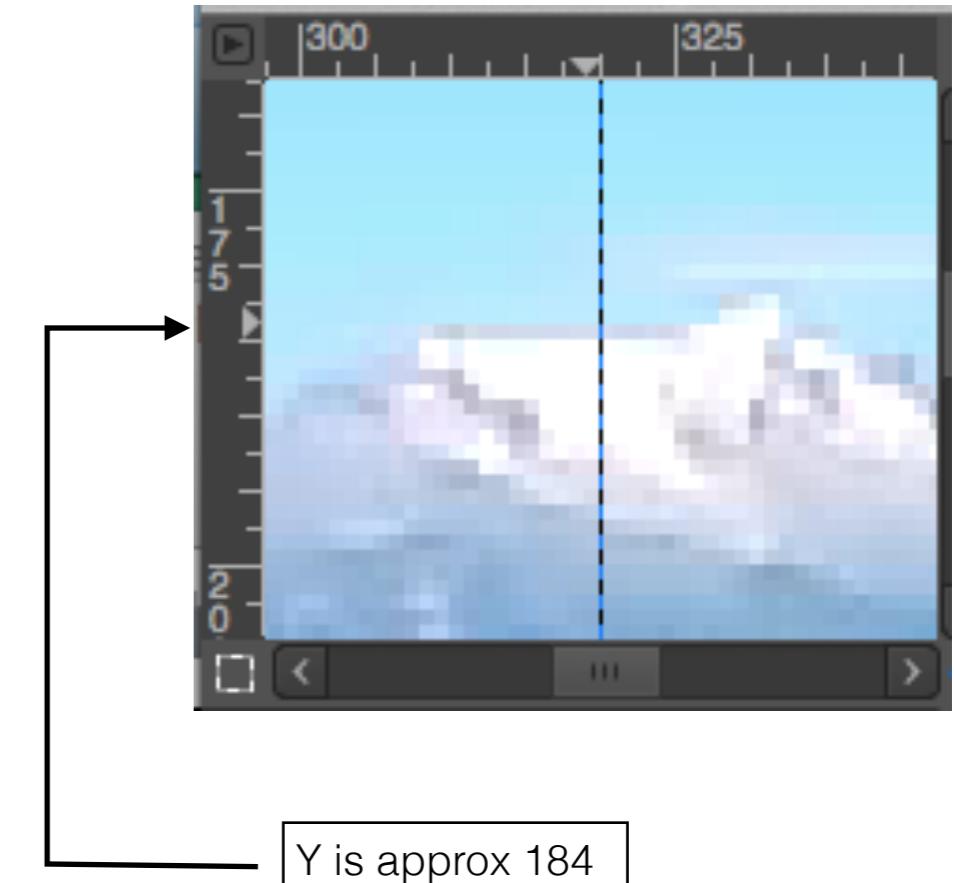
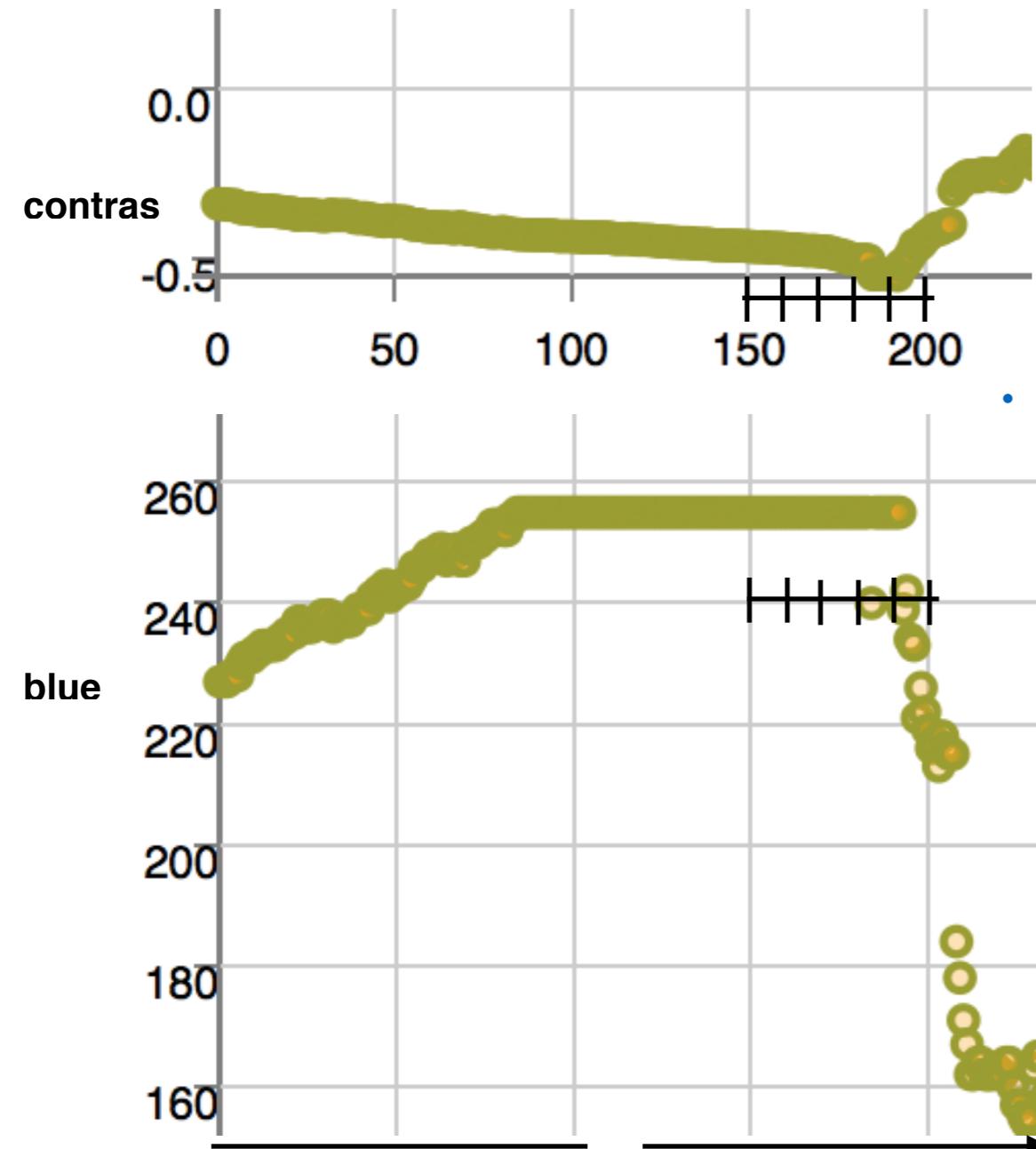
<https://venturi.fbk.eu/results/public-datasets/mountain-dataset/>



Skyline Extraction

Not Finished... in progress

(3) Growing the sky region to the skyline.



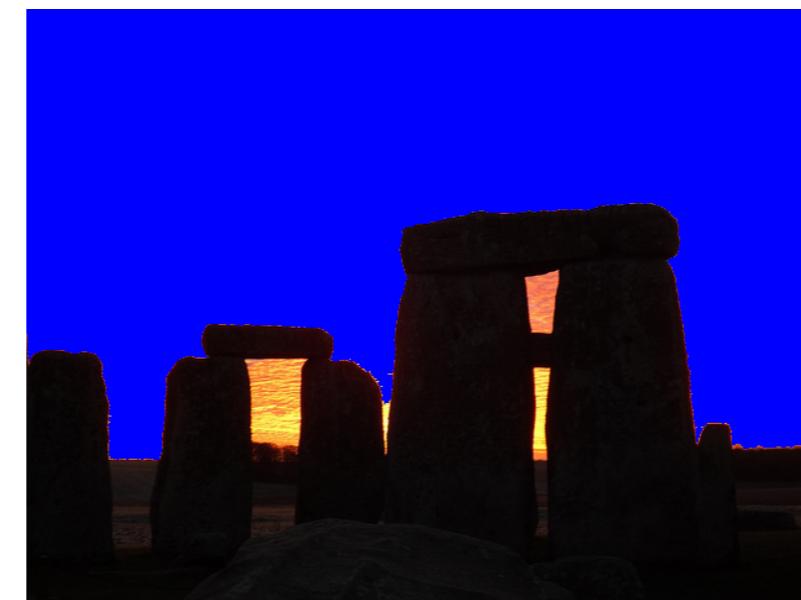
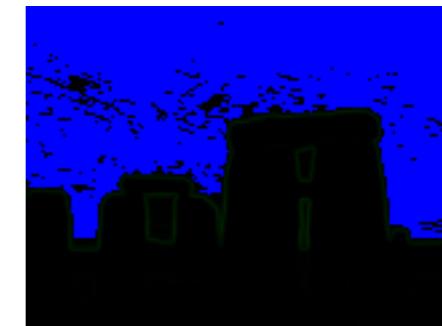
boundary pixel has $dContrast > factor * dContrastAvg$ and $dBlue < factor * dBleAvg$, the candidate should not be added.

Skyline Extraction

Not Finished... in progress

(1):.summary of stages so far

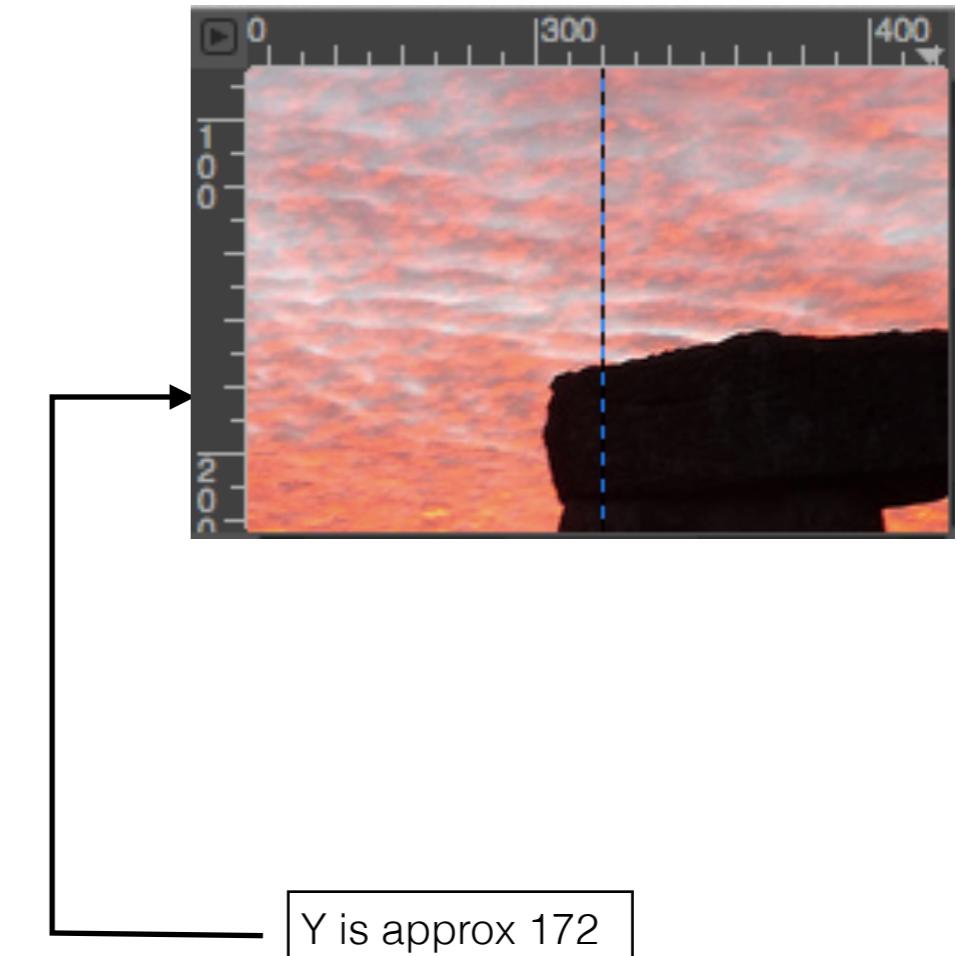
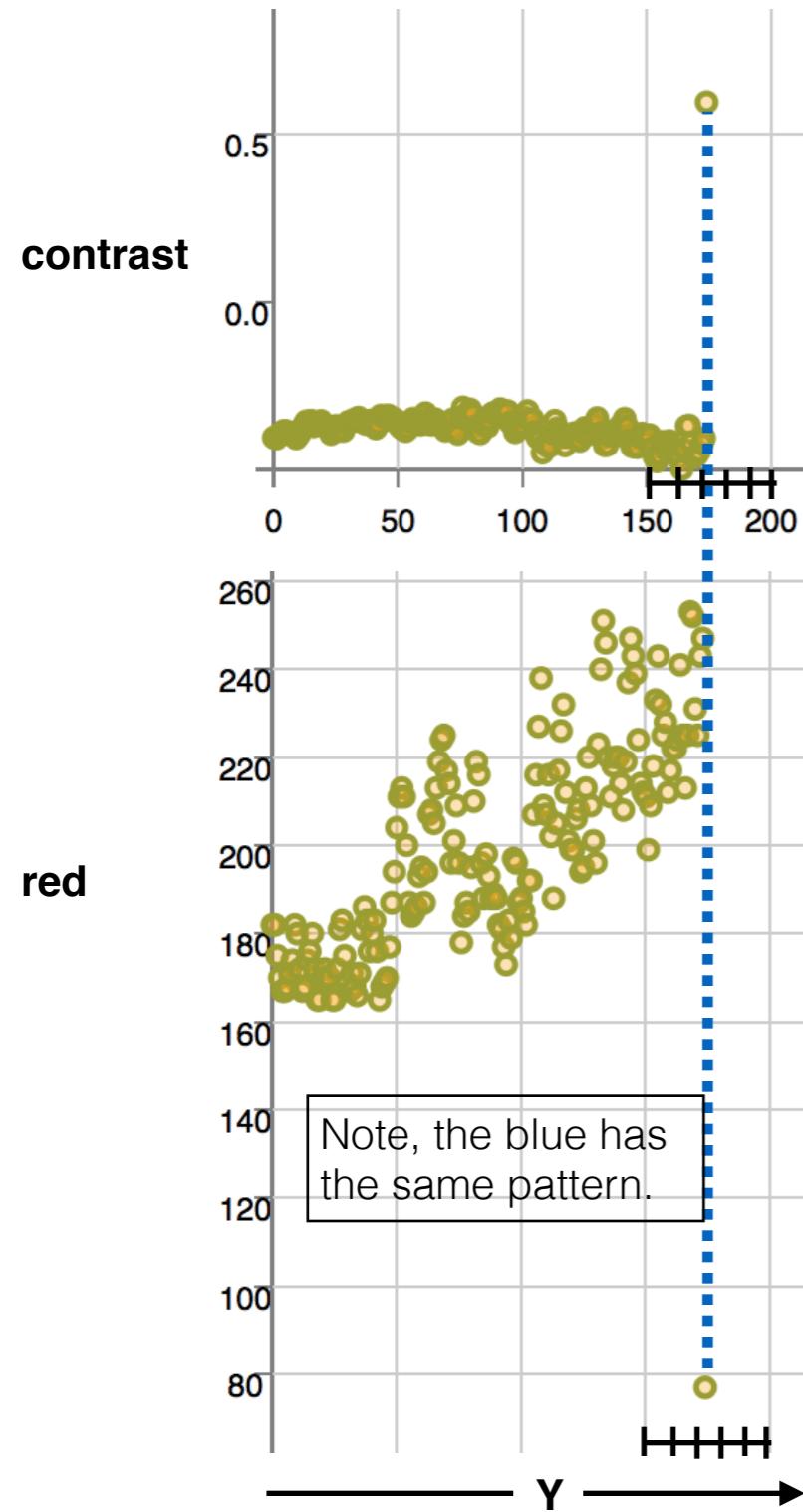
<https://www.flickr.com/photos/stonehenge-stone-circle/11774684414/>



Skyline Extraction

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(3) Growing the sky region to the skyline.



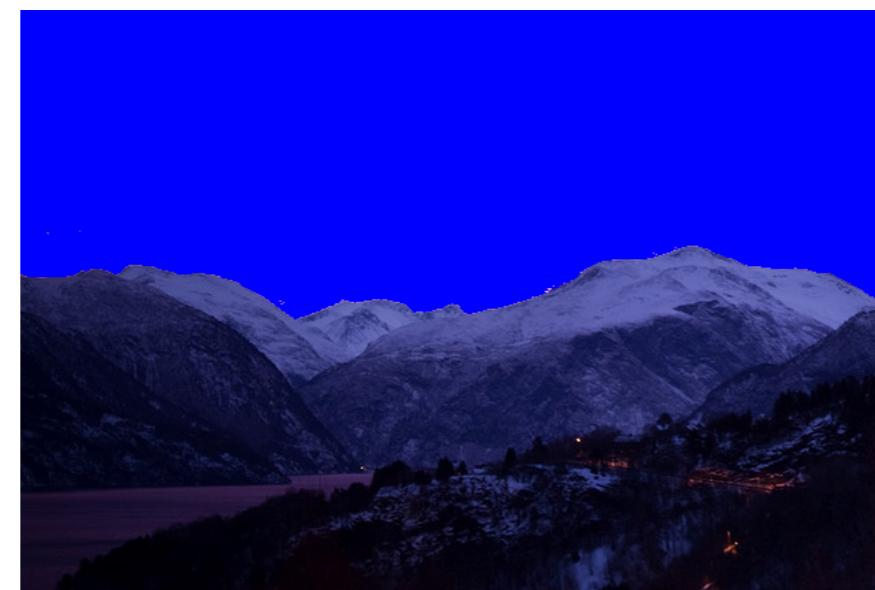
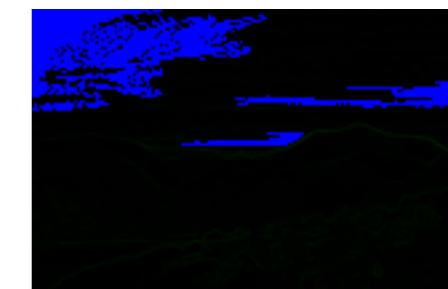
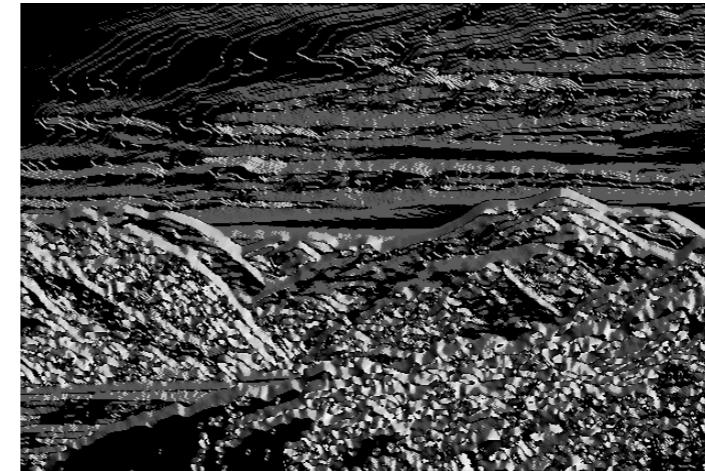
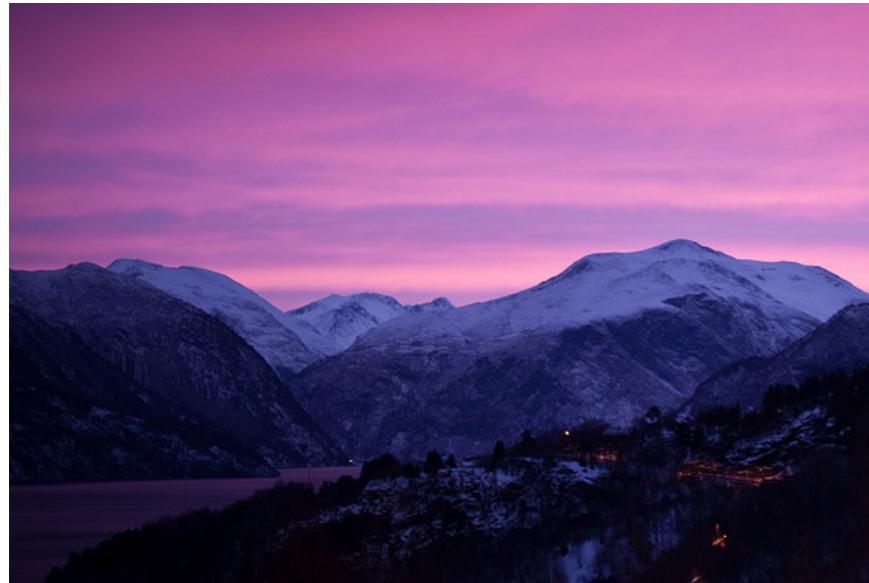
boundary pixel has $dContrast > factor * dContrastAvg$ and $dRed < factor * dRedAvg$, the candidate should not be added.

Skyline Extraction

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(1) ::summary of stages so far

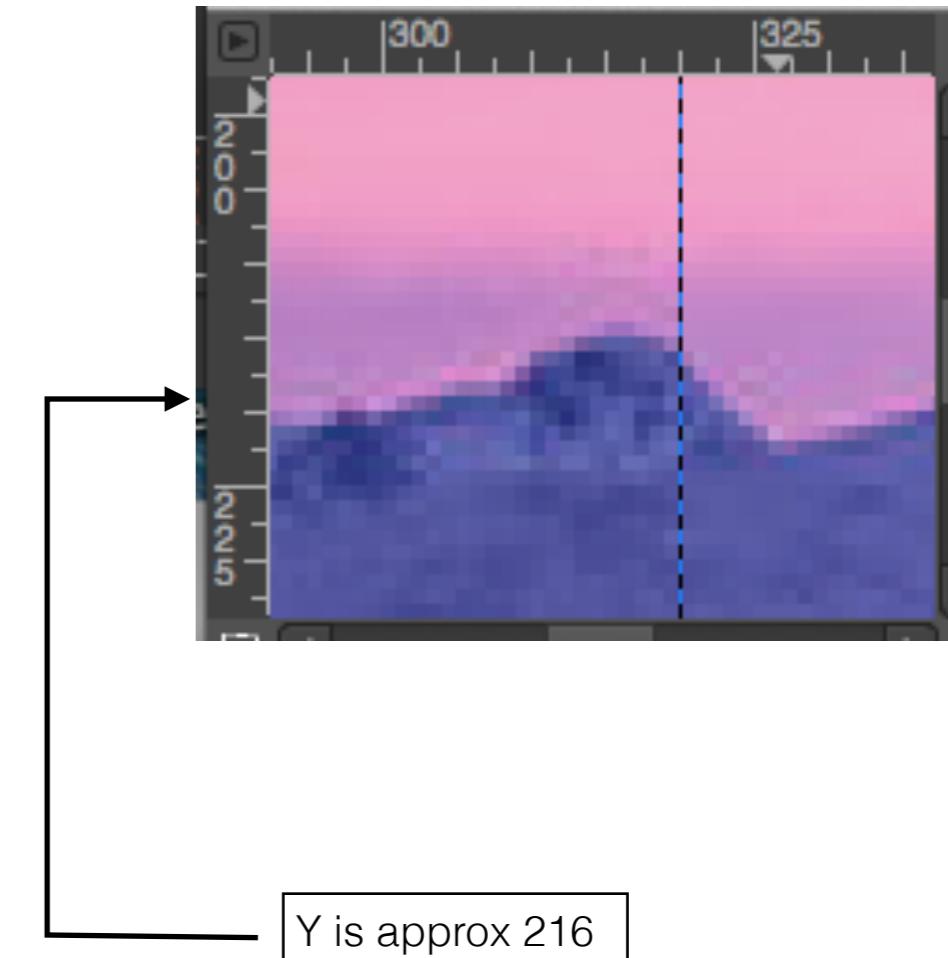
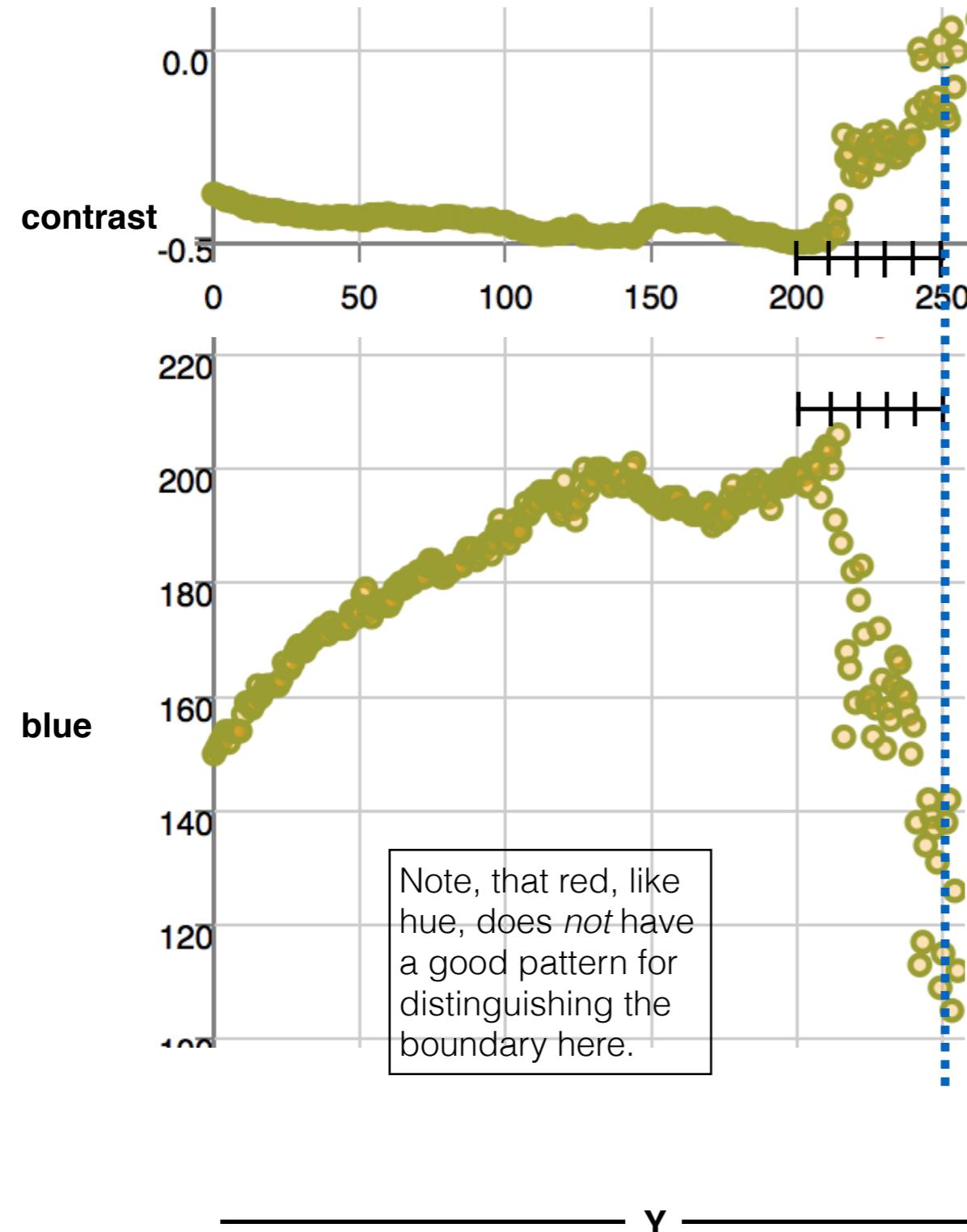
<https://www.flickr.com/photos/jvikphoto/4305855415>



Skyline Extraction

Not Finished... in progress

(3) Growing the sky region to the skyline.



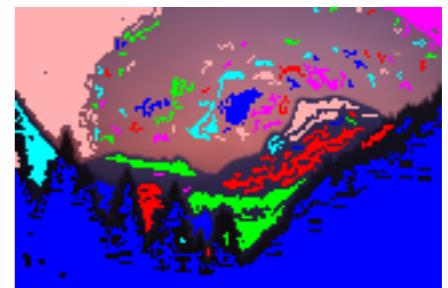
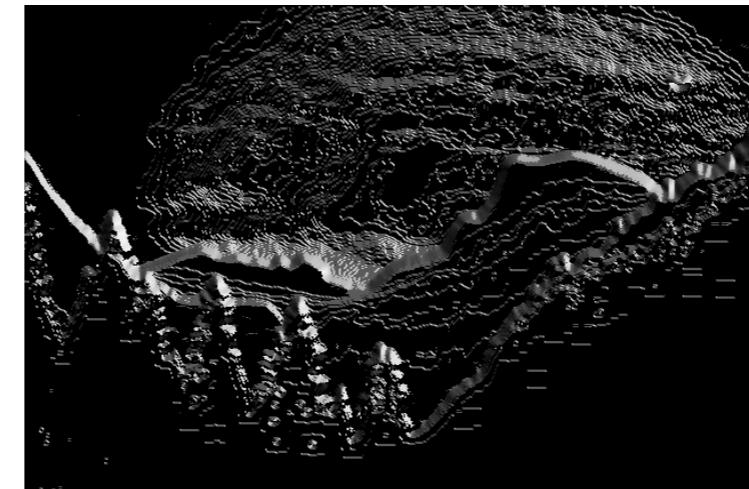
boundary pixel has $dContrast > factor * dContrastAvg$ and $dBlue < factor * dBleAvg$, the candidate should not be added.

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(1) ::summary of stages so far

<https://www.flickr.com/photos/7147684@N03/919374354>



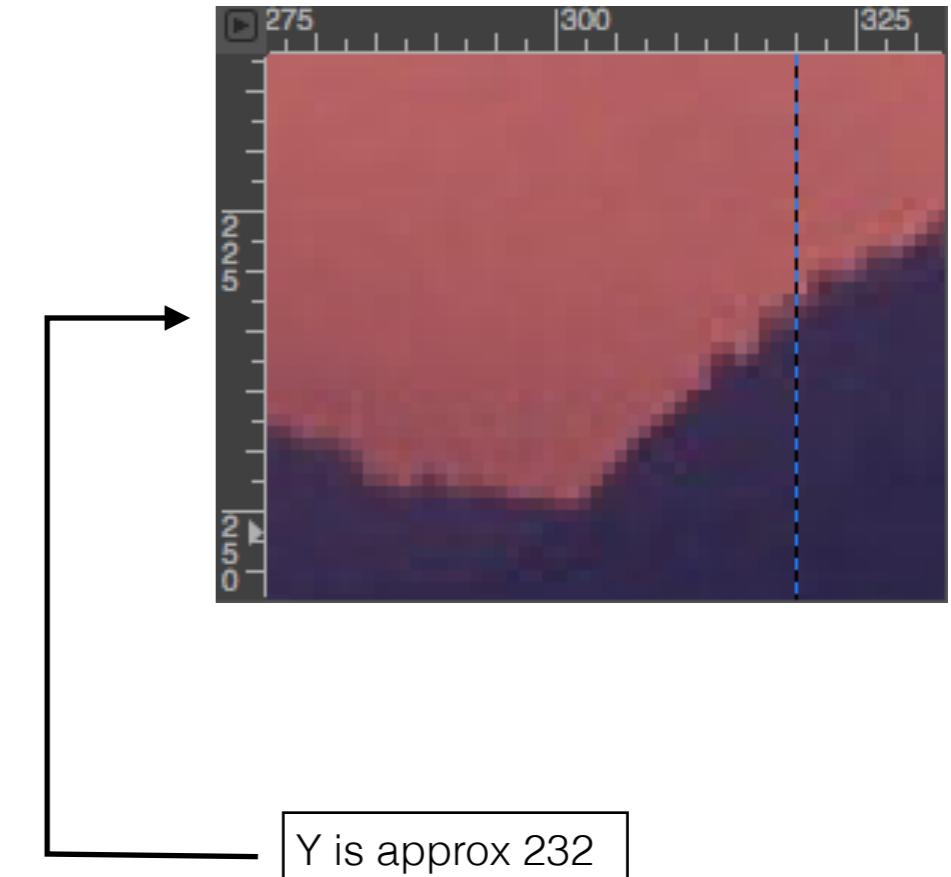
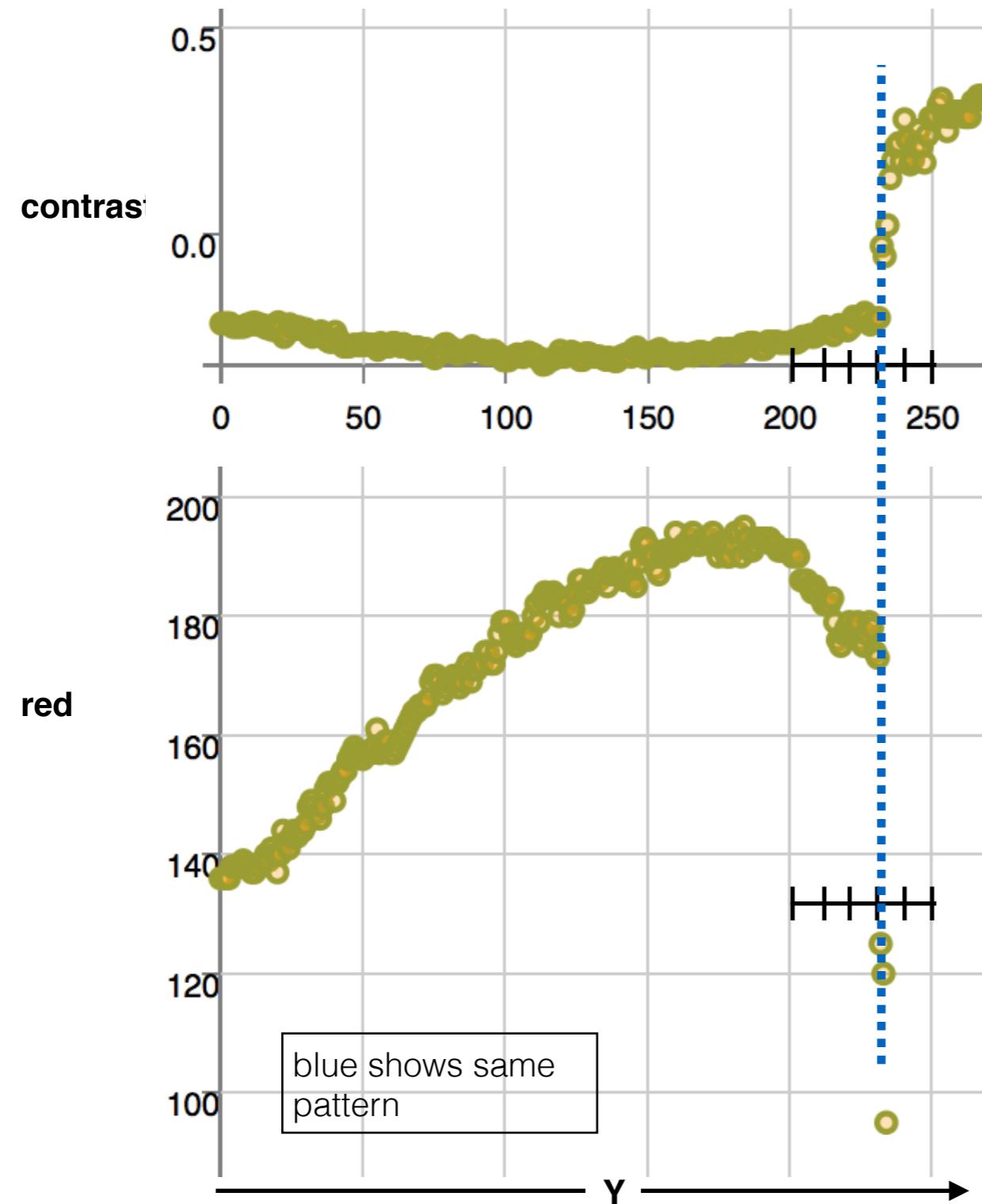
also, see PeakFinder <http://www.peakfinder.org/?lat=37.7511&lng=-119.5215&ele=2365&name=37°45'N%20119°32'W>



Skyline Extraction

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(3) Growing the sky region to the skyline.



boundary pixel has $dContrast > factor * dContrastAvg$ and $dRed < factor * dRedAvg$, the candidate should not be added.

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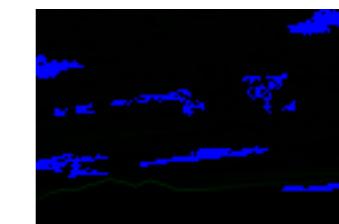
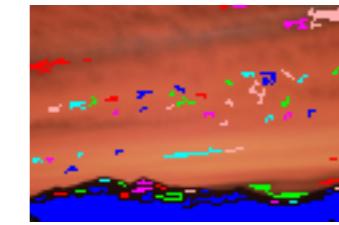
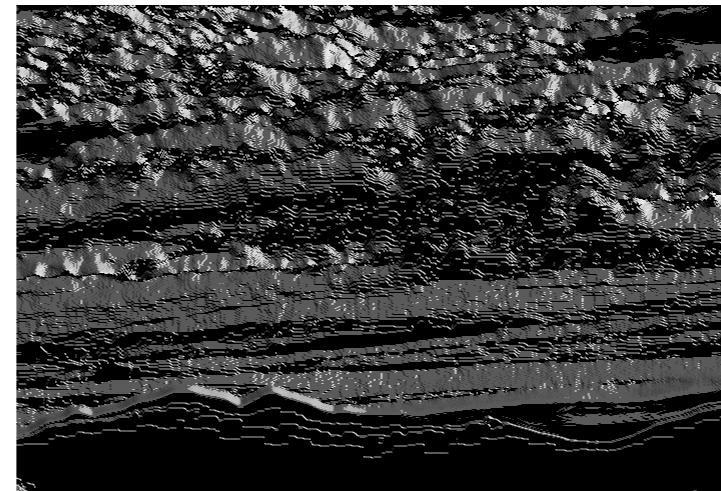
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(1) ::summary of stages so far

<http://www.public-domain-image.com/nature-landscapes-public-domain-images-pictures/sunrise-public-domain-images-pictures/new-mexico-sunrise.jpg.html>



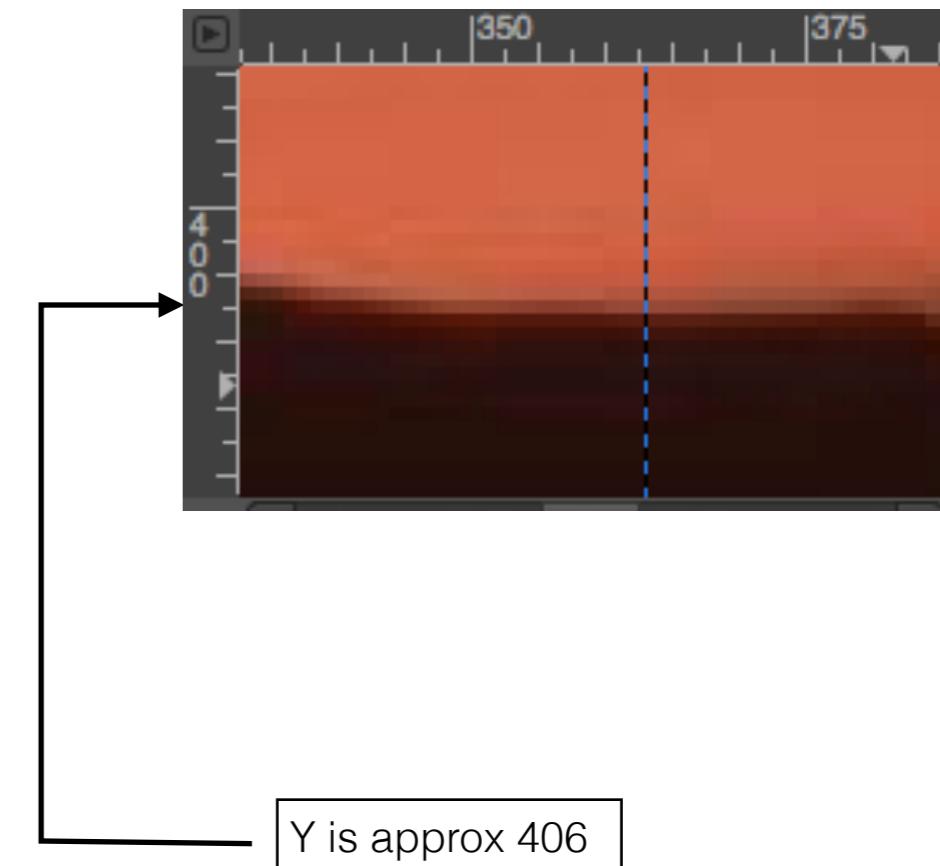
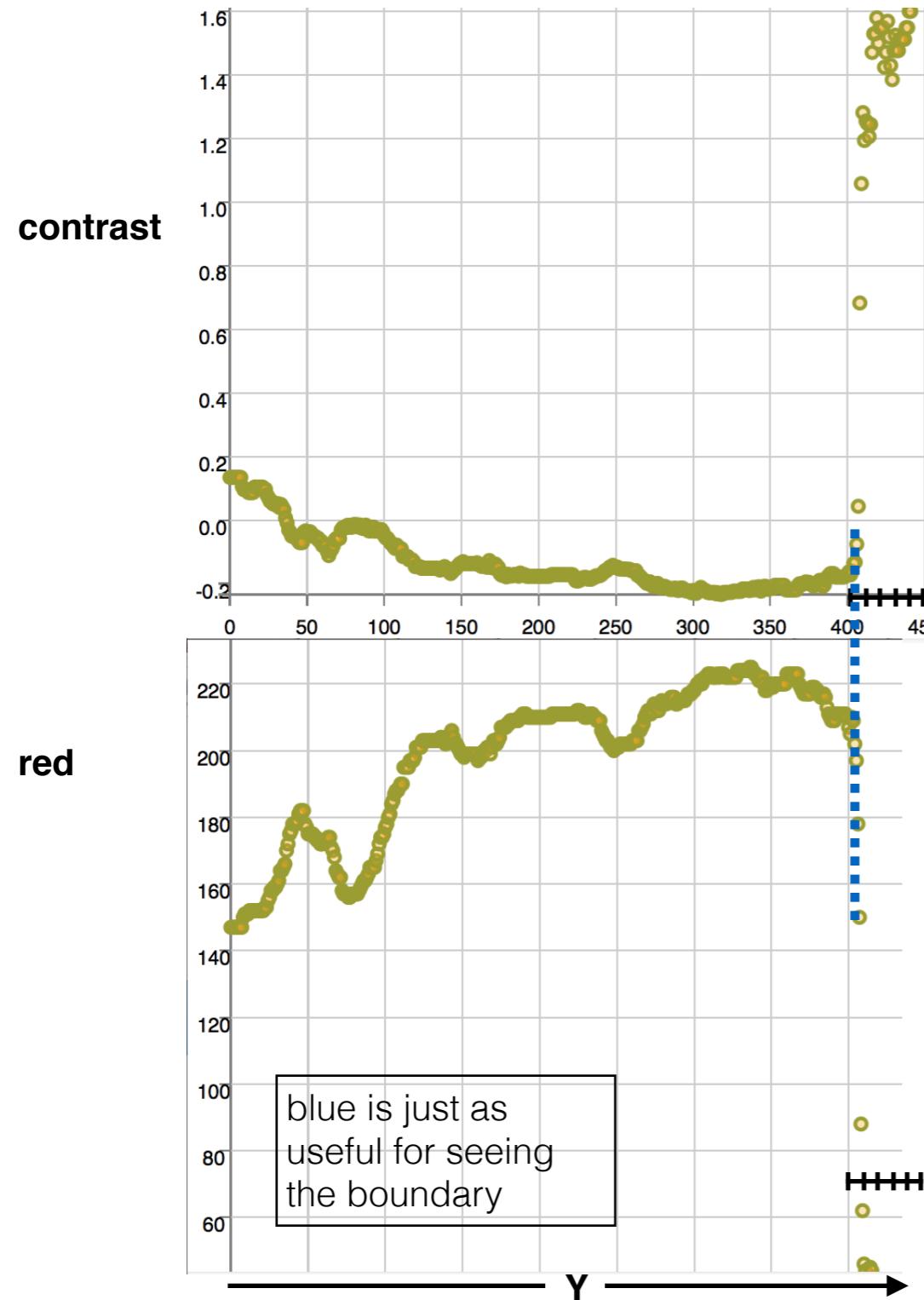
Y



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(3) Growing the sky region to the skyline.

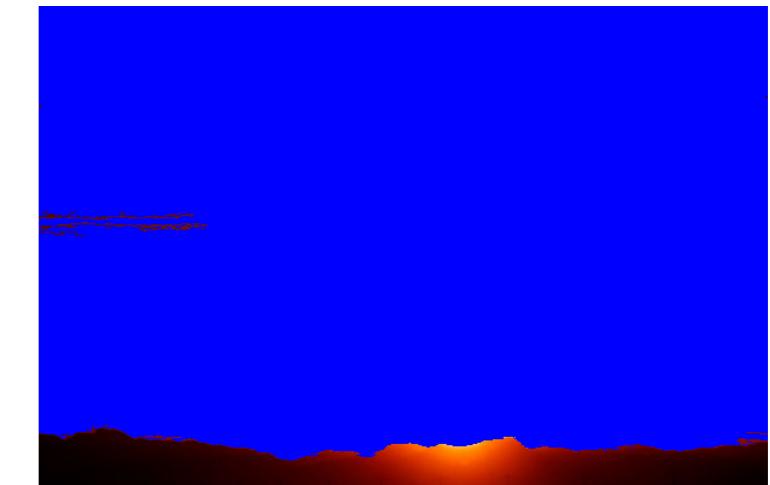
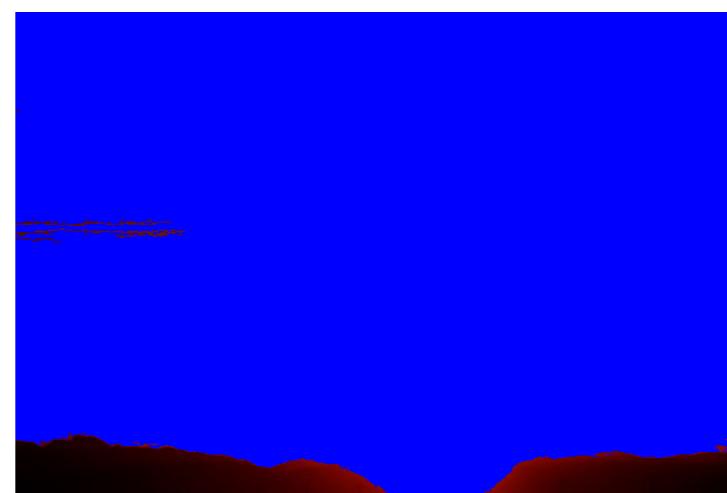
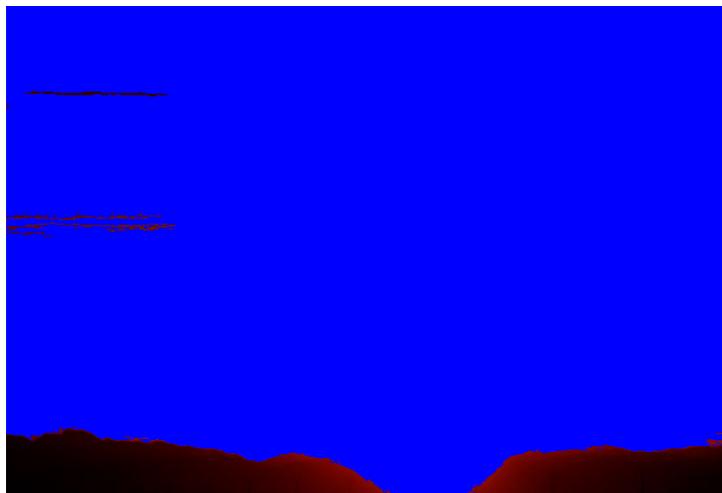
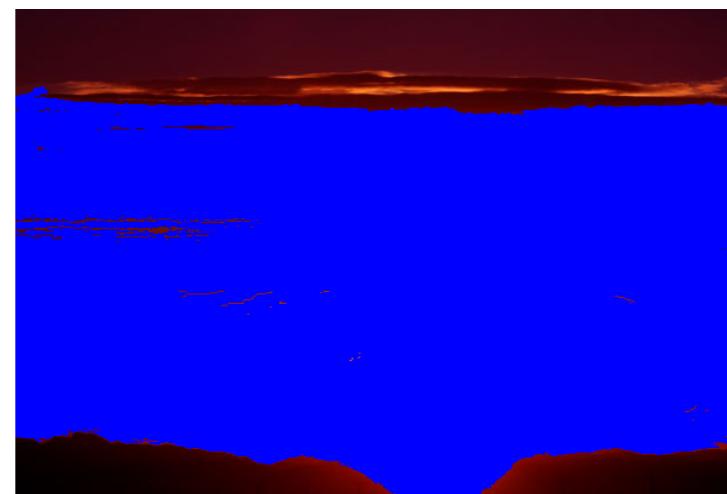
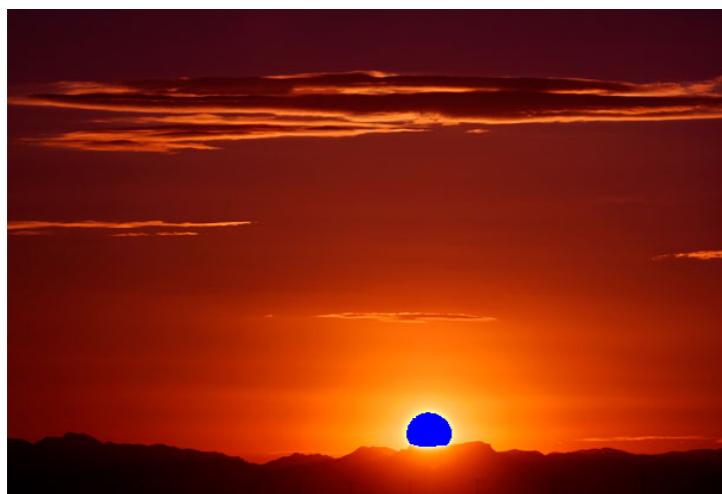
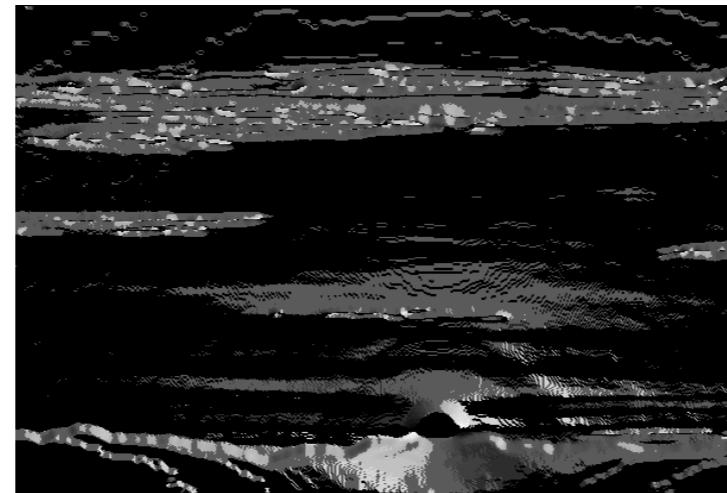


boundary pixel has $dContrast > factor * dContrastAvg$ and $dRed < factor * dRedAvg$, the candidate should not be added.

Skyline Extraction

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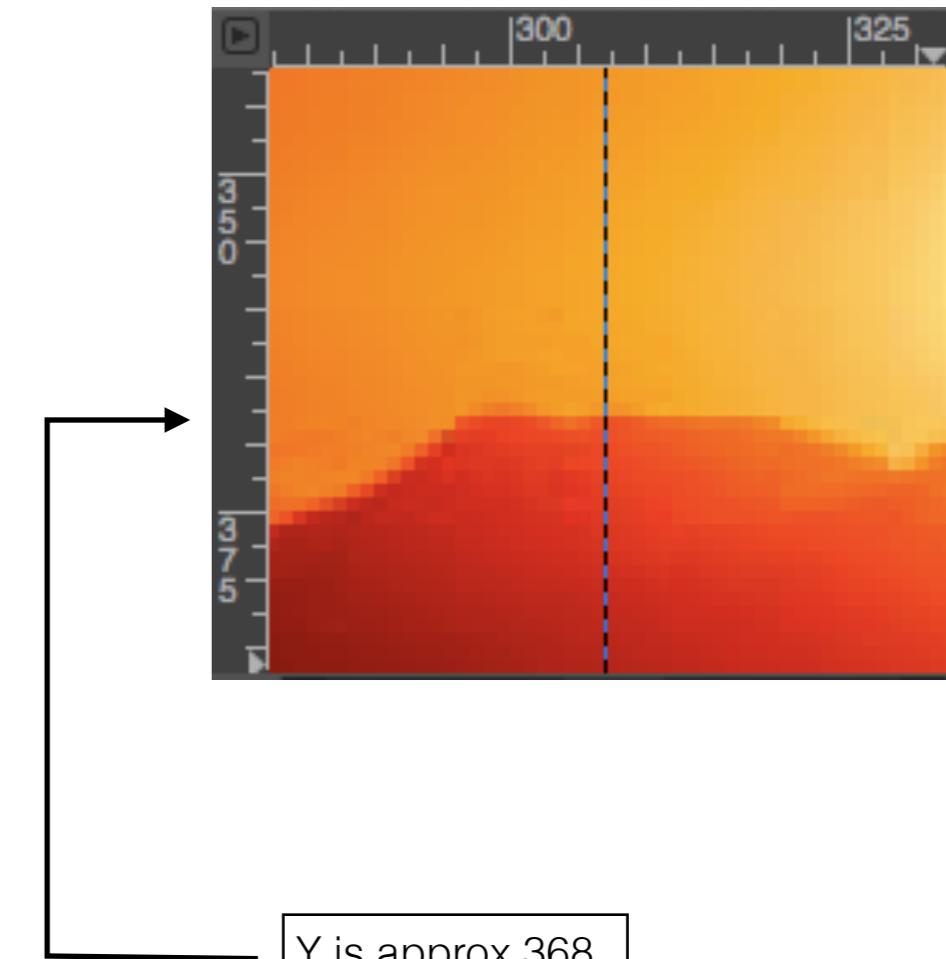
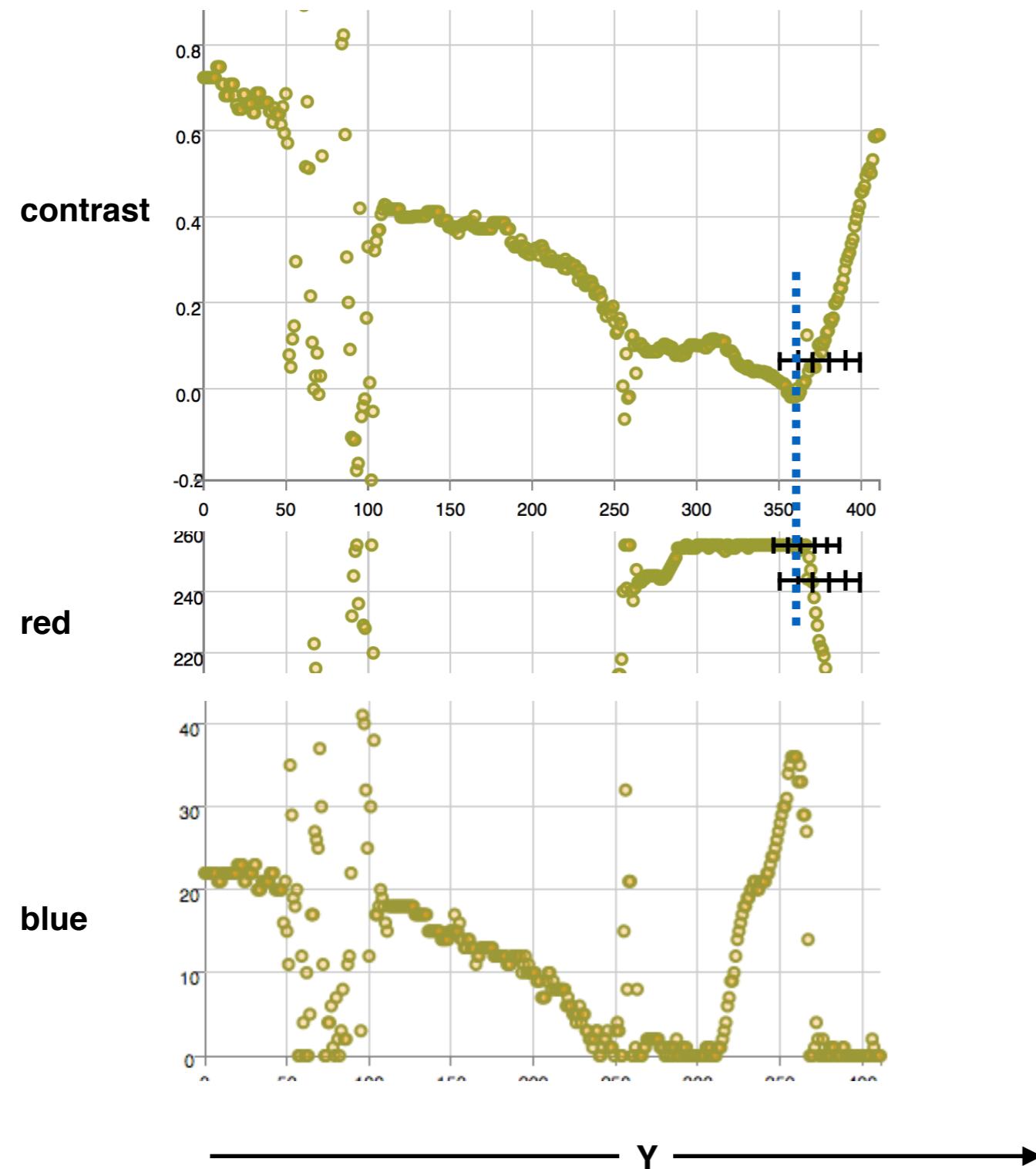
(1) ::summary of stages so far



Skyline Extraction

Not Finished... in progress

(3) Growing the sky region to the skyline.

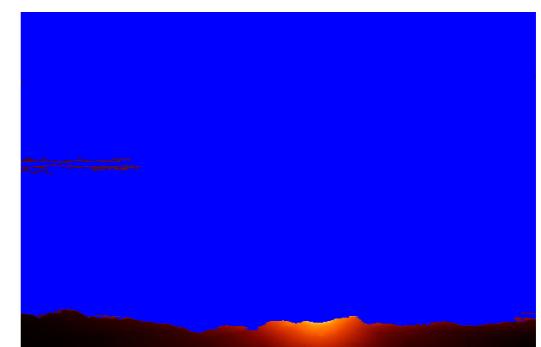
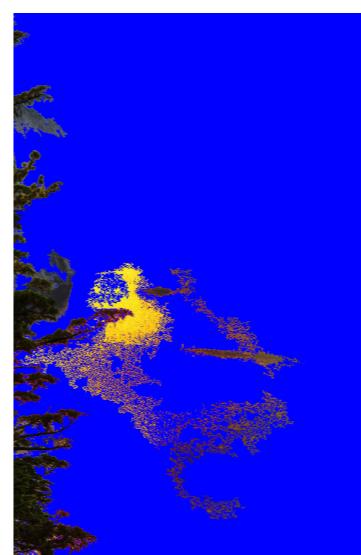


boundary pixel has $dContrast > factor * dContrastAvg$ and $dRed < factor * dRedAvg$, the candidate should not be added.

Skyline Extraction

Not Finished... in progress

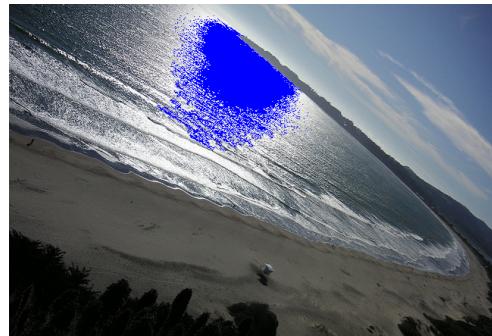
(5) **continued** find clouds and grow sky (*only implemented for red sky so far, and not finished for that yet*)



Skyline Extraction

Not Finished... in progress

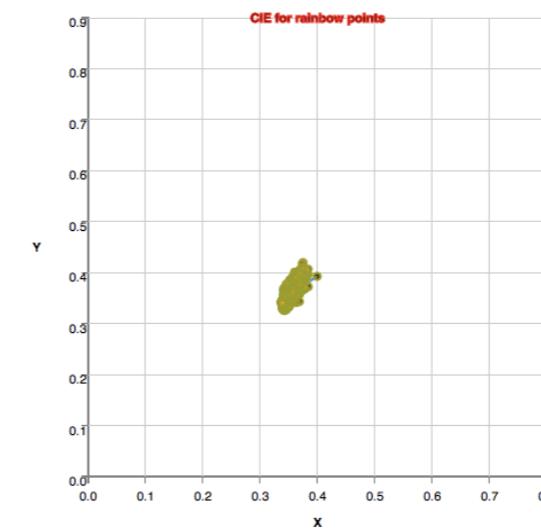
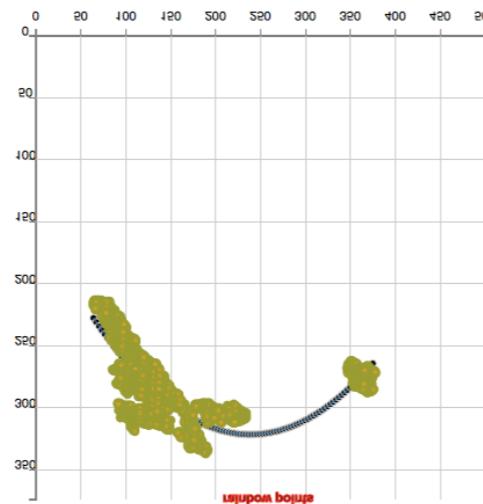
(6) **find sun**



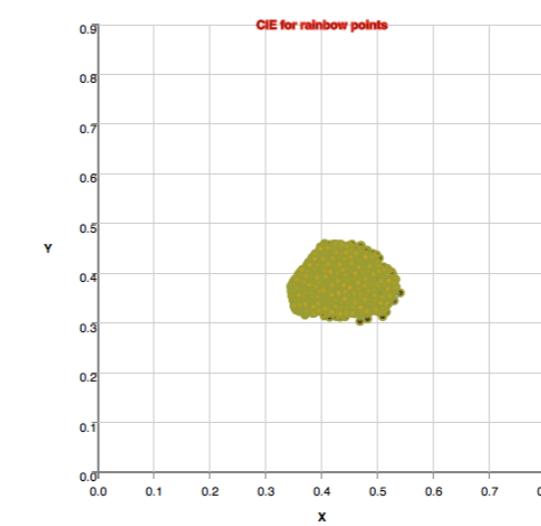
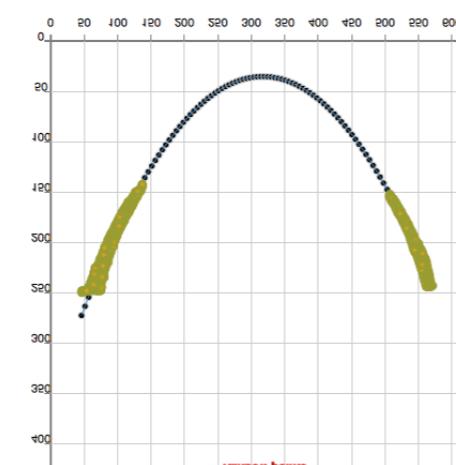
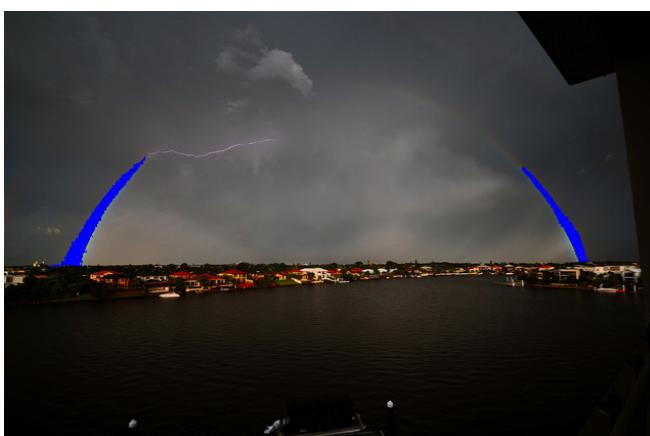
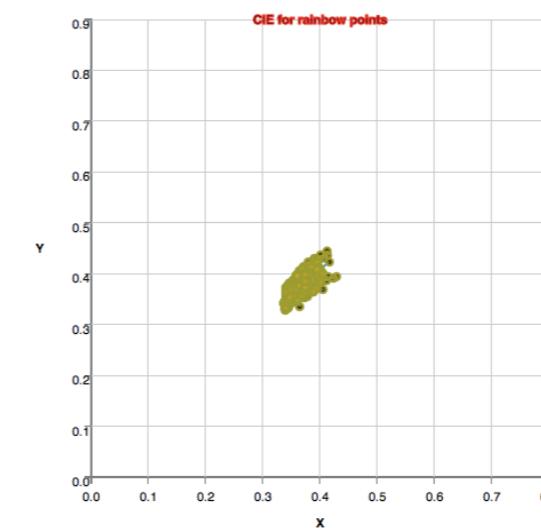
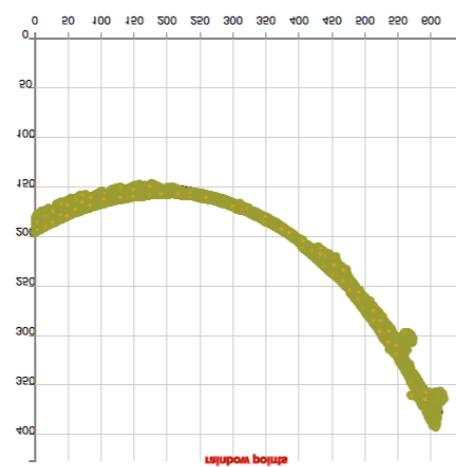
Skyline Extraction

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(6.b) **find rainbows**, but only if sun is not found. Finds points within color polygons of the CIE 1931 xy chromaticity, then uses 2nd order polynomial fits to filter points spatially, then further filters by missing colors.



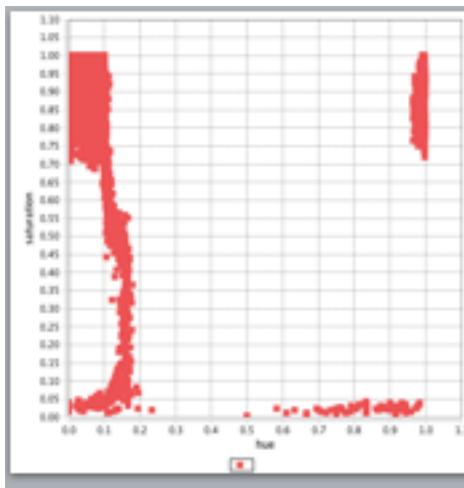
missing CIE 1931
chromaticity $x > 0.4$ and $y < 0.3$,
so not a rainbow



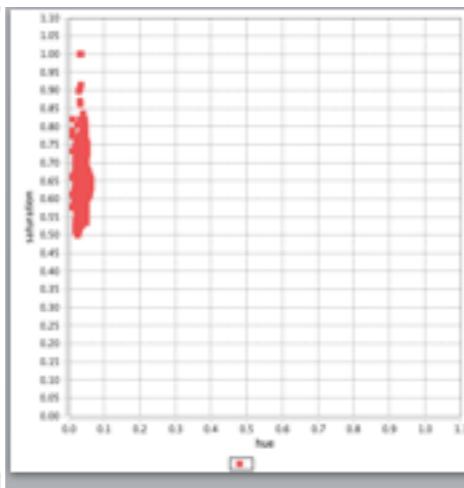
hue vs saturation for sky pixels

Not Finished... in progress

cloudy

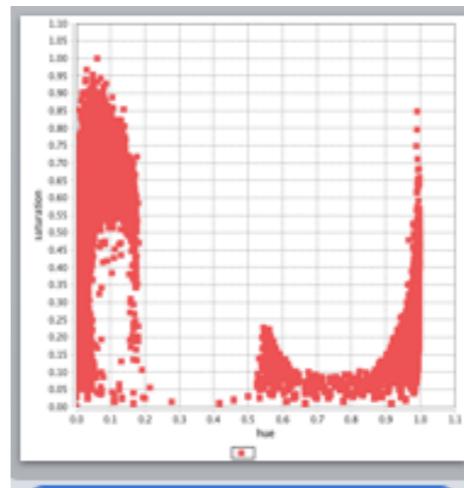


az543394259.png

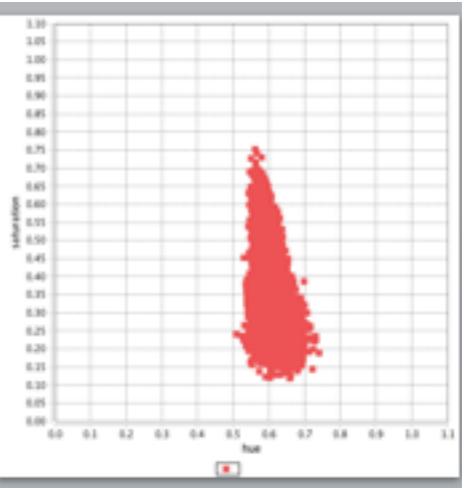


nm542817700.png

caveat is NM, where one would want to then see that CIE x is wide and the range of brightness is very large OR a wide flat blue histogram

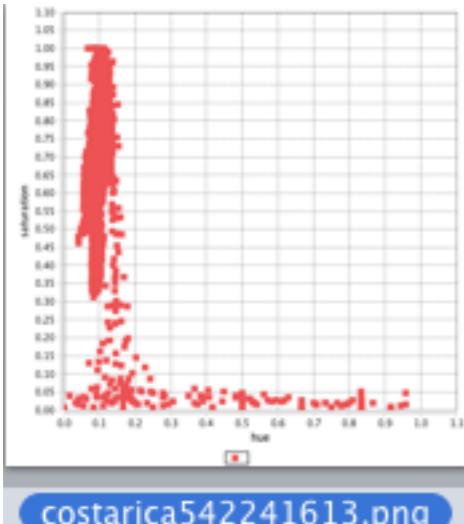


stonehenge541295809.png

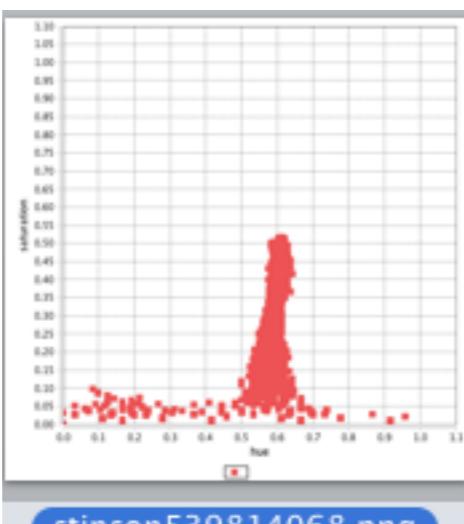


sanjose540120787.png

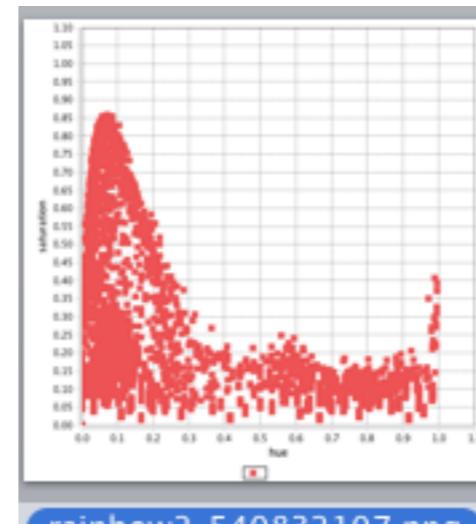
cloudy



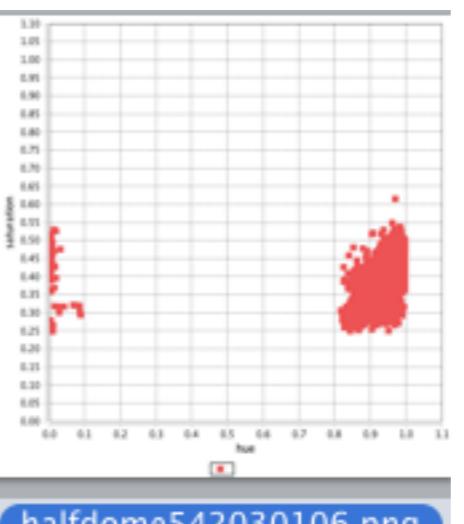
costarica542241613.png



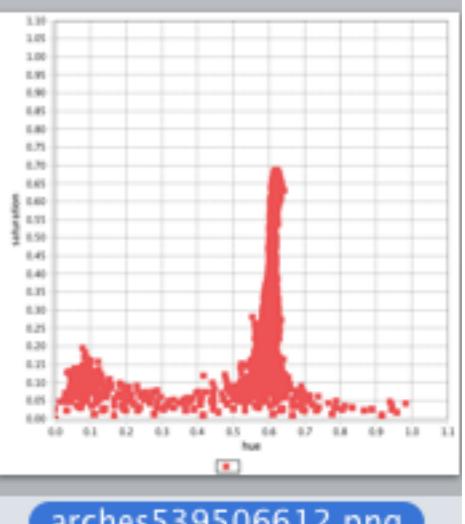
stinson539814068.png



rainbow2_540832107.png



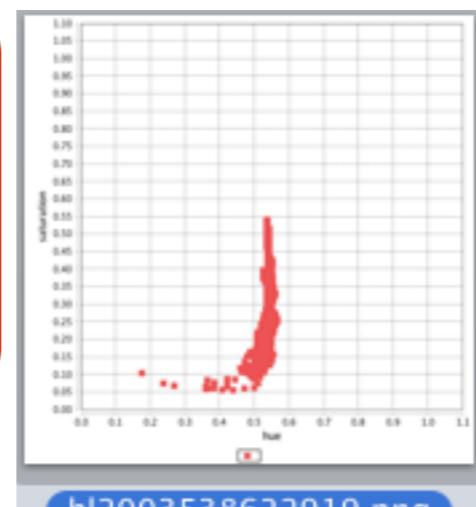
halfdome542030106.png



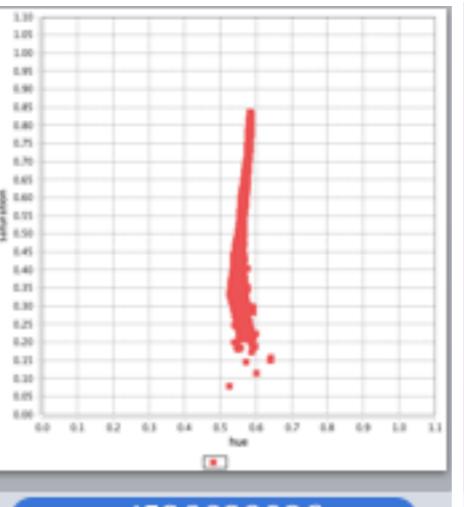
arches539506612.png

cannot see clear indicator of clouds w/ these alone. would need to include spatial information...

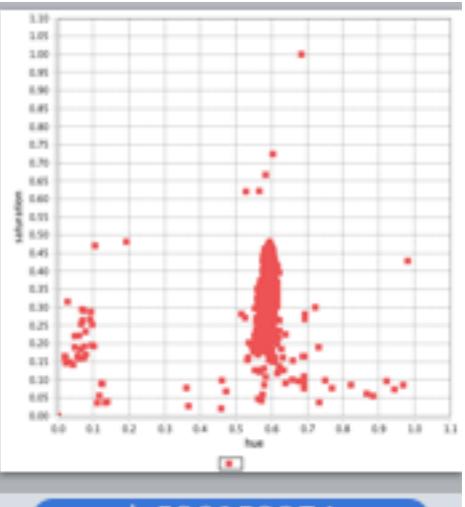
for narrow hue, could validate that it does not have clouds with narrow blue peaked histogram



bl2003538622919.png



venturi538829026.png



seattle539153274.png

clear