

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



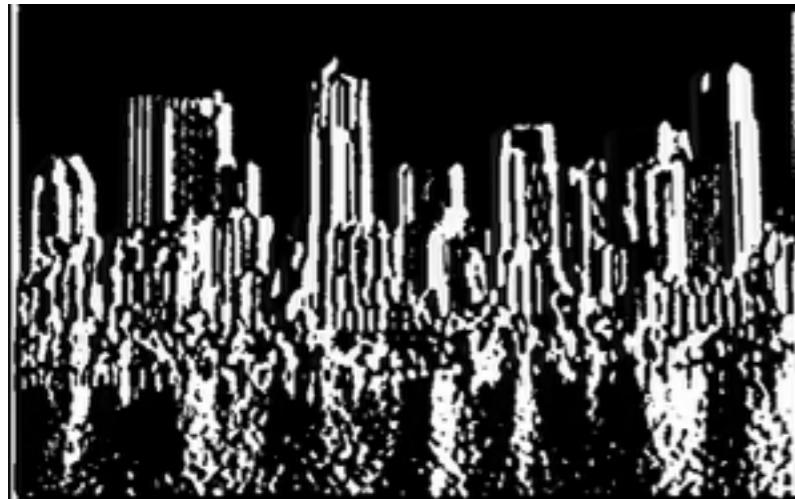
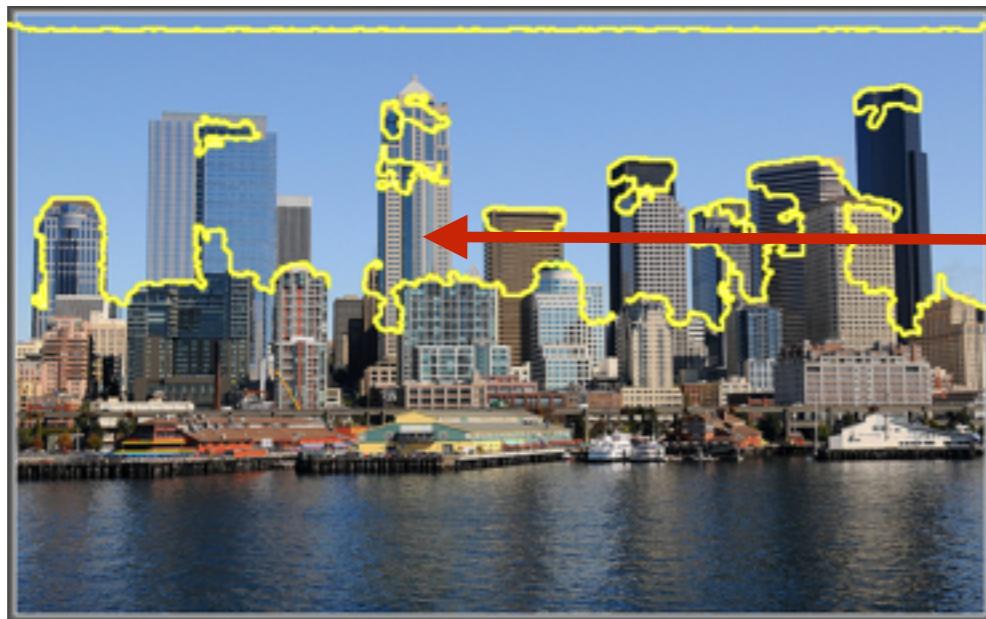
zero points
from down
scaled
image
upscaled
in blue



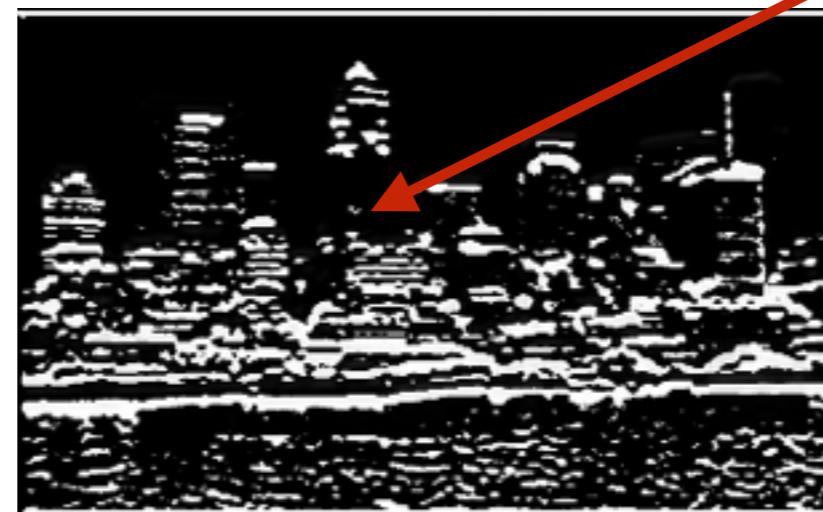
Note that skyscrapers with repetitive structure on the scale of combined convolution (approx the FWHM = $2.355 * \sqrt{2^2 + 0.5^2} = 6$ pixels) or any object w/such repetition can result in “blind spots” in the theta image and so they need to be removed from the sky points set using the color image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

Skyline Extraction

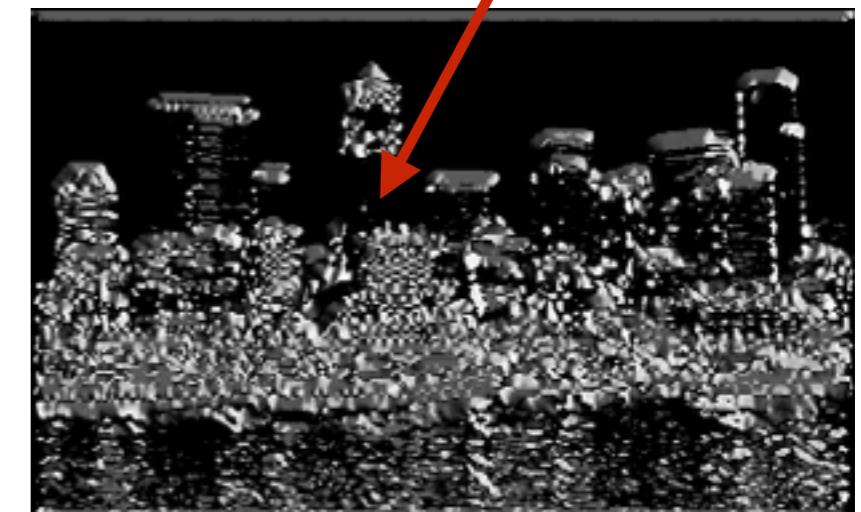
Here is an example of repetitive structure on the scale of combined convolution (approx the FWHM = $2.355 * \sqrt{2^2 + 0.5^2} = 6$ pixels) in a skyscraper that results in a gap in the y gradient image where there is an object in the color image.



gradient X



gradient Y



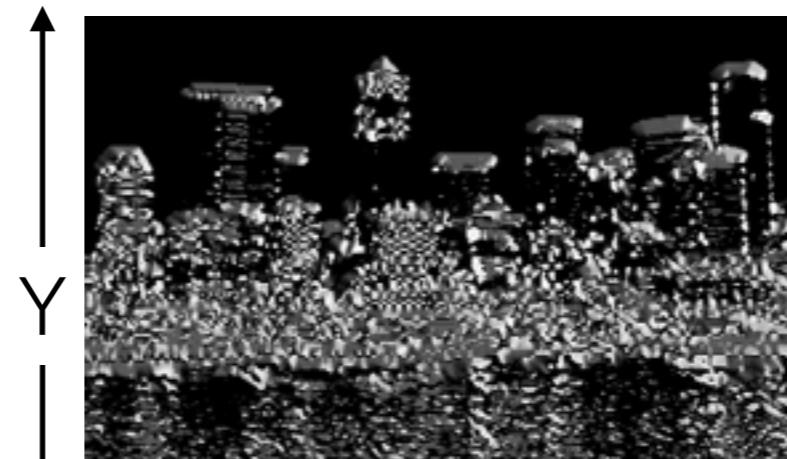
theta

Skyline Extraction

Not Finished... in progress

(1) Seattle image: vertical stripes through middle of the image show contrast and blue are good indicators for skyline boundary.

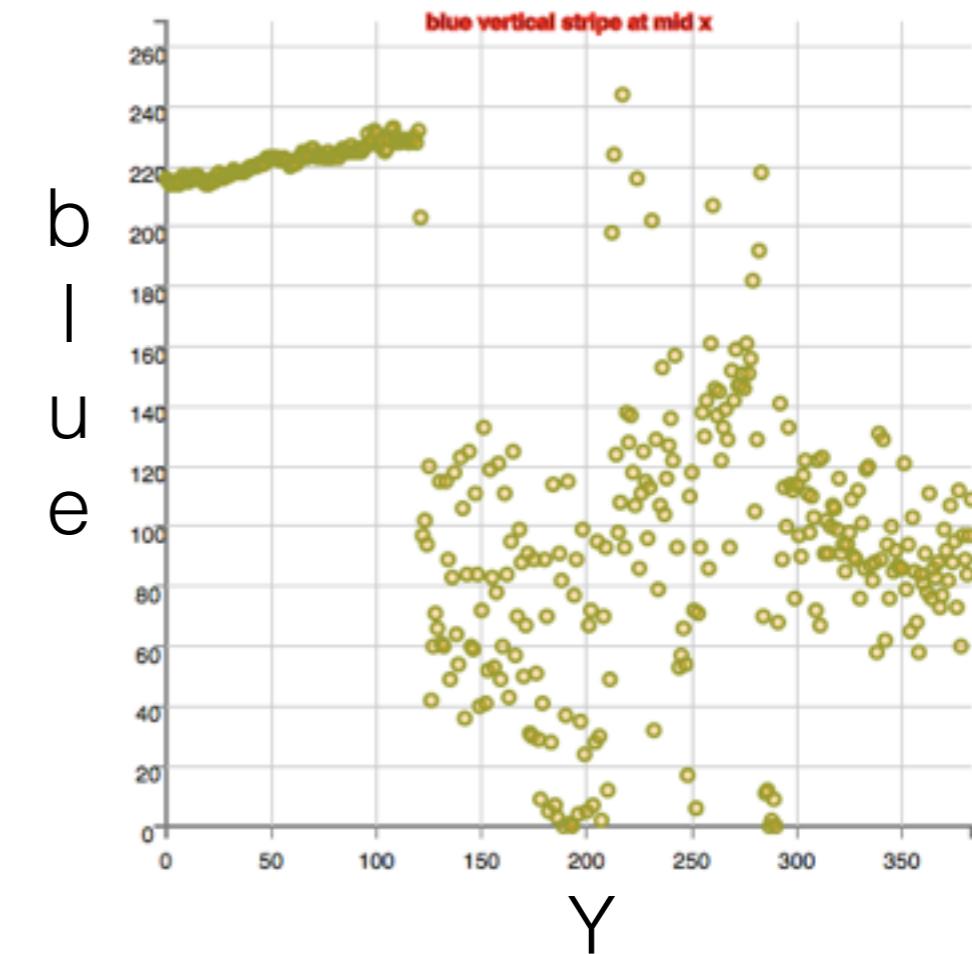
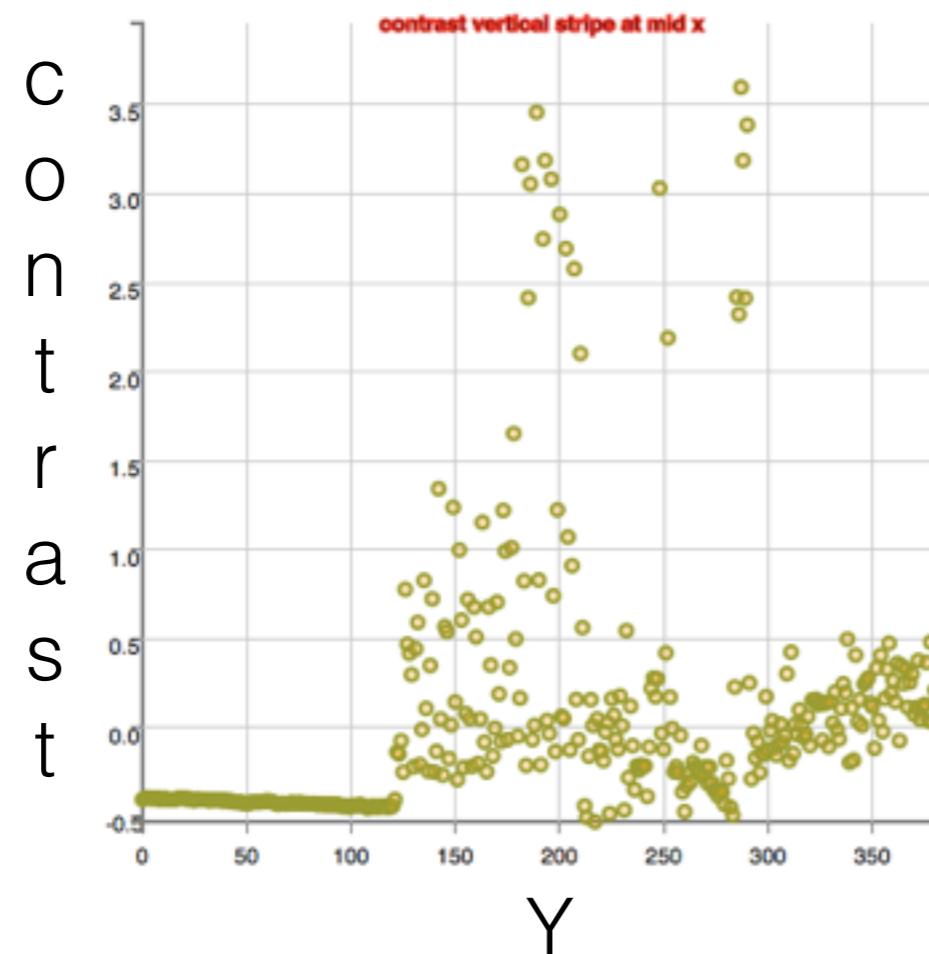
<https://www.flickr.com/photos/tdlucas5000/14177059903>



first gathering of sky pixels from theta before removing non-sky pixels and growing the set

blue sky:

skyline is where
contrast decr, blue
decr.



Skyline Extraction

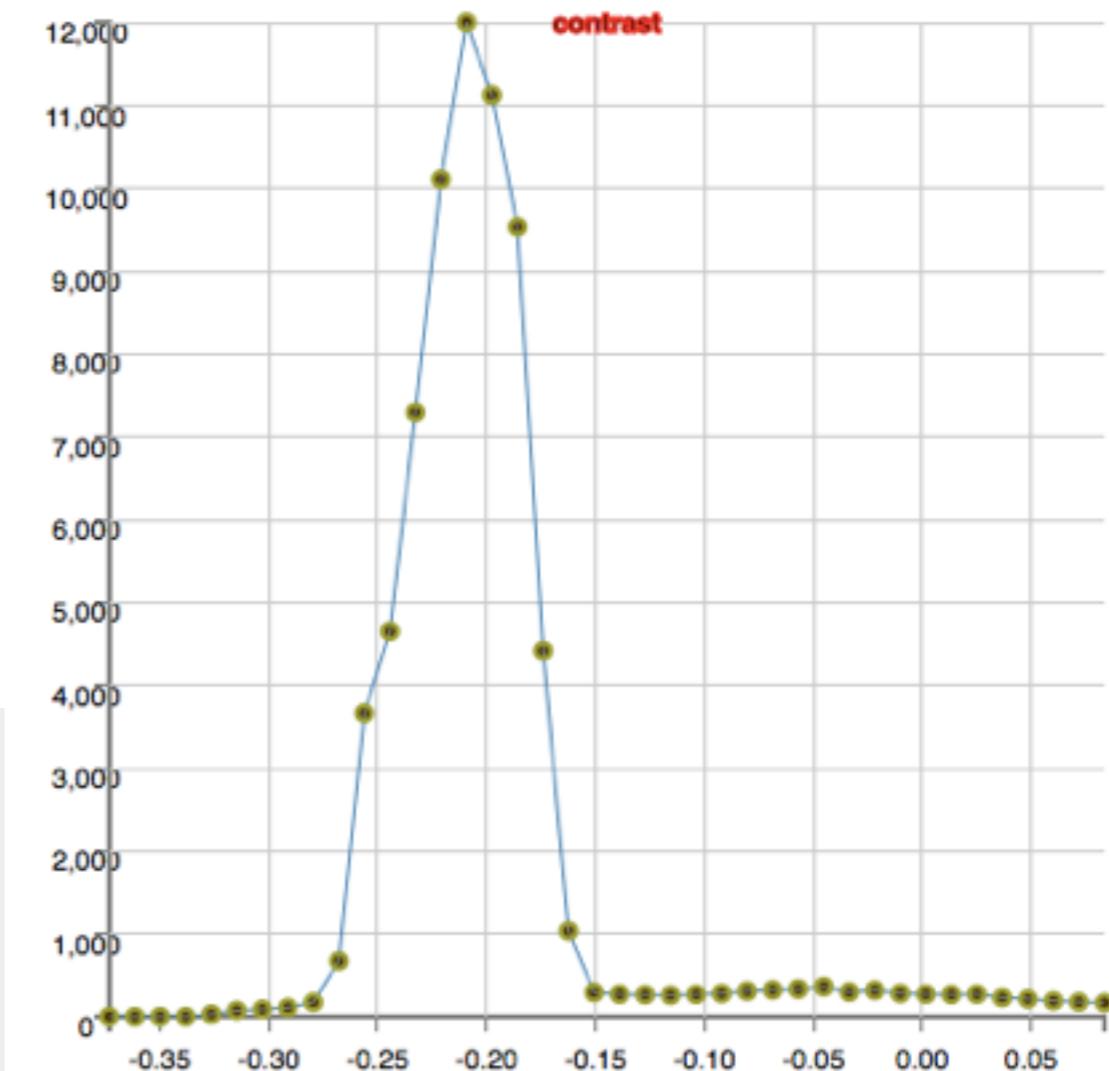
Not Finished... in progress

(2) Removing silhouette regions and keeping only the largest contiguous sky pixels.



histogram of contrast of sky pixels thus far.

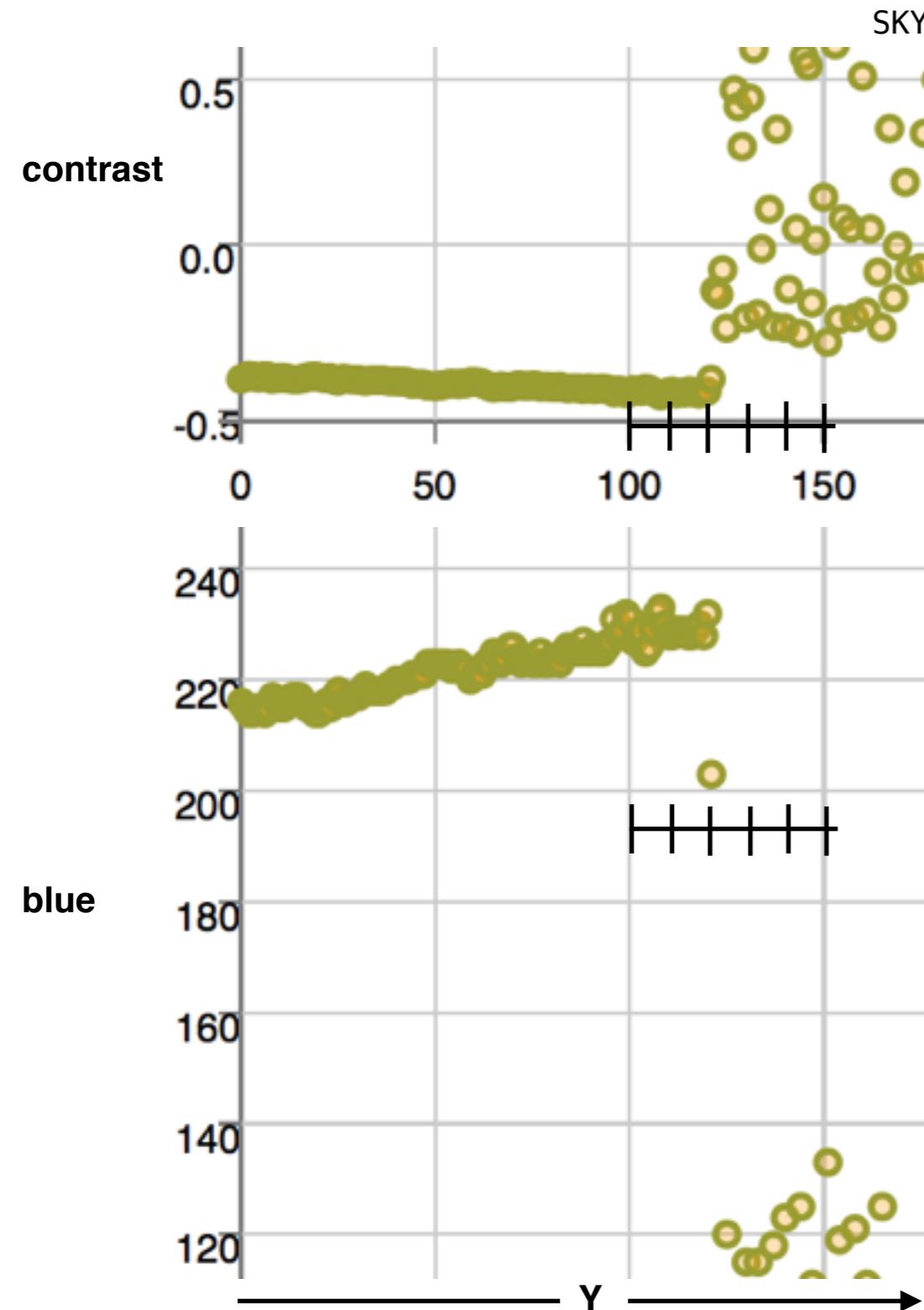
Looks like can remove pixels w/ contrast > -0.15 to remove the building pixels from sky.



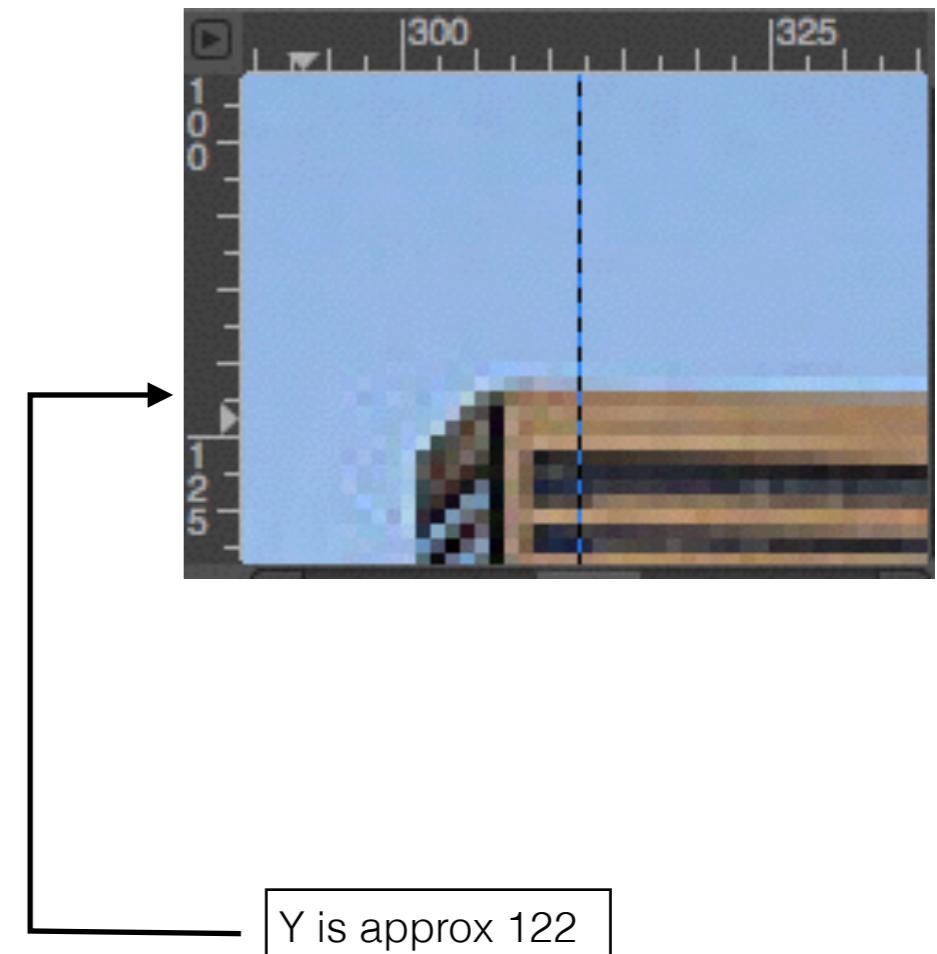
Skyline Extraction

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(3) Growing the sky region to the skyline.



SKY avg r, g, b: (135, 171, 218)

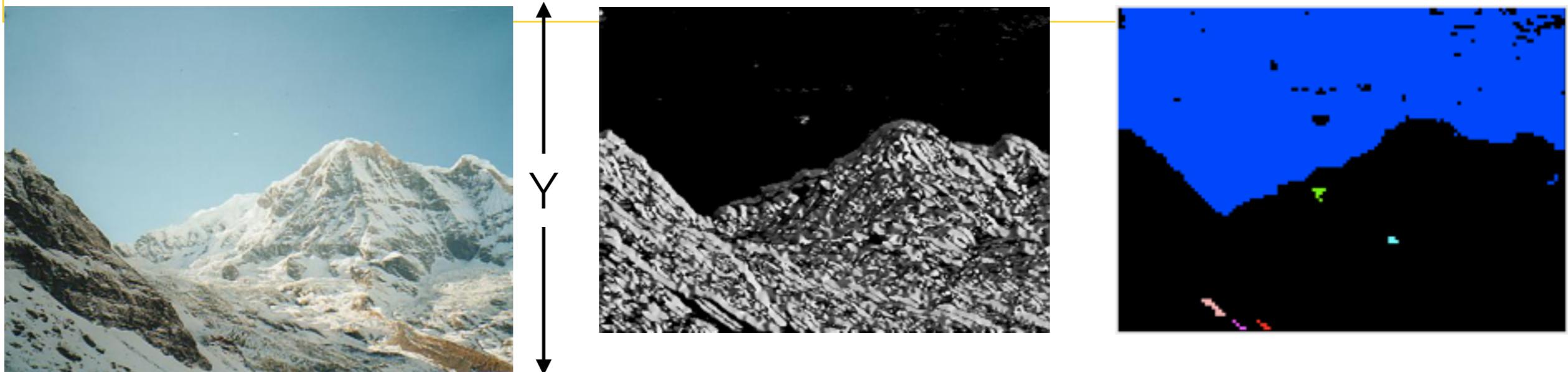


Looks like the distinguishing characteristic is the average change from pixel to 8 neighbors for contrast and for blue determined first over all sky pixels before sky region is grown.

then during dfs search for sky pixels, if candidate 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.

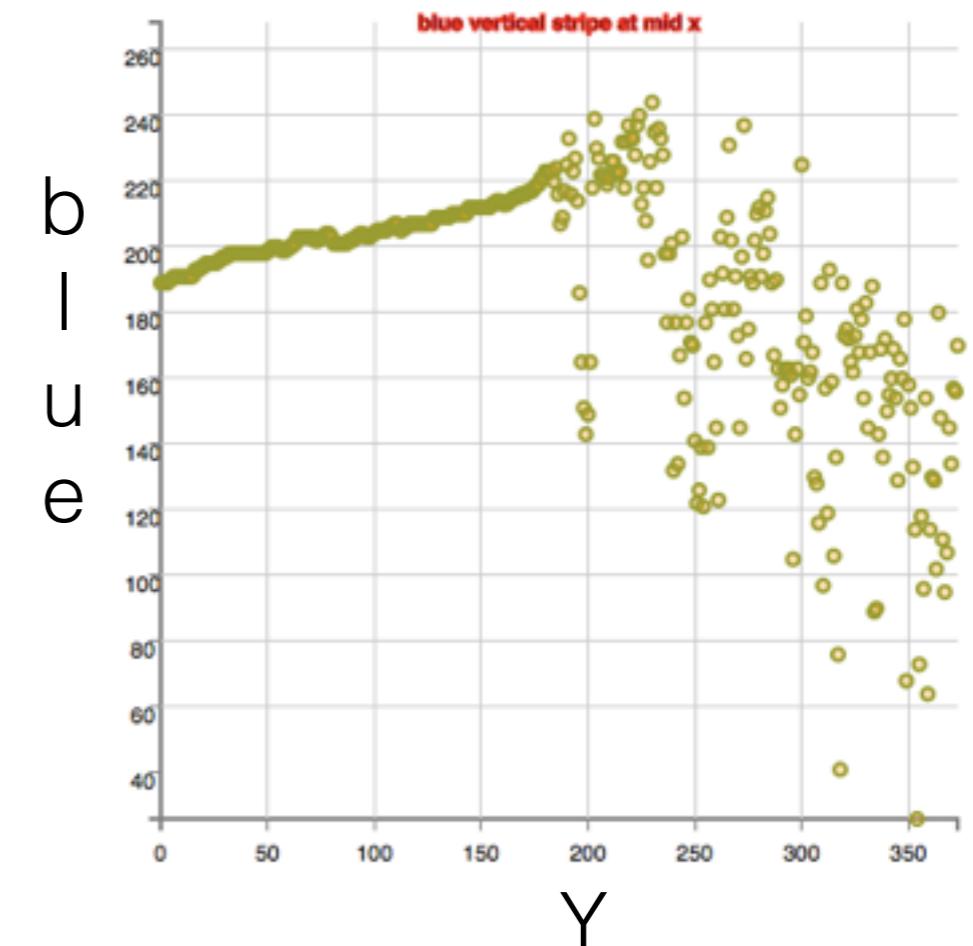
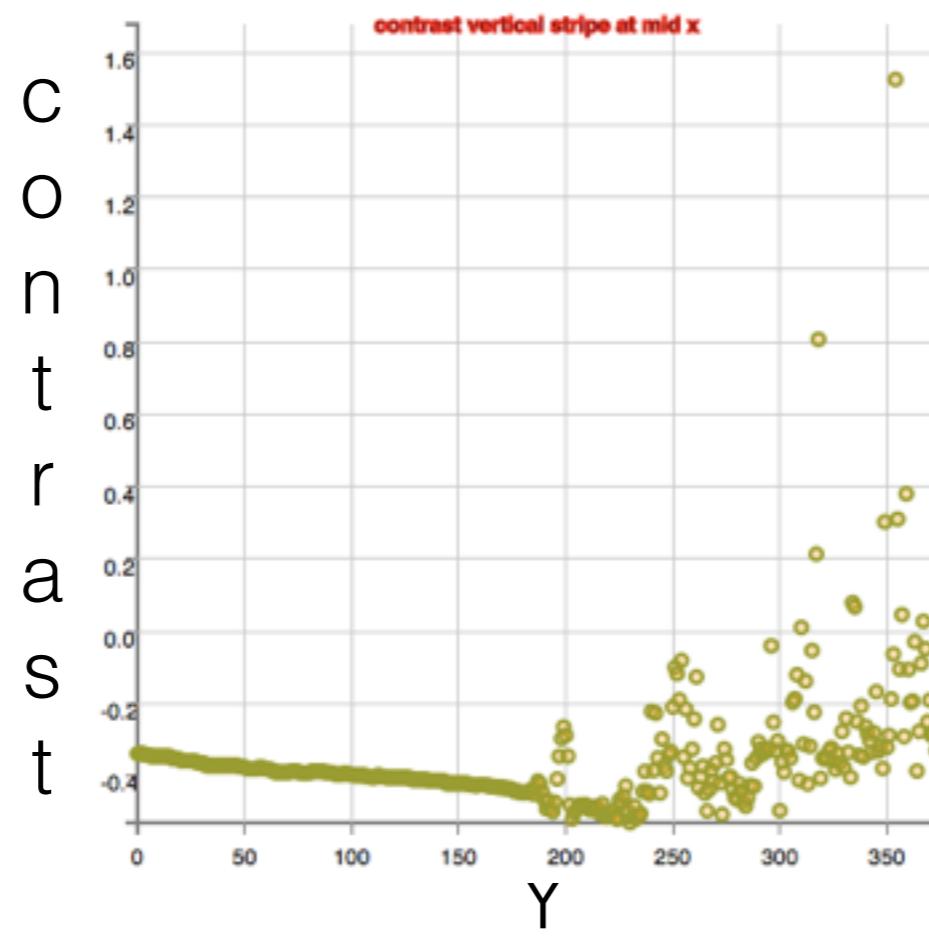
Skyline Extraction

(1) Brown & Lowe 2003 image: vertical stripes through the middle of the image shows contrast and blue are good indicators for skyline boundary



blue sky:

skyline is where
contrast incr, blue
decr.



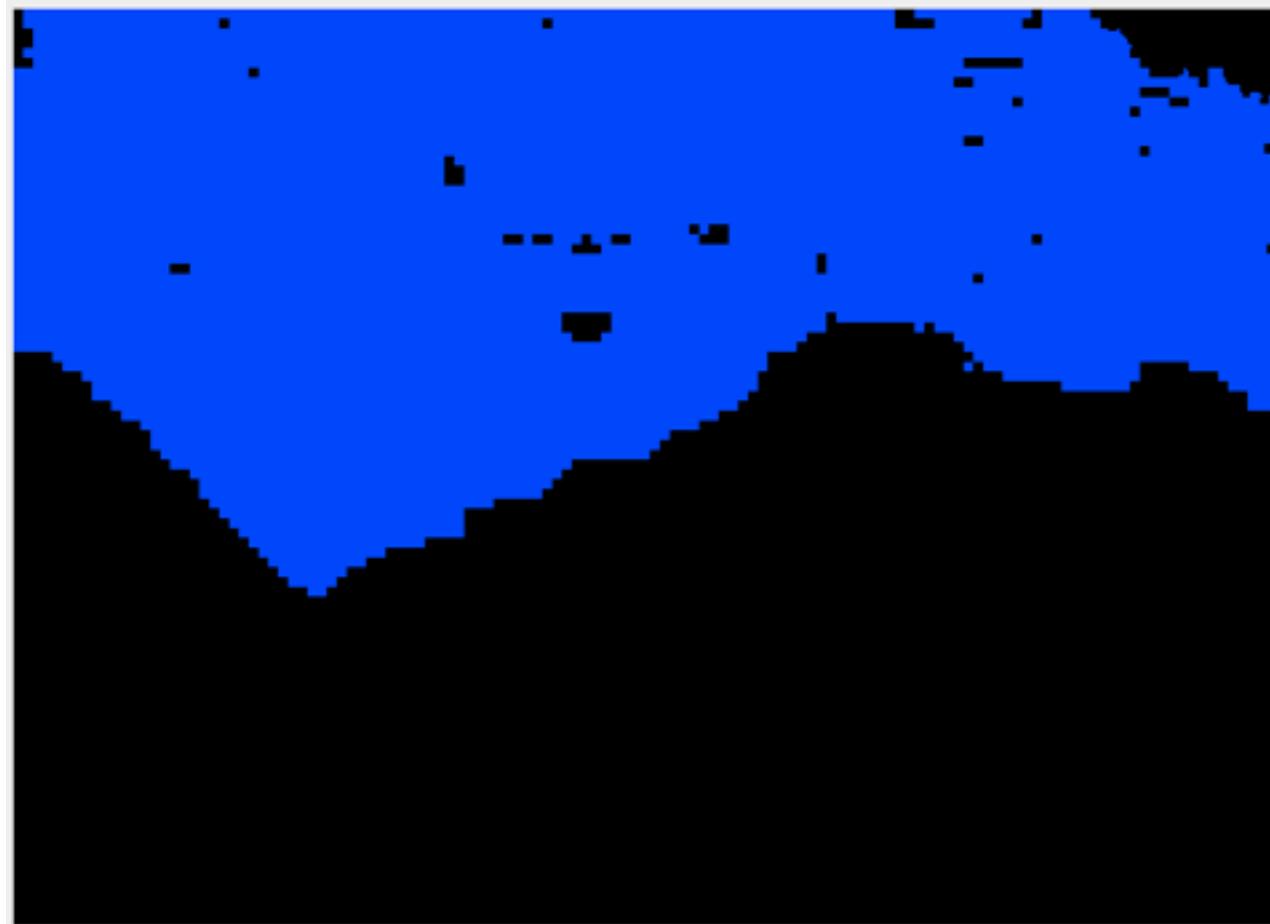
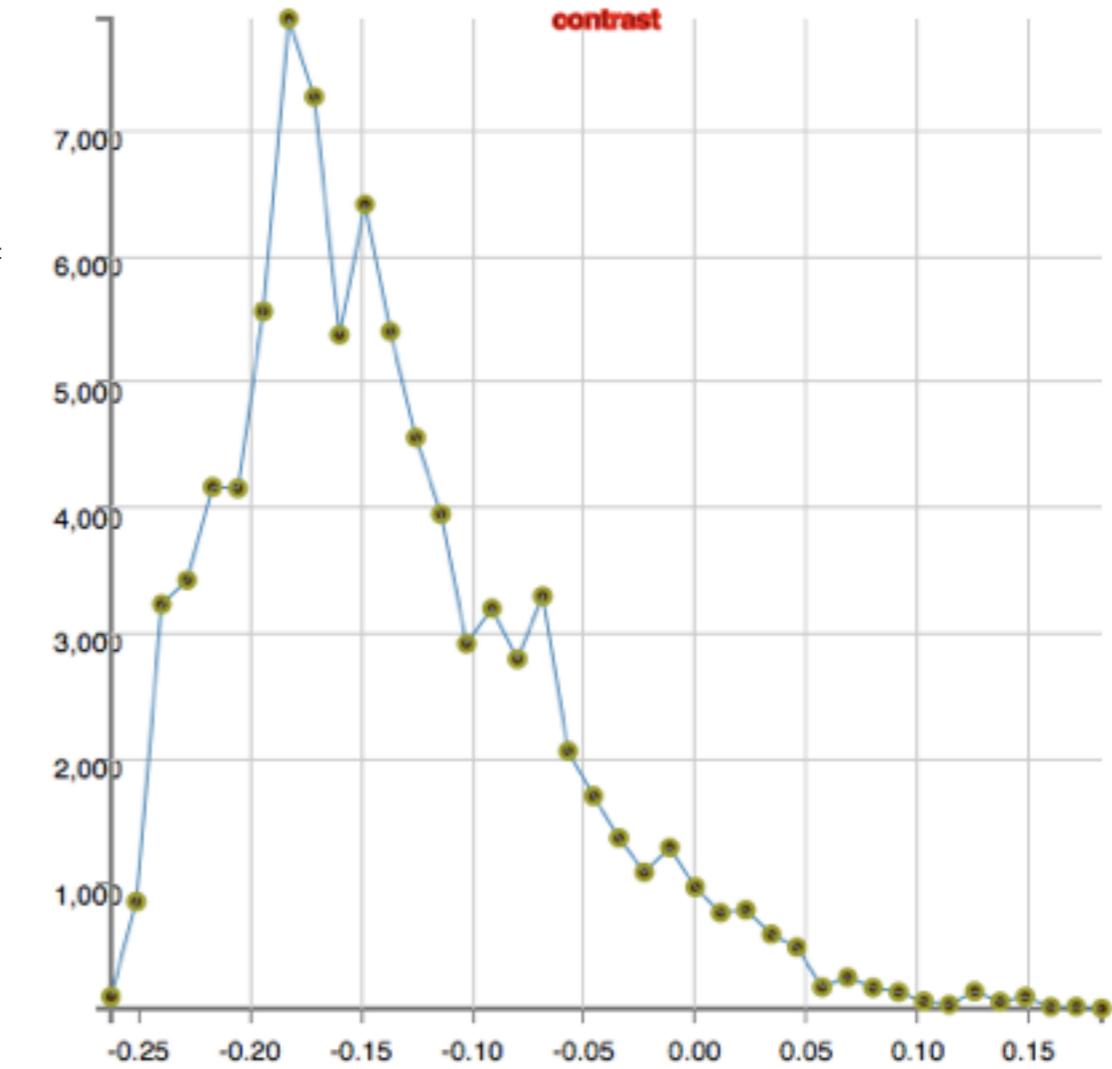
Skyline Extraction

Not Finished... in progress

(2) Removing silhouette regions and keeping only the largest contiguous sky pixels.



histogram of
contrast
of sky pixels
thus far.

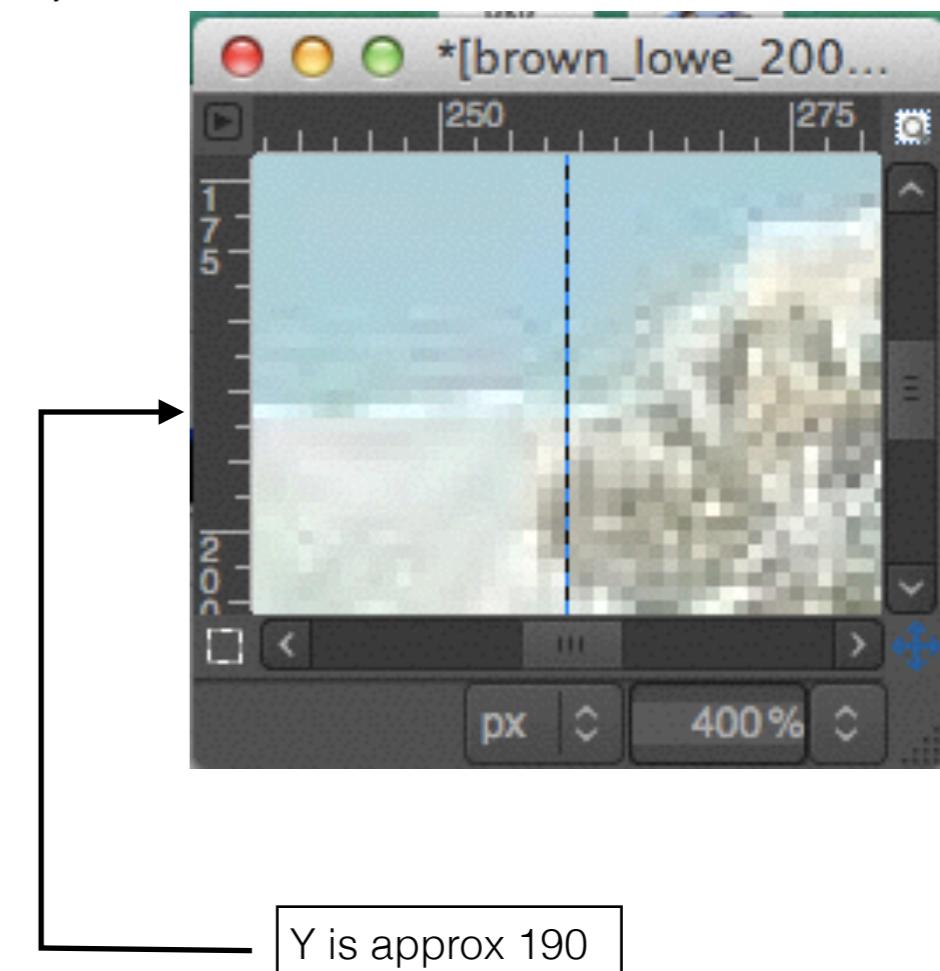
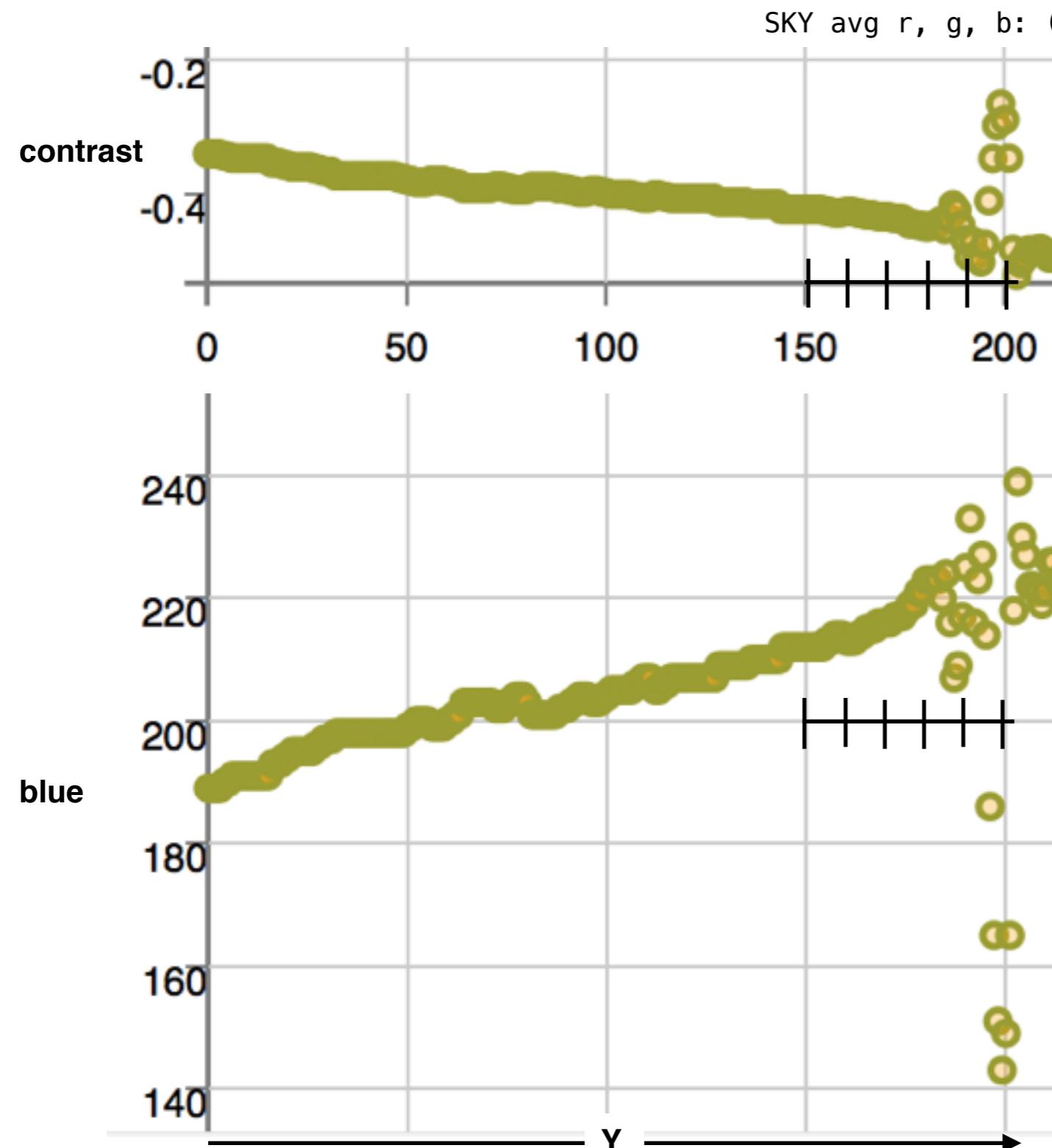


pixels w/
contrast
above limit
removed

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(3) Growing the sky region to the skyline.



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Skyline Extraction

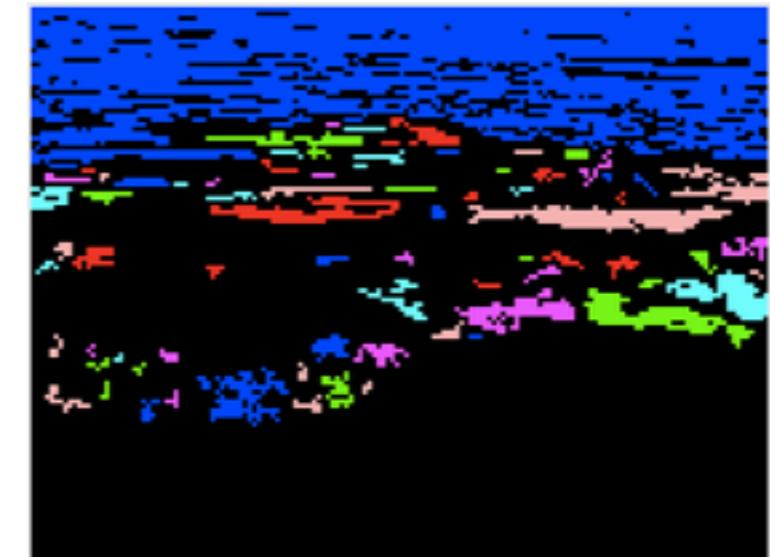
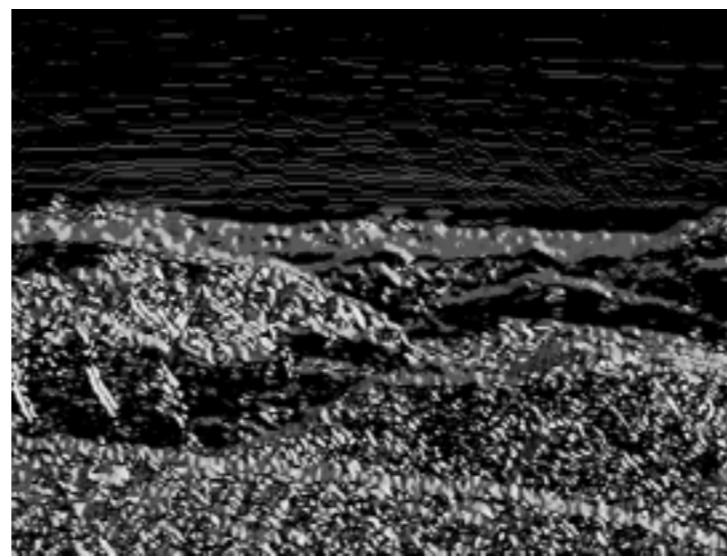
Not Finished... in progress

(1) Venturi mountain image: vertical stripes through the middle of the image shows contrast and blue are good skyline indicators

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

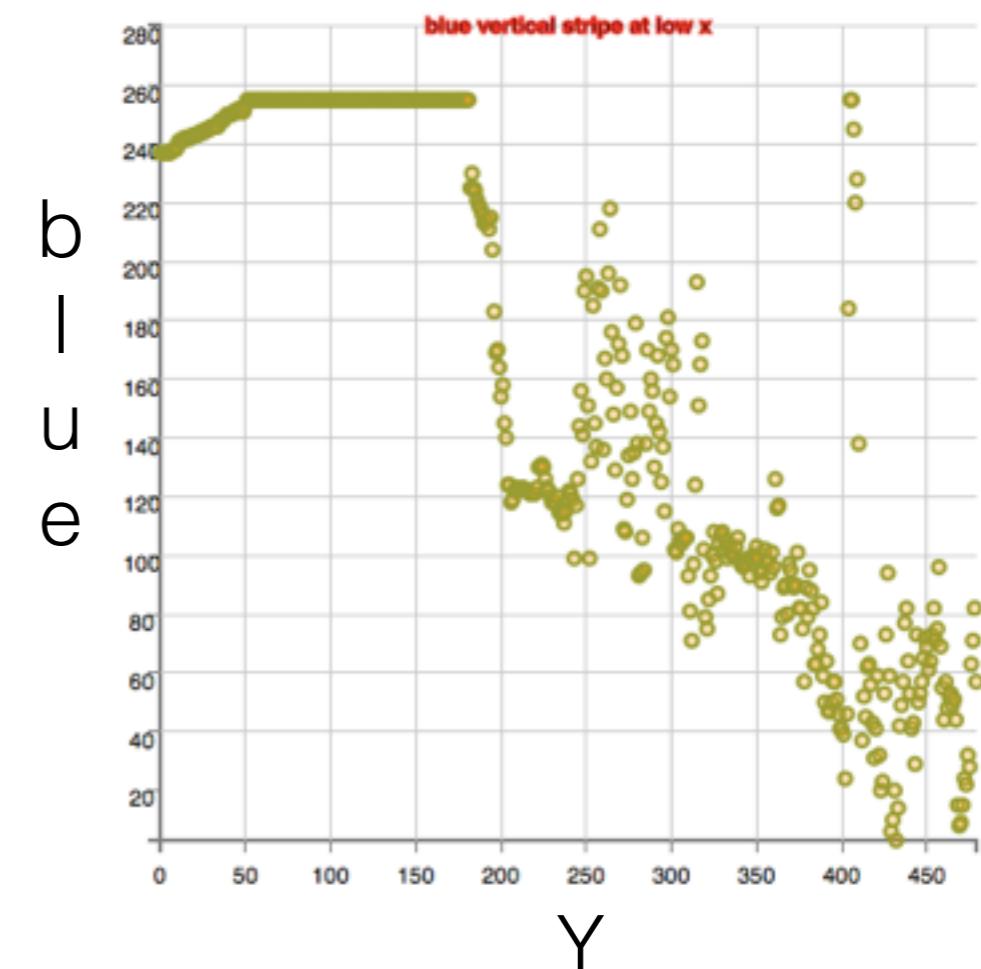
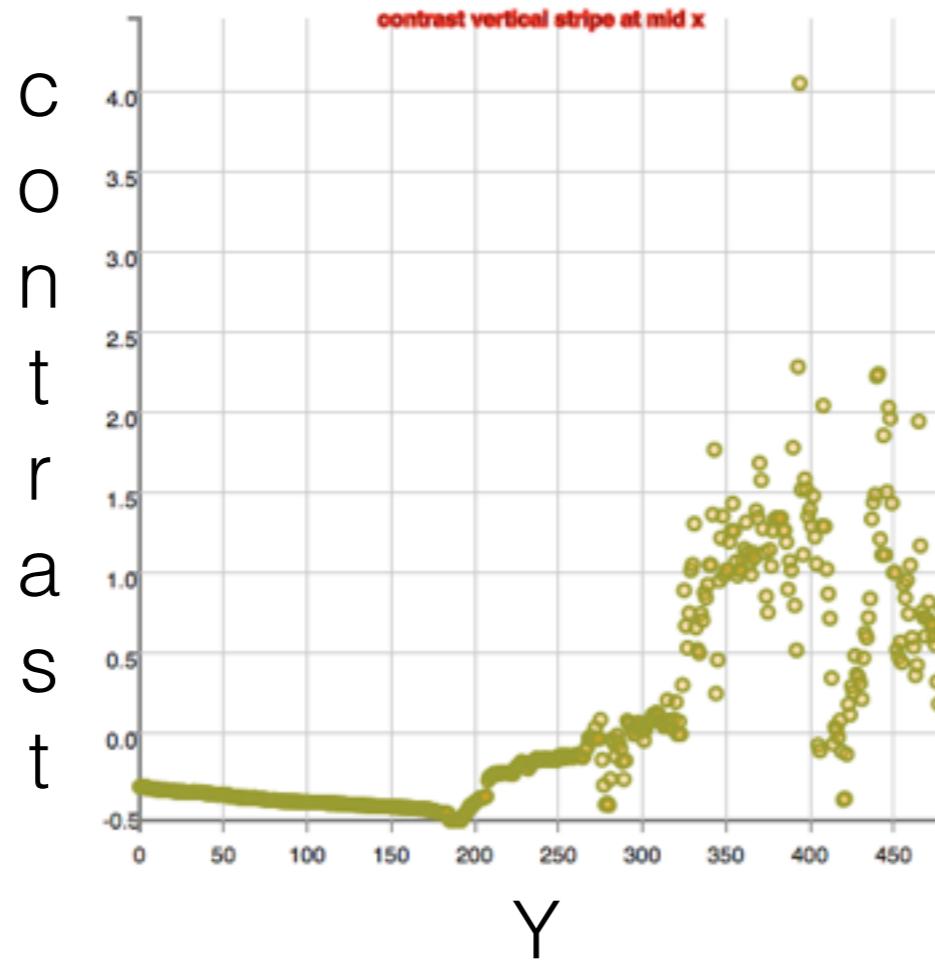


Y



blue sky:

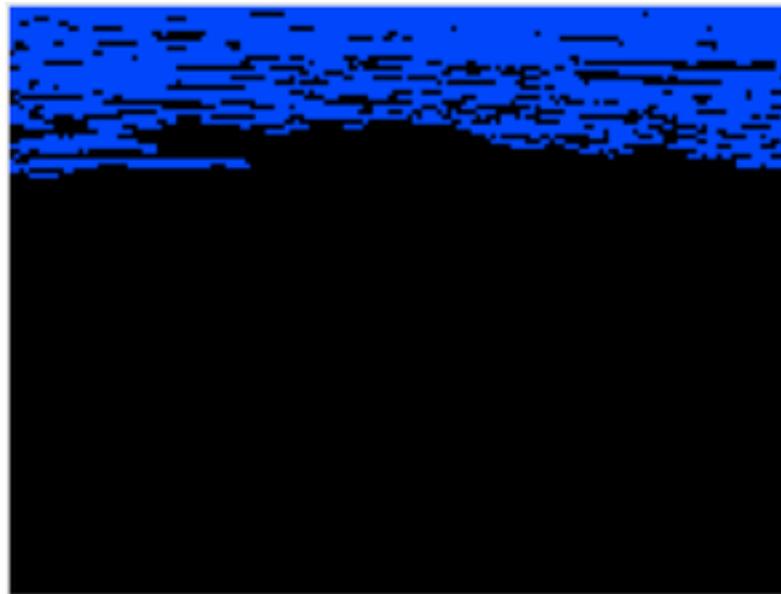
skyline is where
contrast incr,(?) blue
decr.



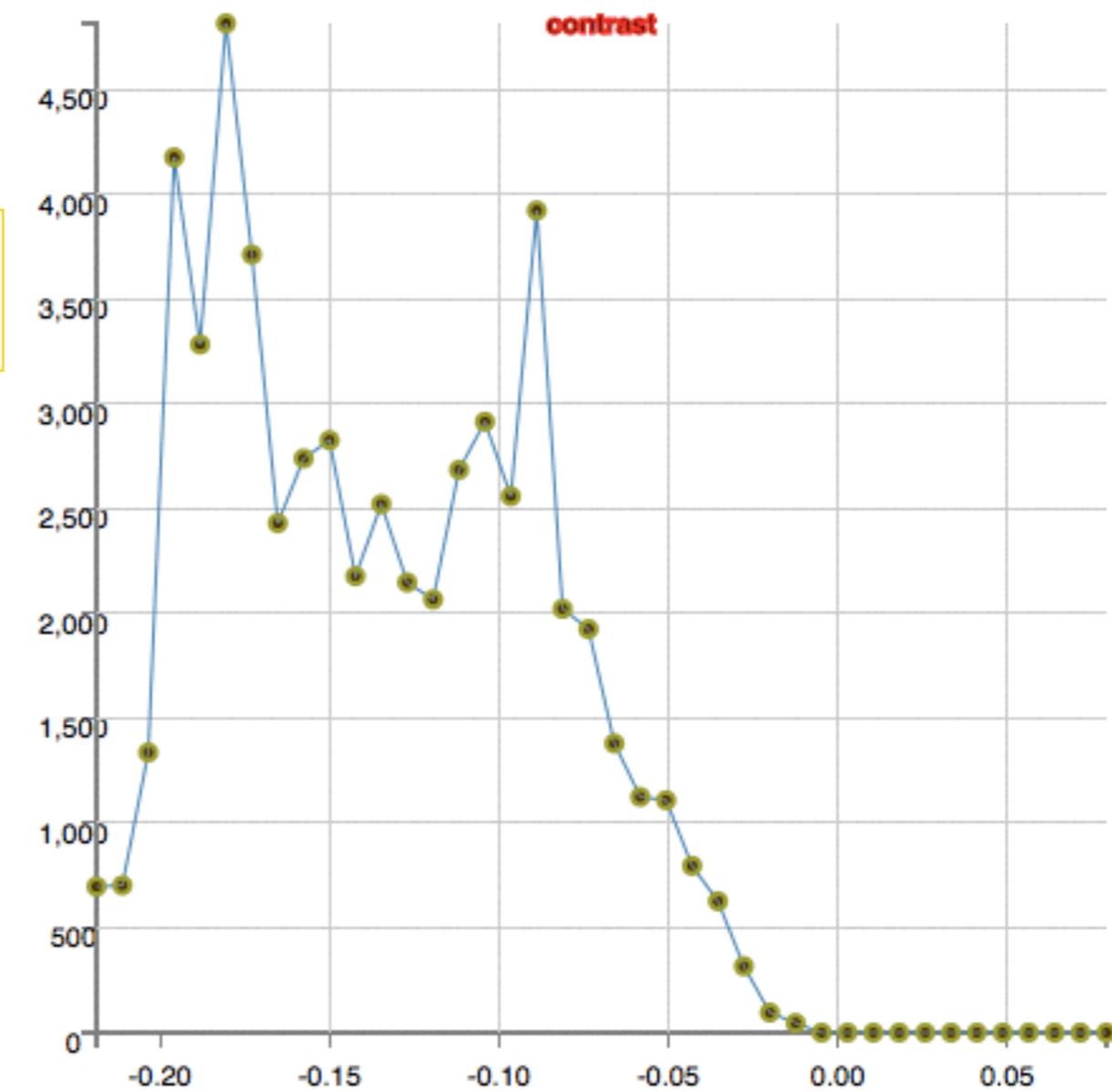
Skyline Extraction

Not Finished... in progress

(2) Removing silhouette regions and keeping only the largest contiguous sky pixels.



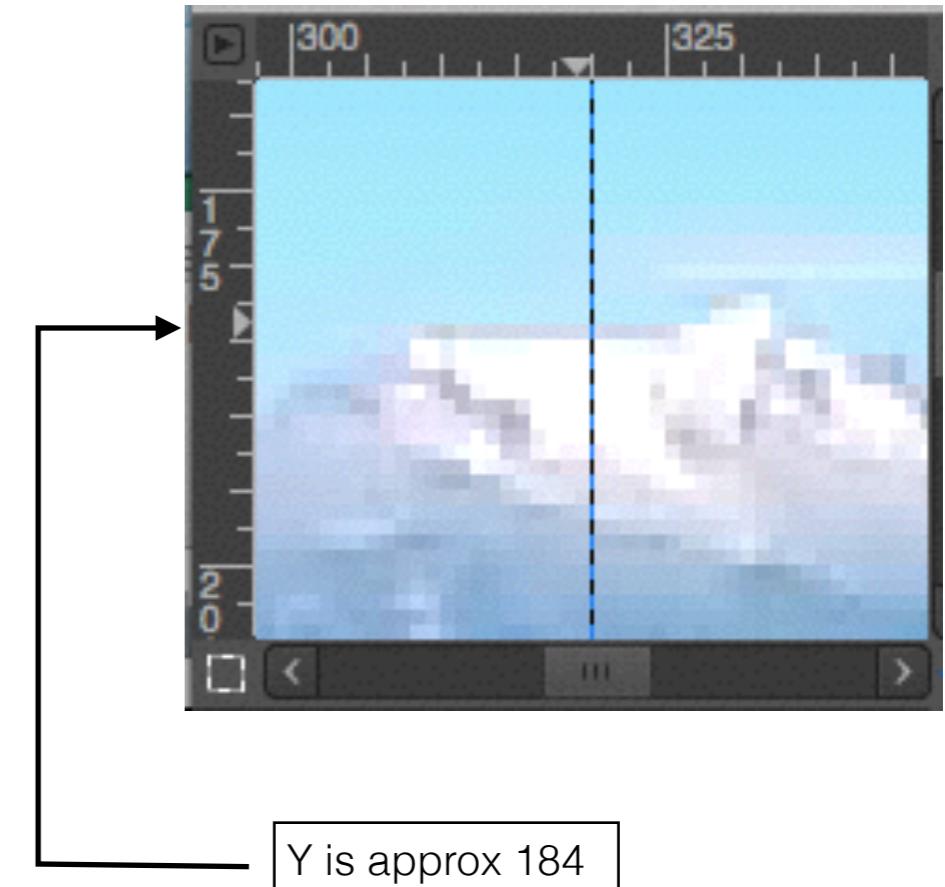
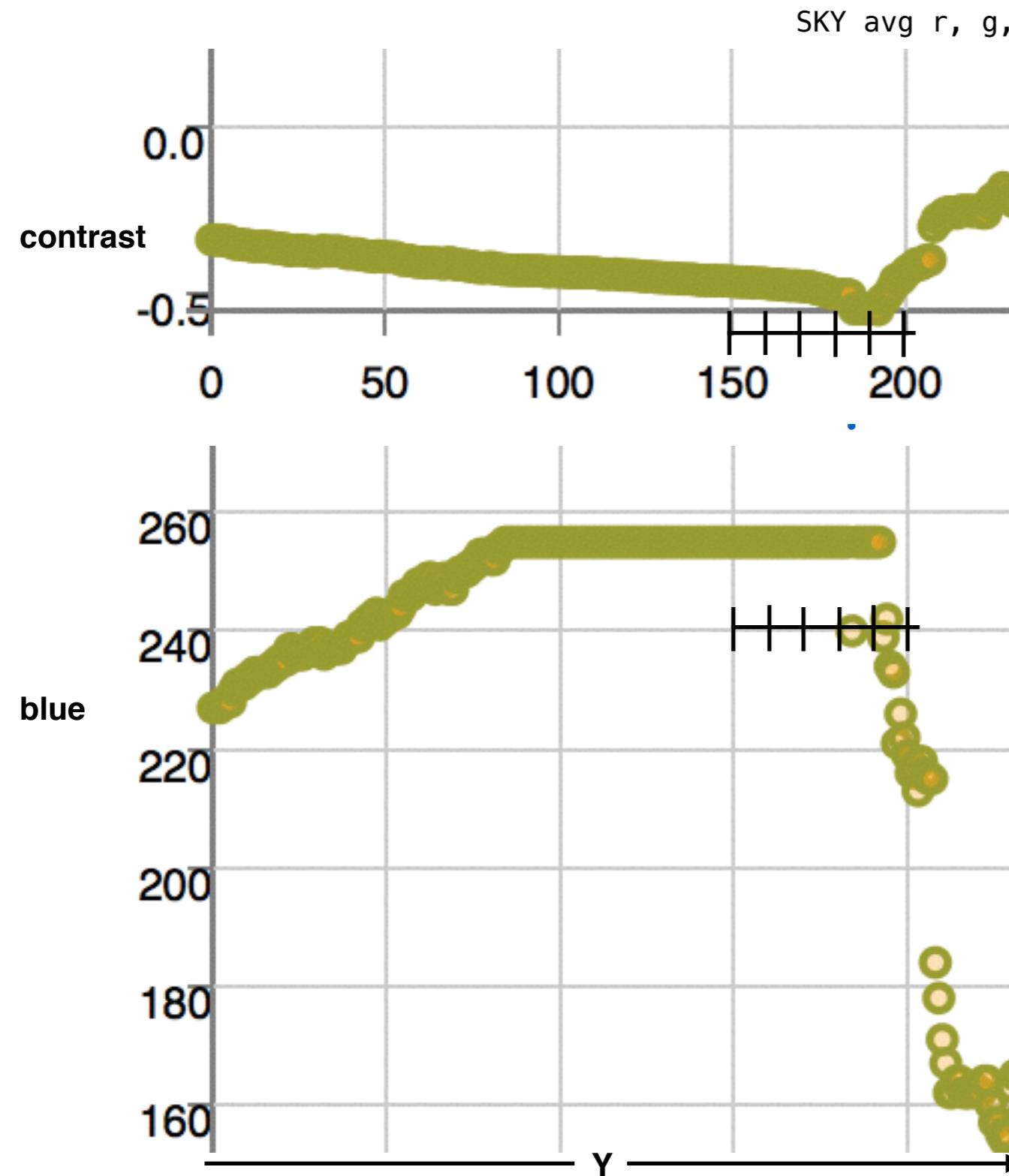
histogram of contrast for sky pixels.



Skyline Extraction

Not Finished... in progress

(3) Growing the sky region to the skyline.



Looks like the distinguishing characteristic is the average change from pixel to 8 neighbors for contrast and for blue determined first over all sky pixels before sky region is grown.

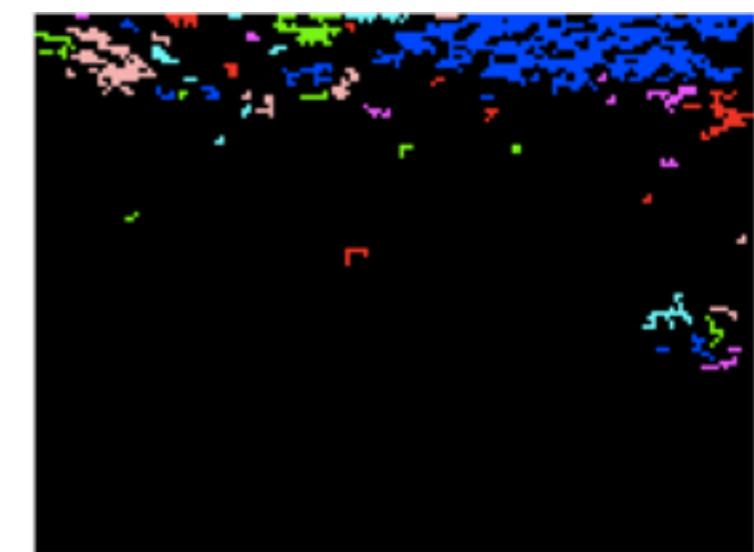
then during dfs search for sky pixels, if candidate pixel has $d\text{Contrast} > \text{factor} * d\text{ContrastAvg}$ and $d\text{Blue} < \text{factor} * d\text{BlueAvg}$, the candidate should not be added.

Skyline Extraction

Not Finished... in progress

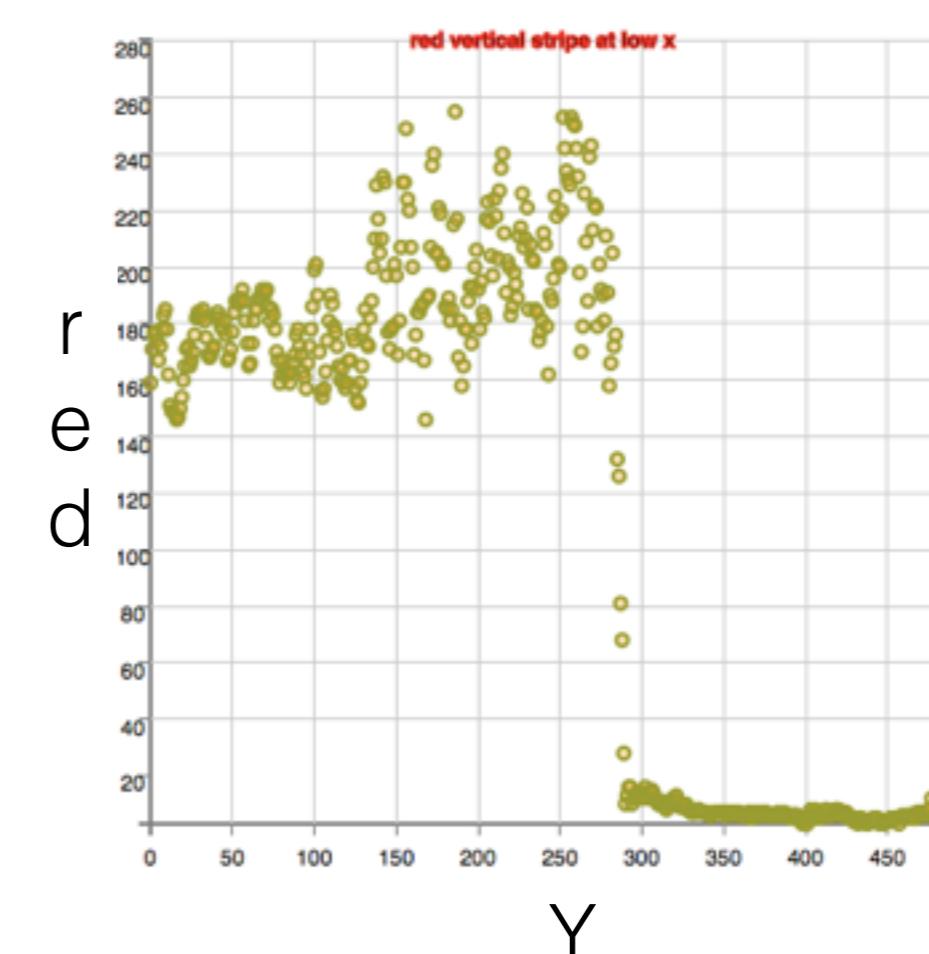
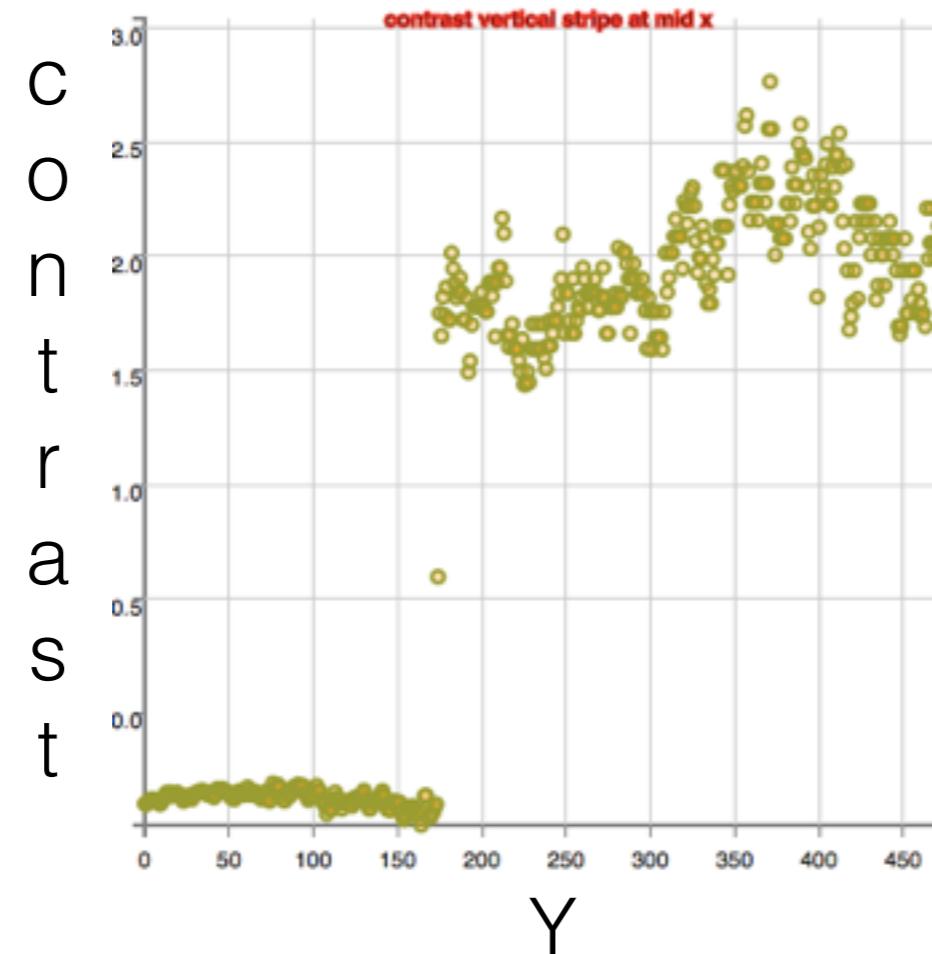
(1): vertical stripes through the middle of the image shows contrast and red are good indicators here for skyline boundary.

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



red sky + dark foreground:

skyline is where
contrast incr, red decr.
and reverses slope
(plunges)



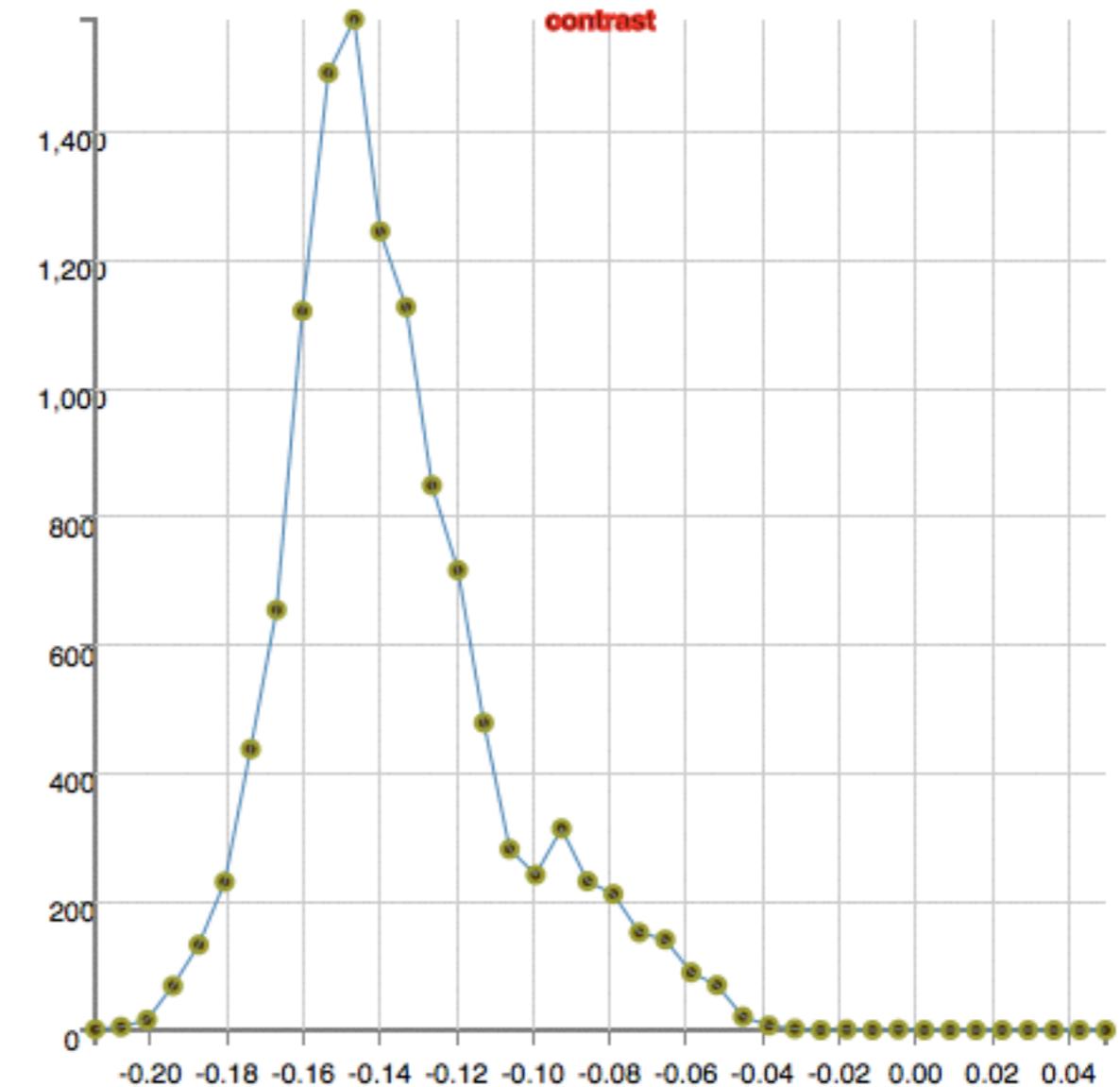
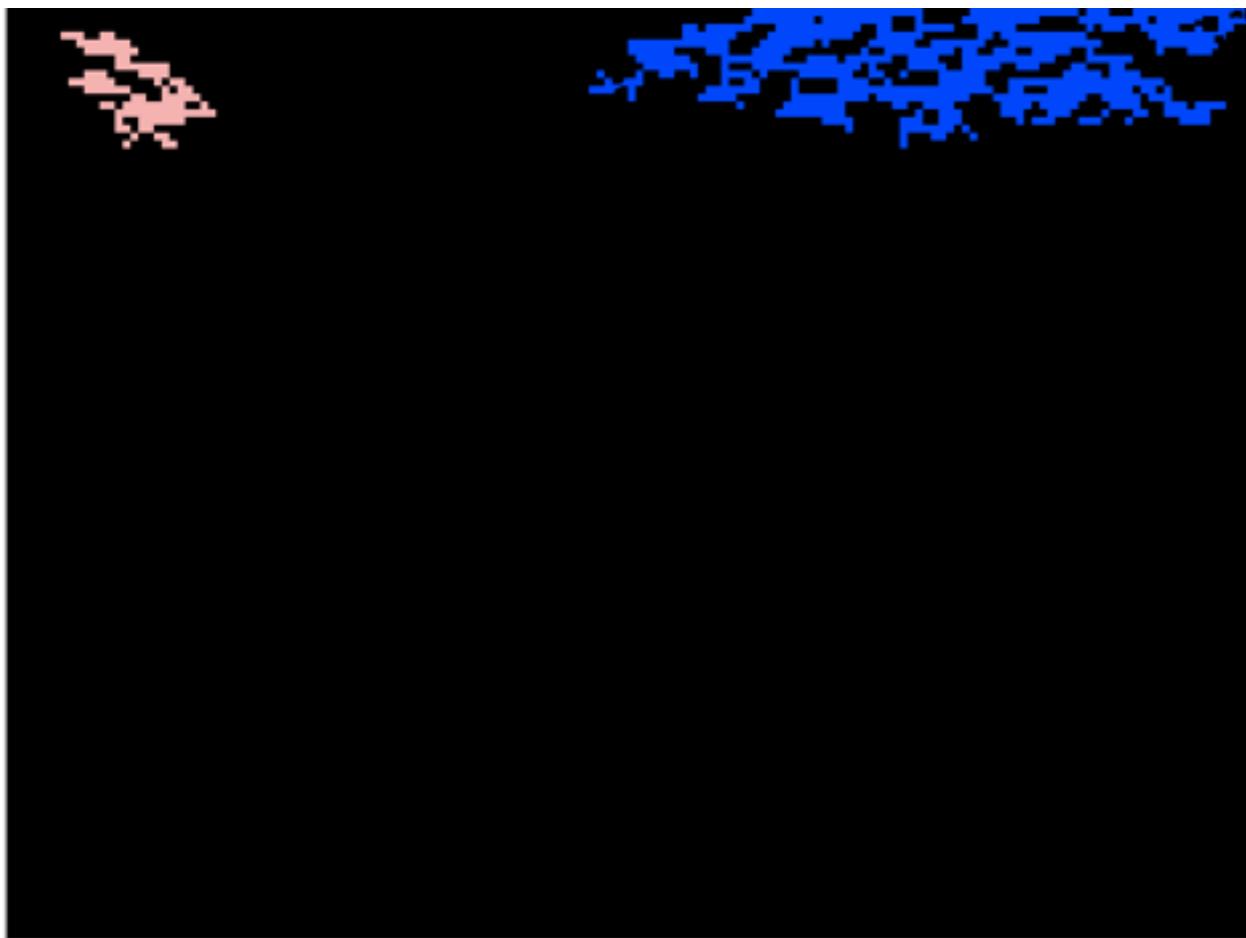
Skyline Extraction

Not Finished... in progress

(2) Removing silhouette regions and keeping only the largest contiguous sky pixels.



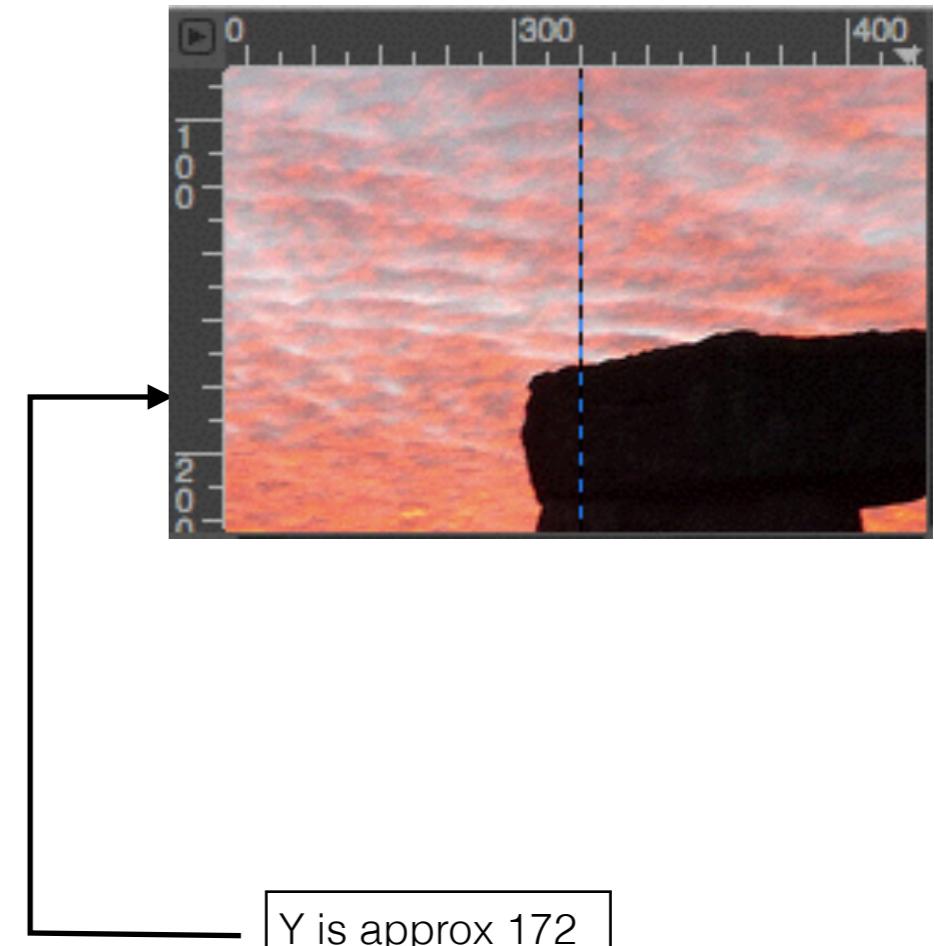
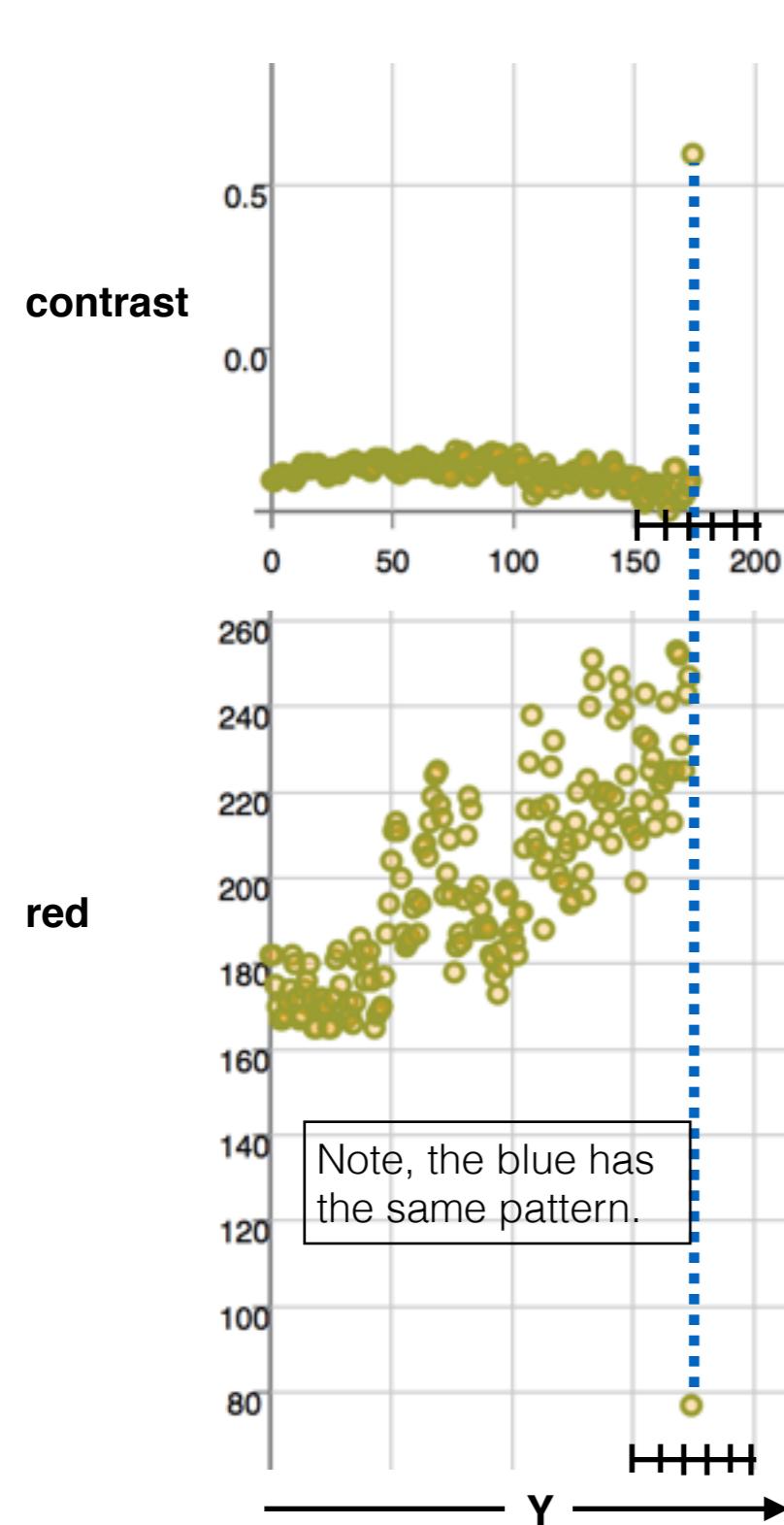
histogram of contrast for sky pixels.



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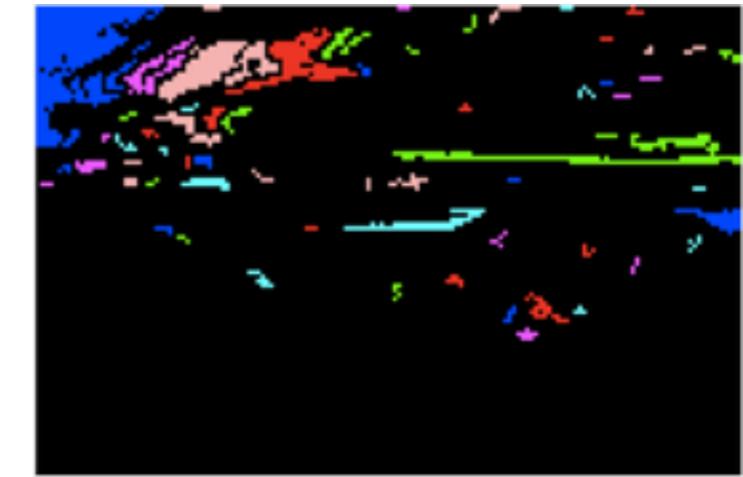
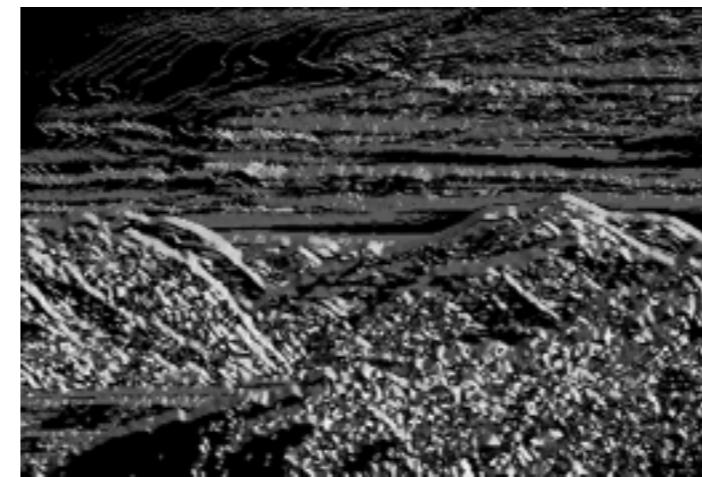
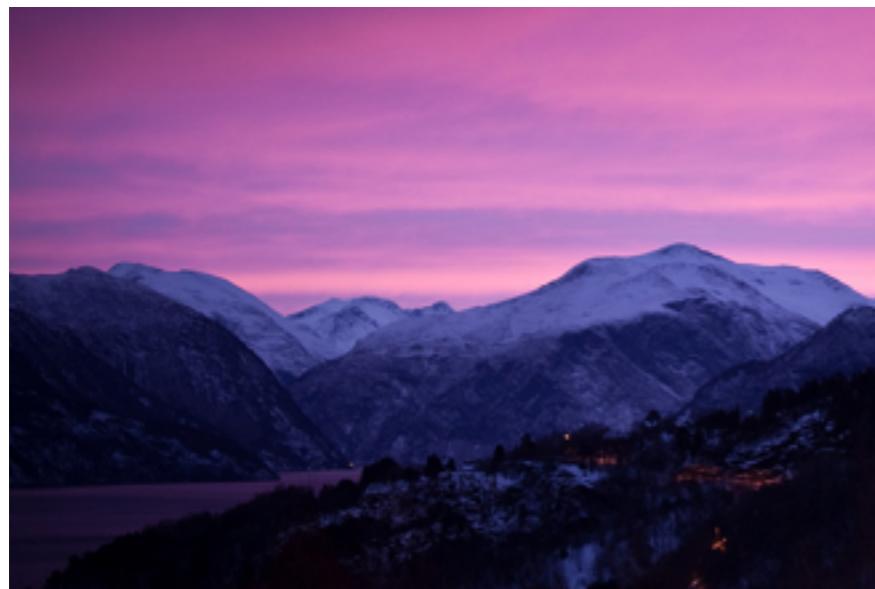
then during dfs search for sky pixels, if candidate pixel has $dContrast > factor * dContrastAvg$ and $dRed < factor * dRedAvg$, the candidate should not be added.

Skyline Extraction

Not Finished... in progress

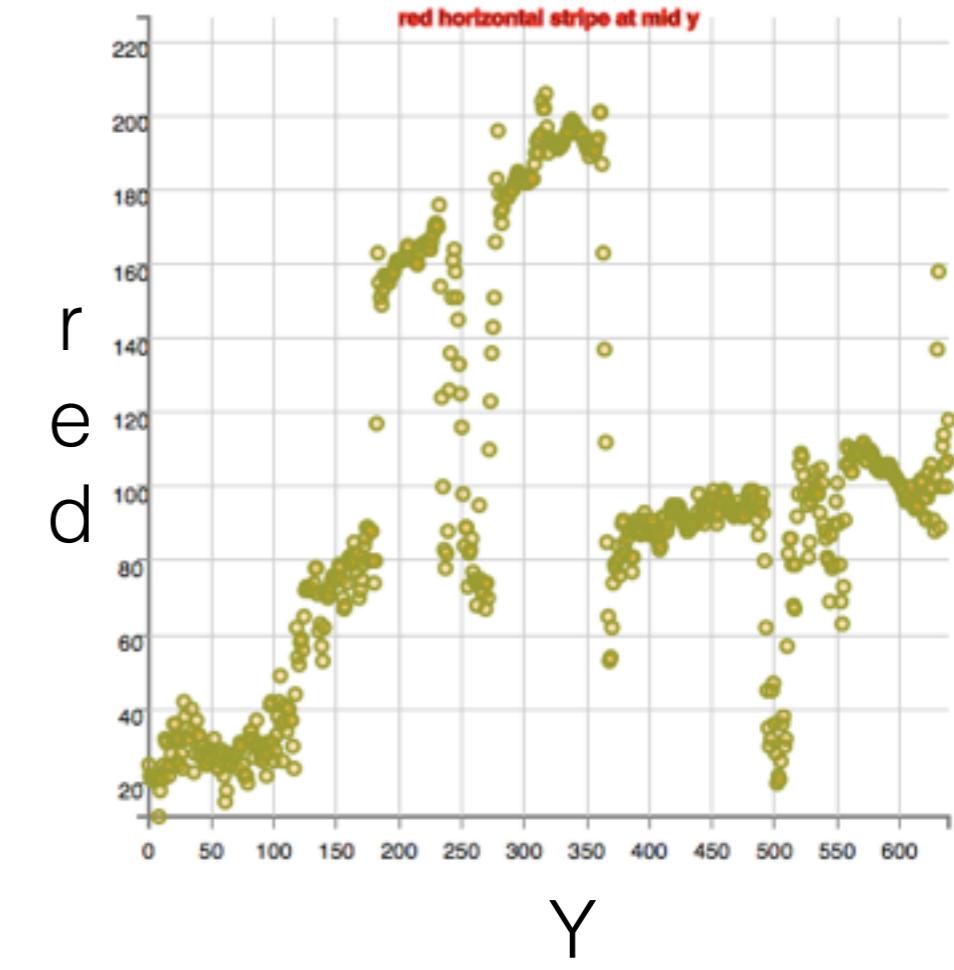
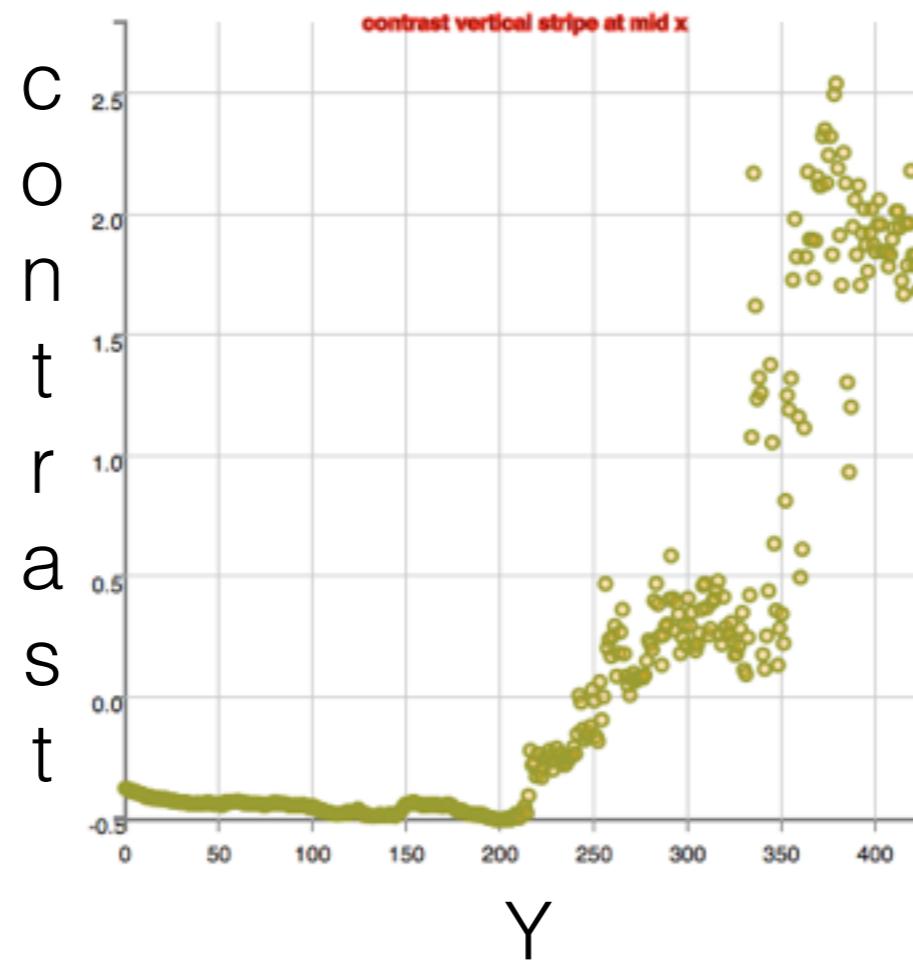
(1) :.vertical stripes through the middle of the image shows contrast and red are good indicators here for skyline boundary.

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



purple sky + dark foreground:

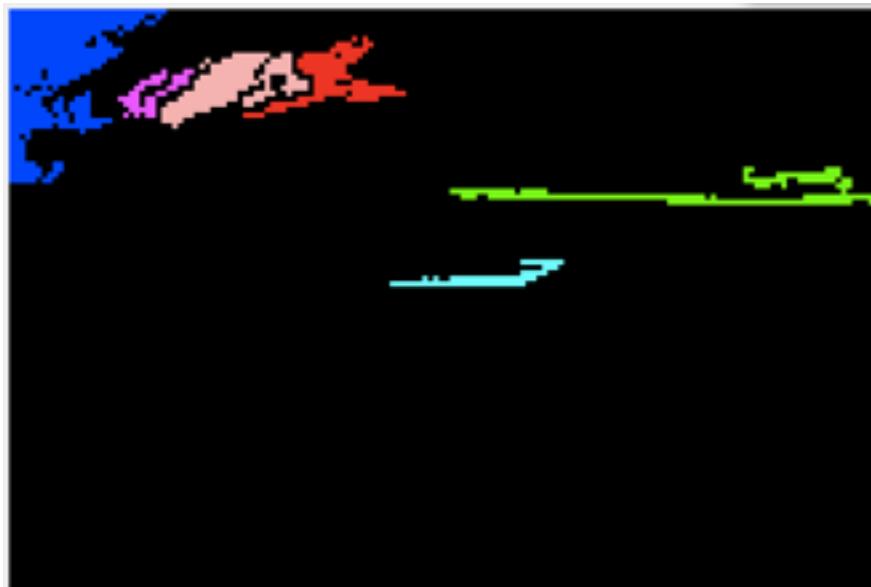
skyline is where
contrast incr, hue decr.
and reverses slope
(plunges) and so does
red



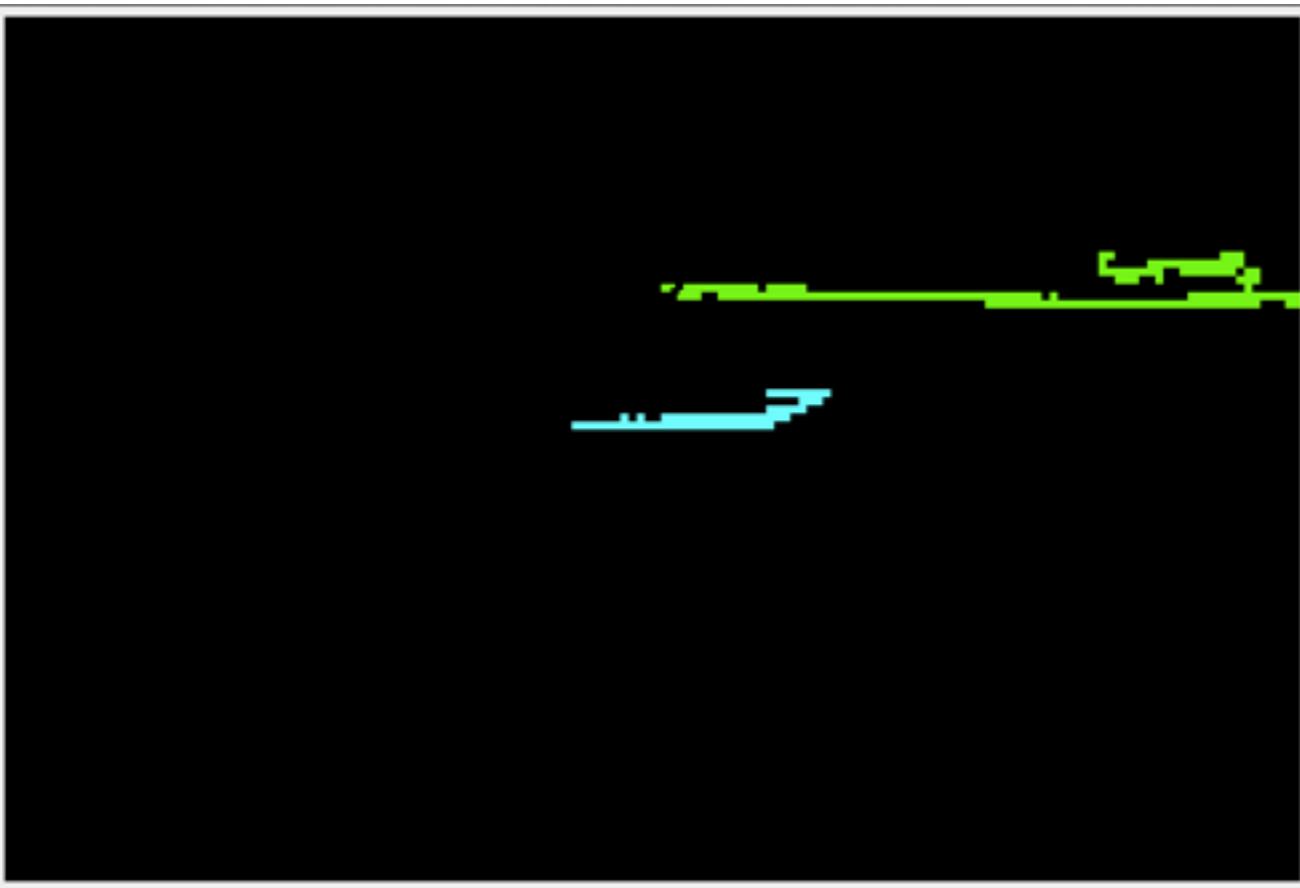
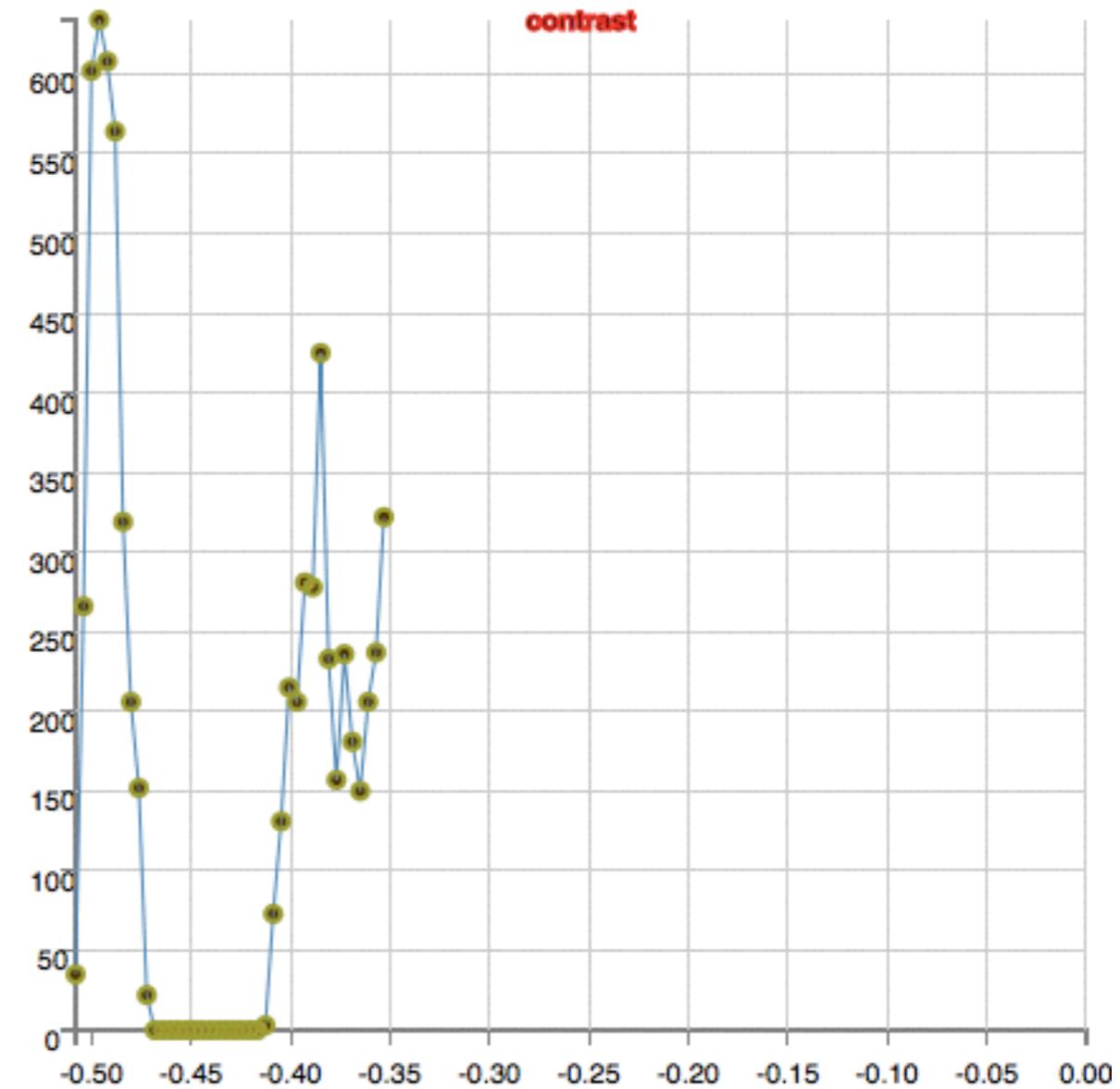
Skyline Extraction

Not Finished... in progress

(2) Removing silhouette regions and keeping only the largest contiguous sky pixels.



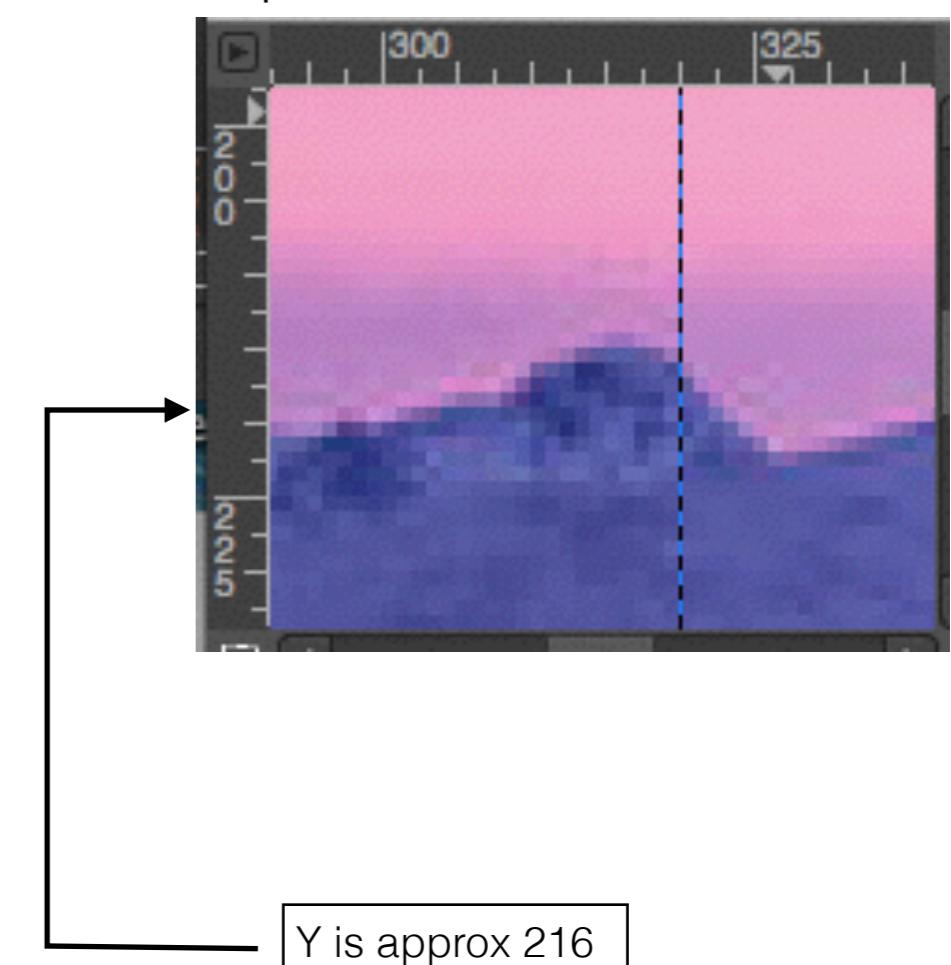
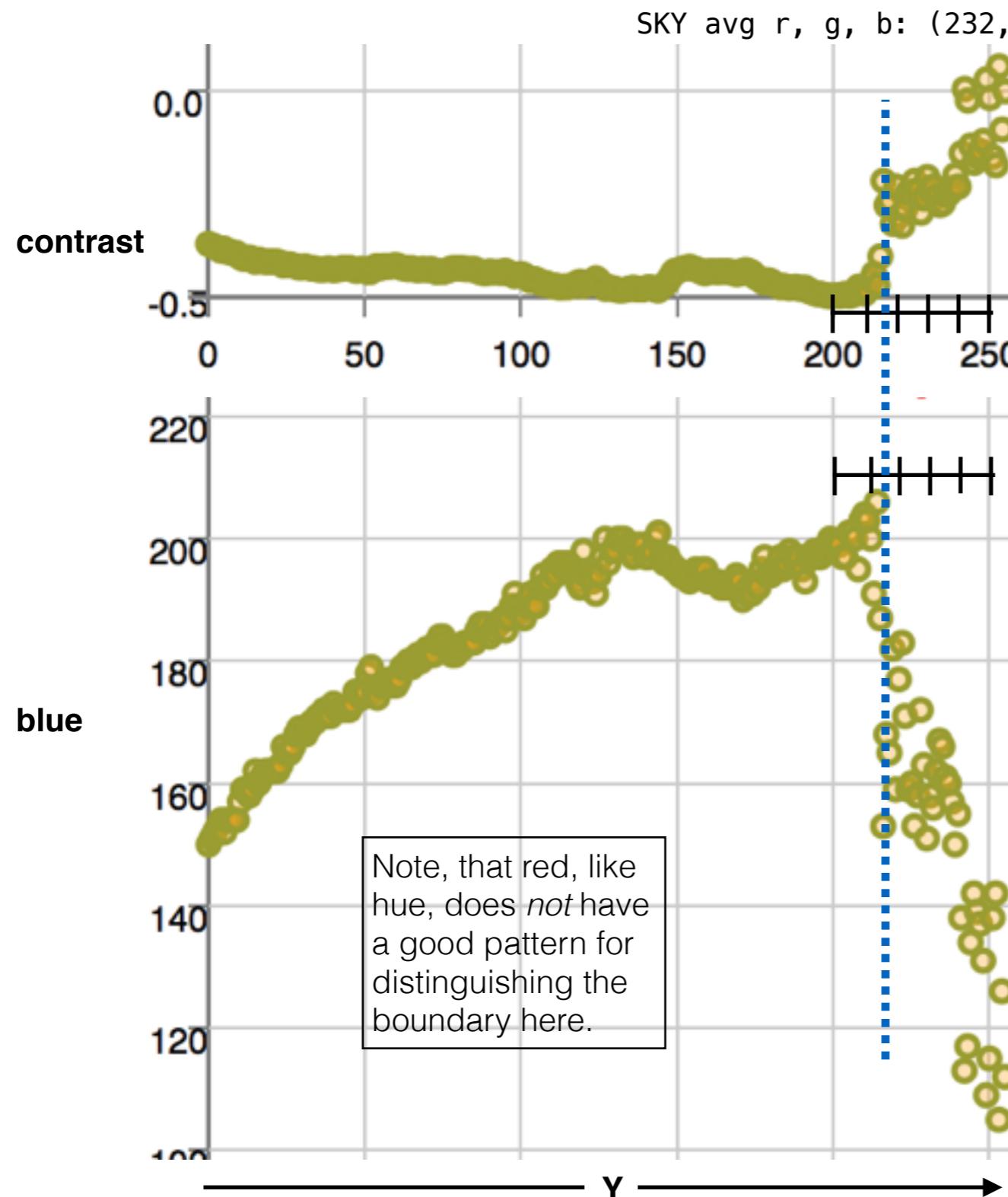
histogram of contrast for sky pixels.



Skyline Extraction

Not Finished... in progress

(3) Growing the sky region to the skyline.



Looks like the distinguishing characteristic is the average change from pixel to 8 neighbors for contrast and for blue determined first over all sky pixels before sky region is grown.

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Skyline Extraction

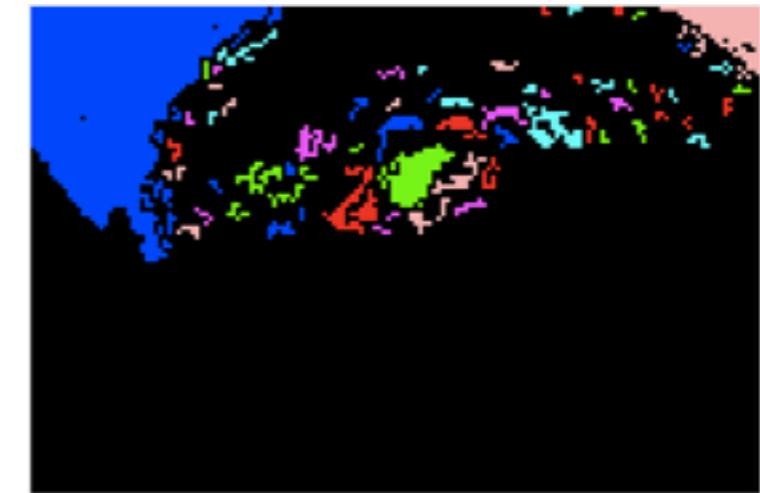
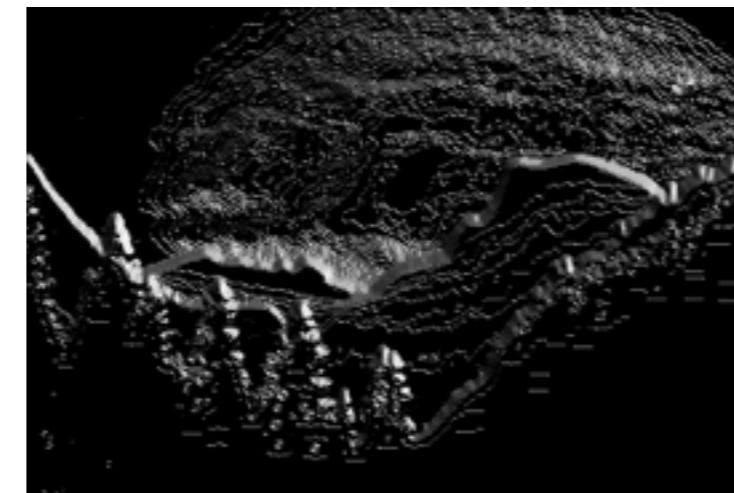
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<https://www.flickr.com/photos/7147684@N03/919374354>



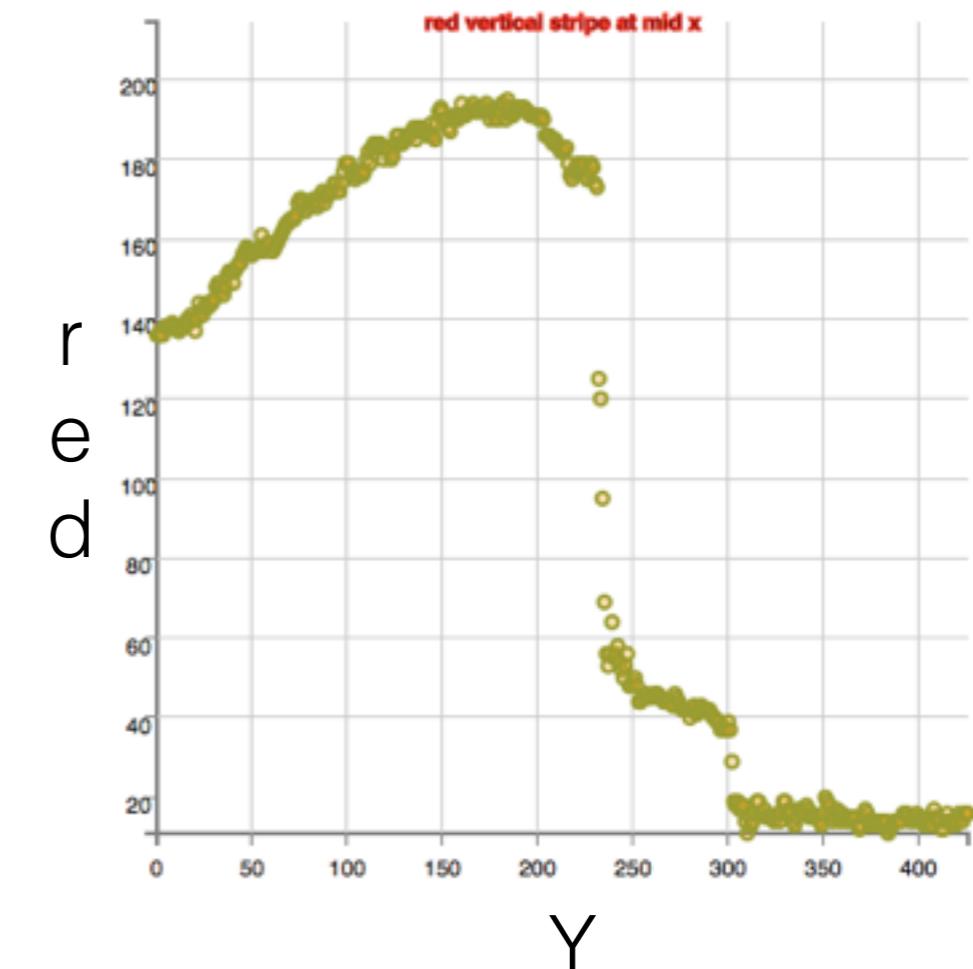
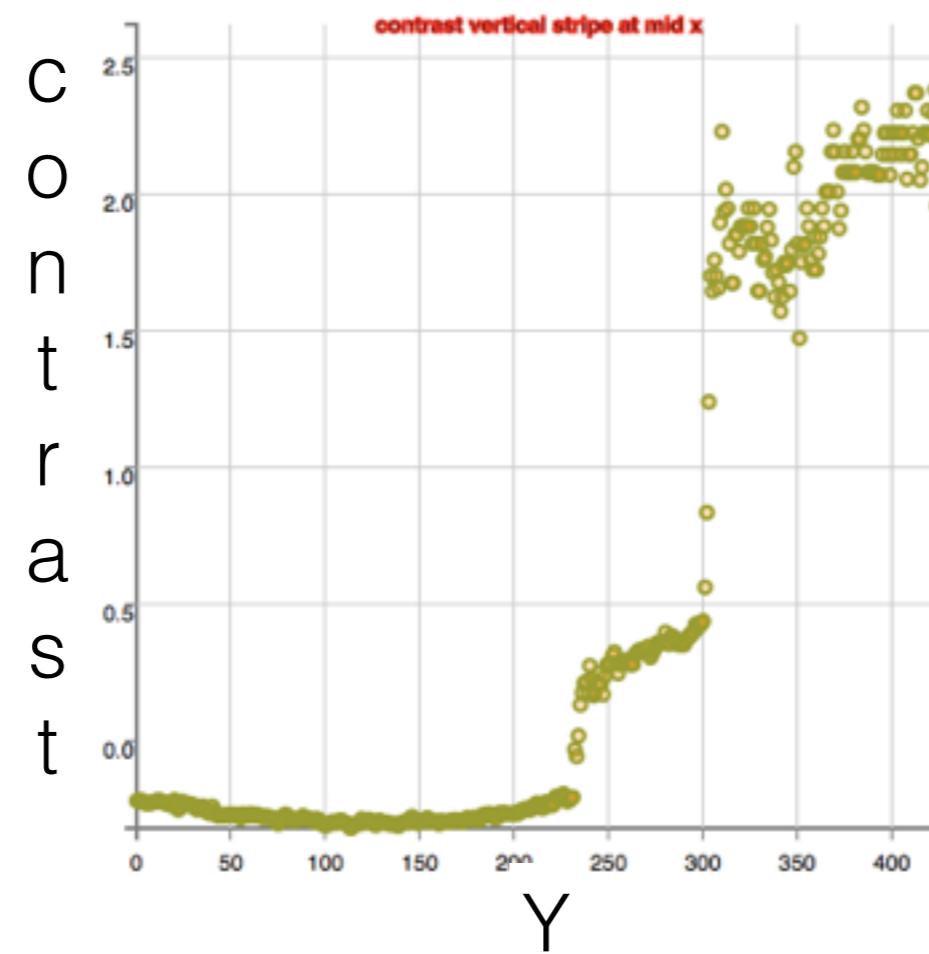
Y
↑
↓



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

purple sky + dark foreground:

skyline is where contrast incr, hue decr. and reverses slope (plunges) and so does red



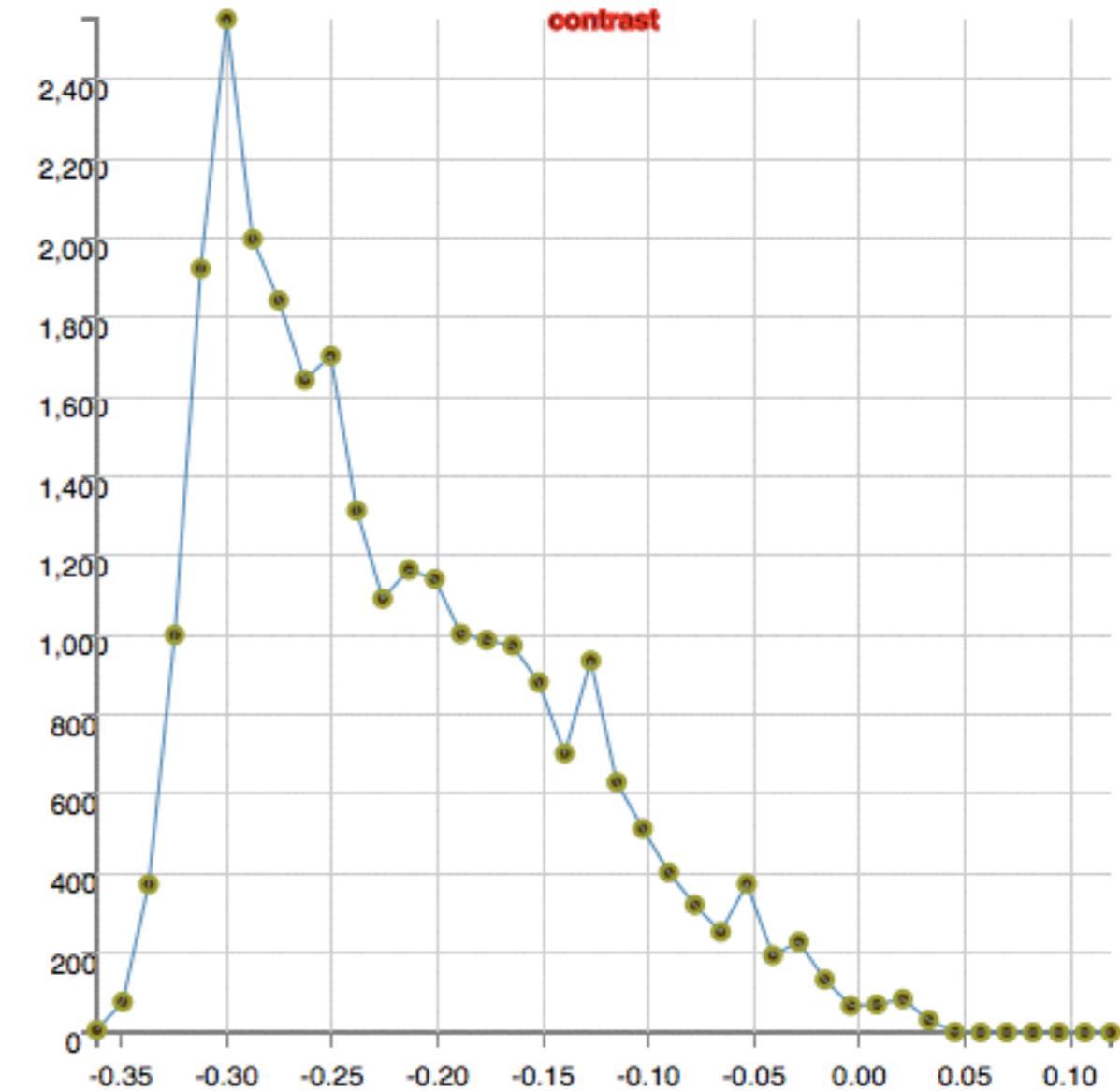
Skyline Extraction

Not Finished... in progress

(2) Removing silhouette regions and keeping only the largest contiguous sky pixels.



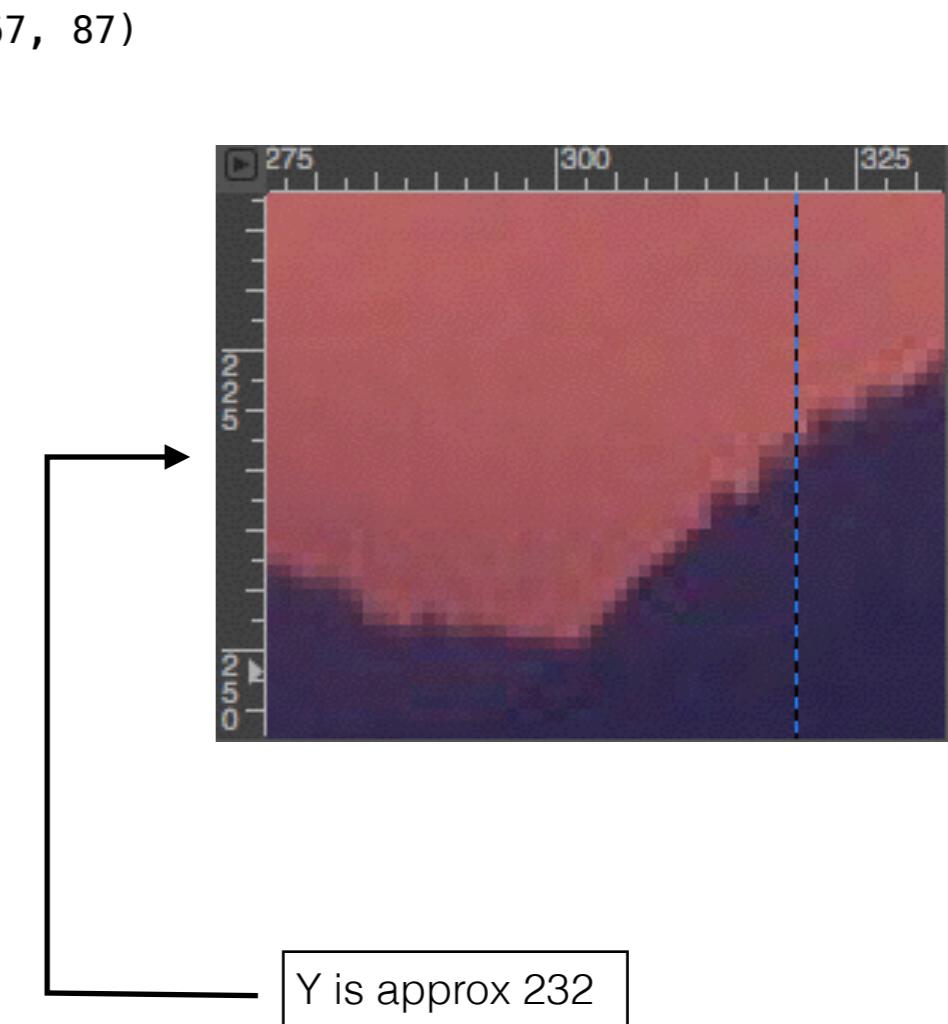
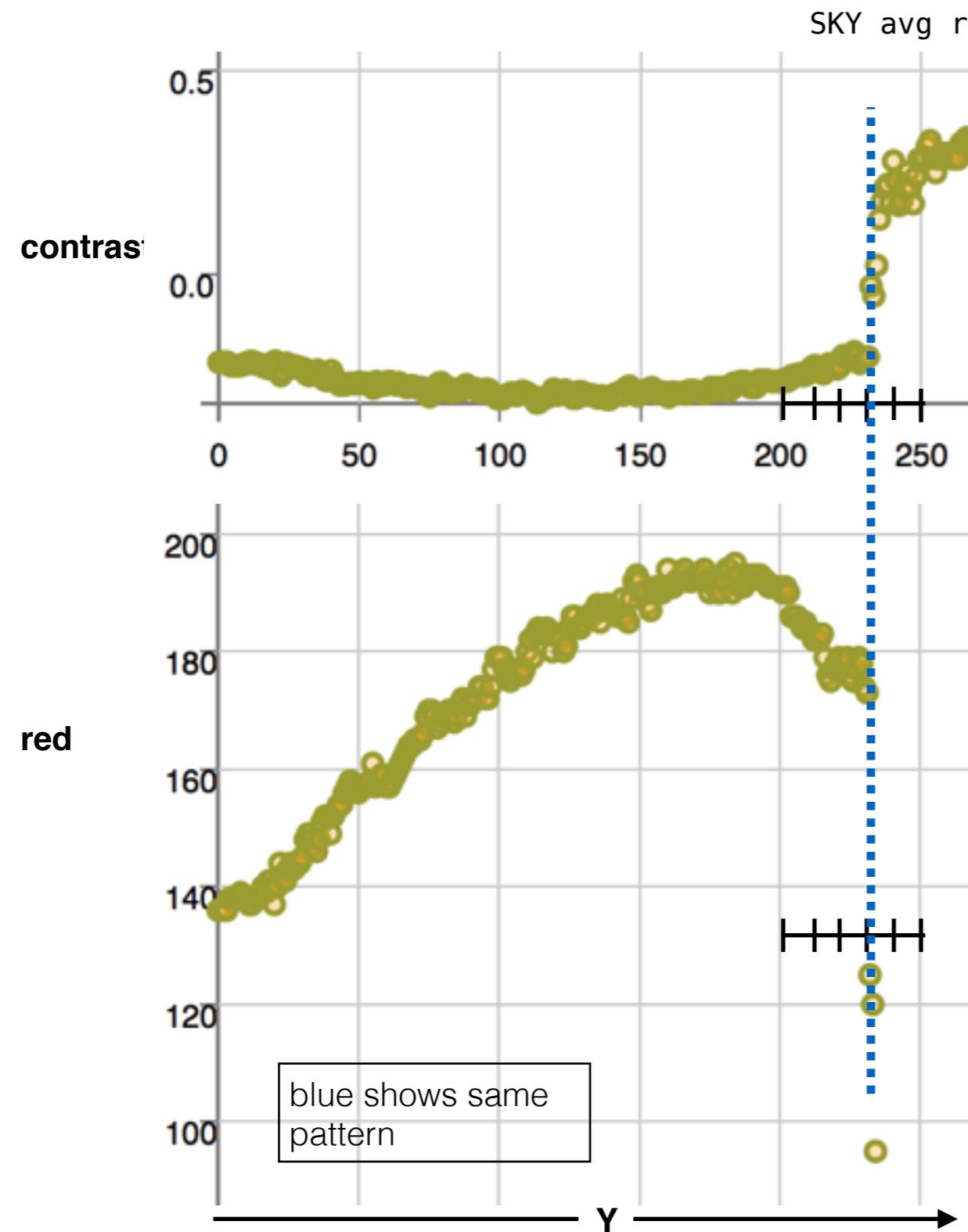
histogram of contrast for sky pixels.



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(3) Growing the sky region to the skyline.



Looks like the distinguishing characteristic is the average change from pixel to 8 neighbors for contrast and for red determined first over all sky pixels before sky region is grown.

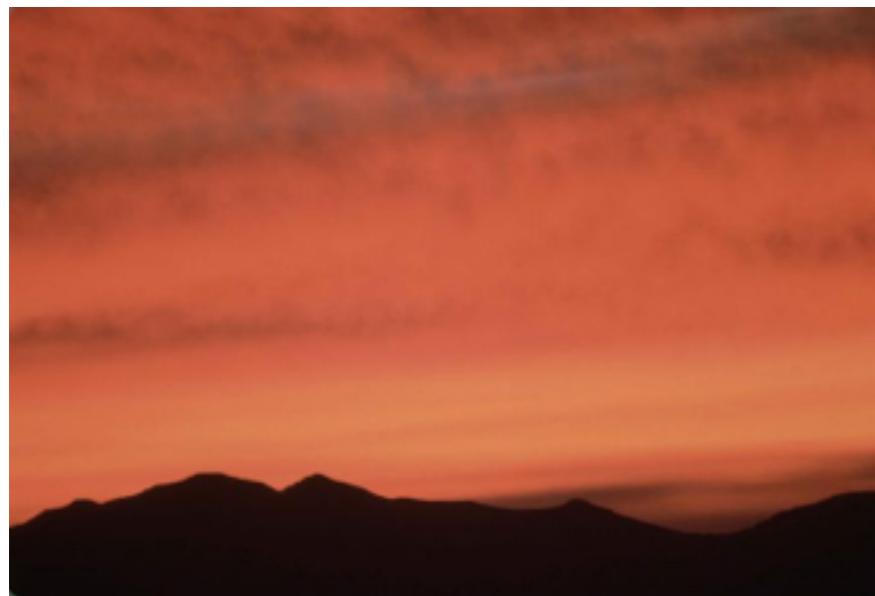
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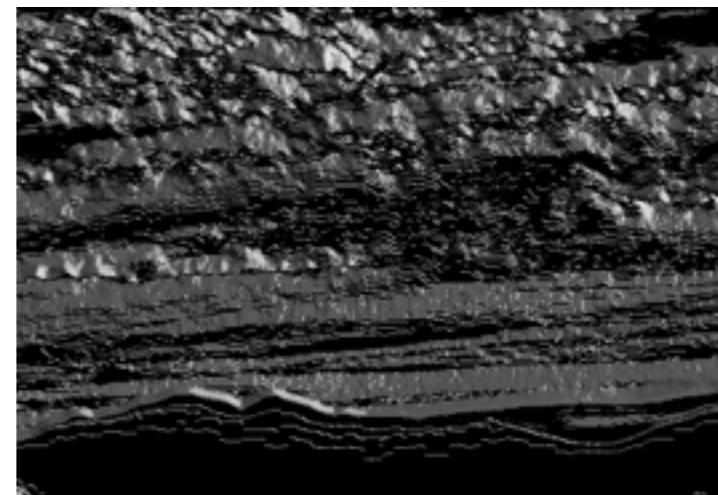
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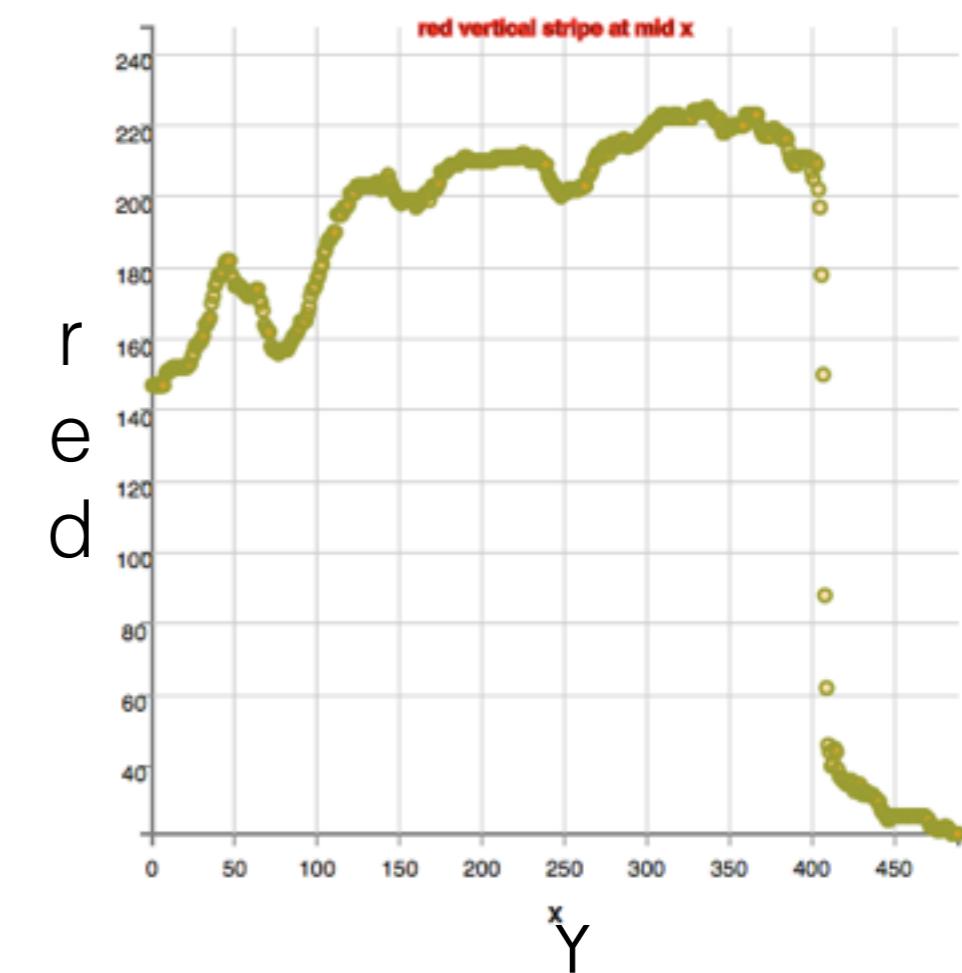
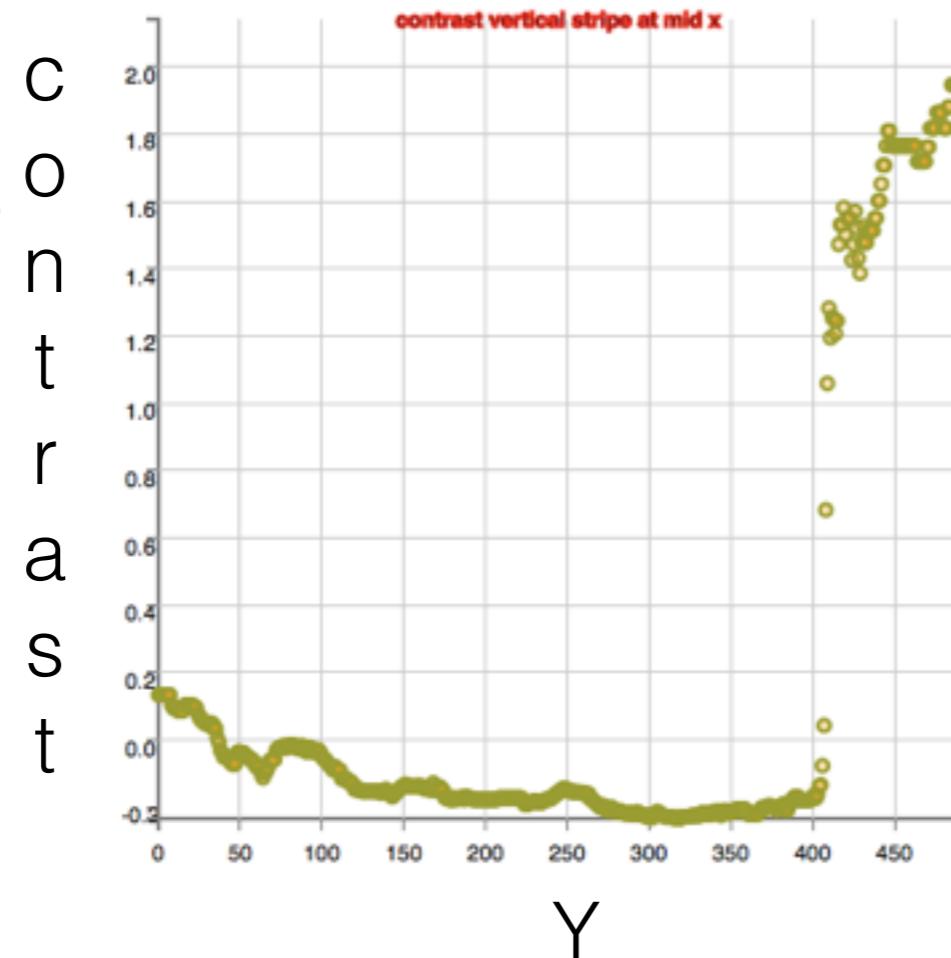
<http://www.public-domain-image.com/nature-landscapes-public-domain-images-pictures/sunrise-public-domain-images-pictures/new-mexico-sunrise.jpg.html>



Y
↑
↓



red sky + dark foreground:
skyline is where
contrast incr, hue decr.
and reverses slope
(plunges) and so does
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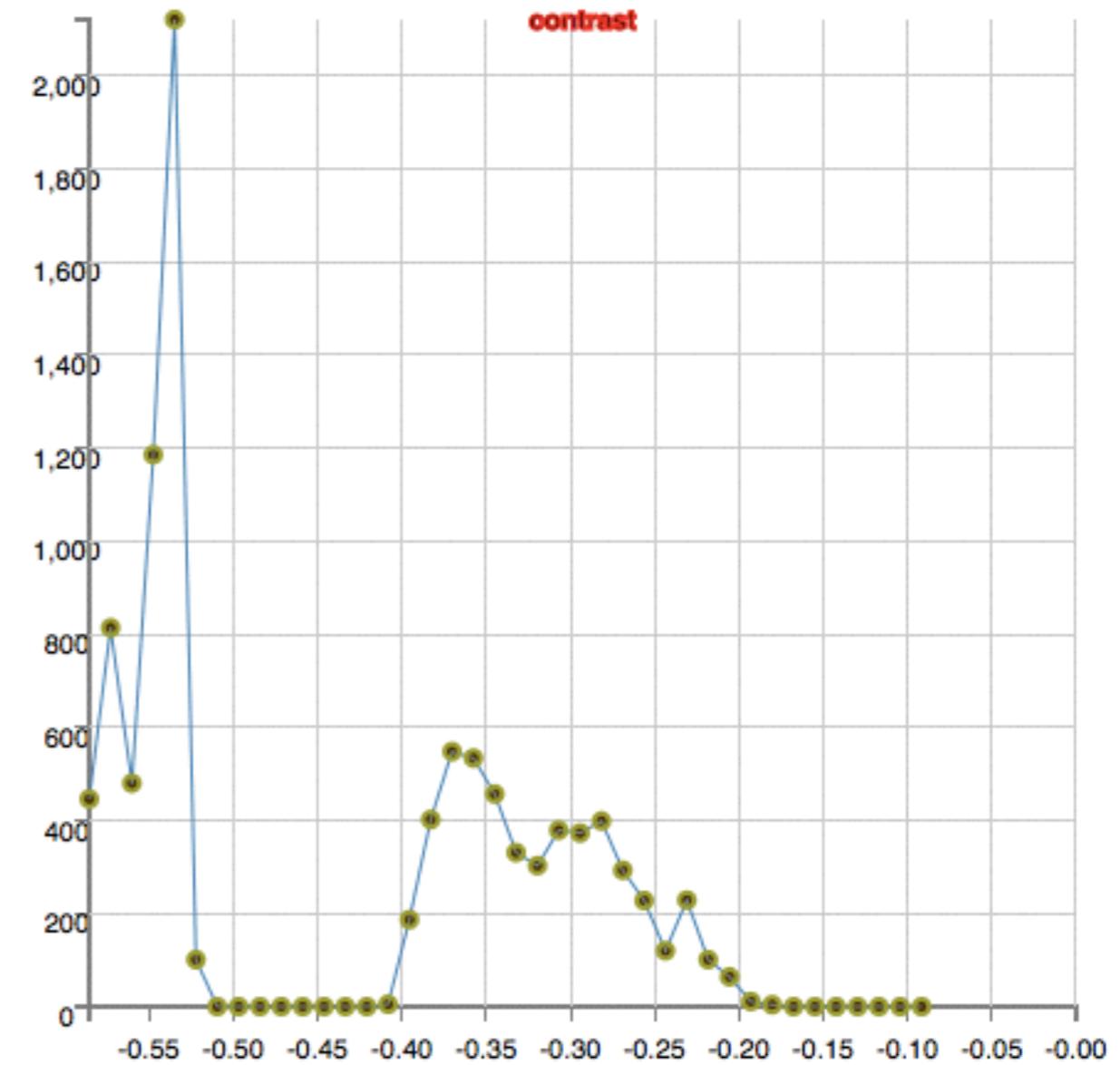
Skyline Extraction

Not Finished... in progress

(2) Removing silhouette regions and keeping only the largest contiguous sky pixels.



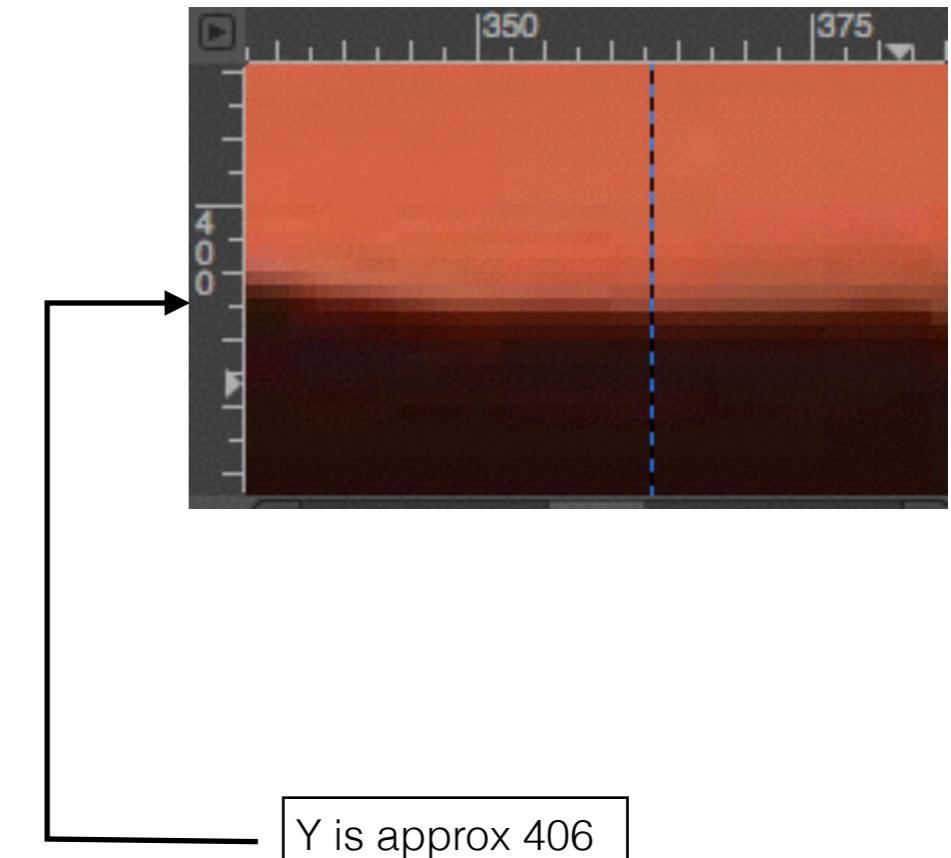
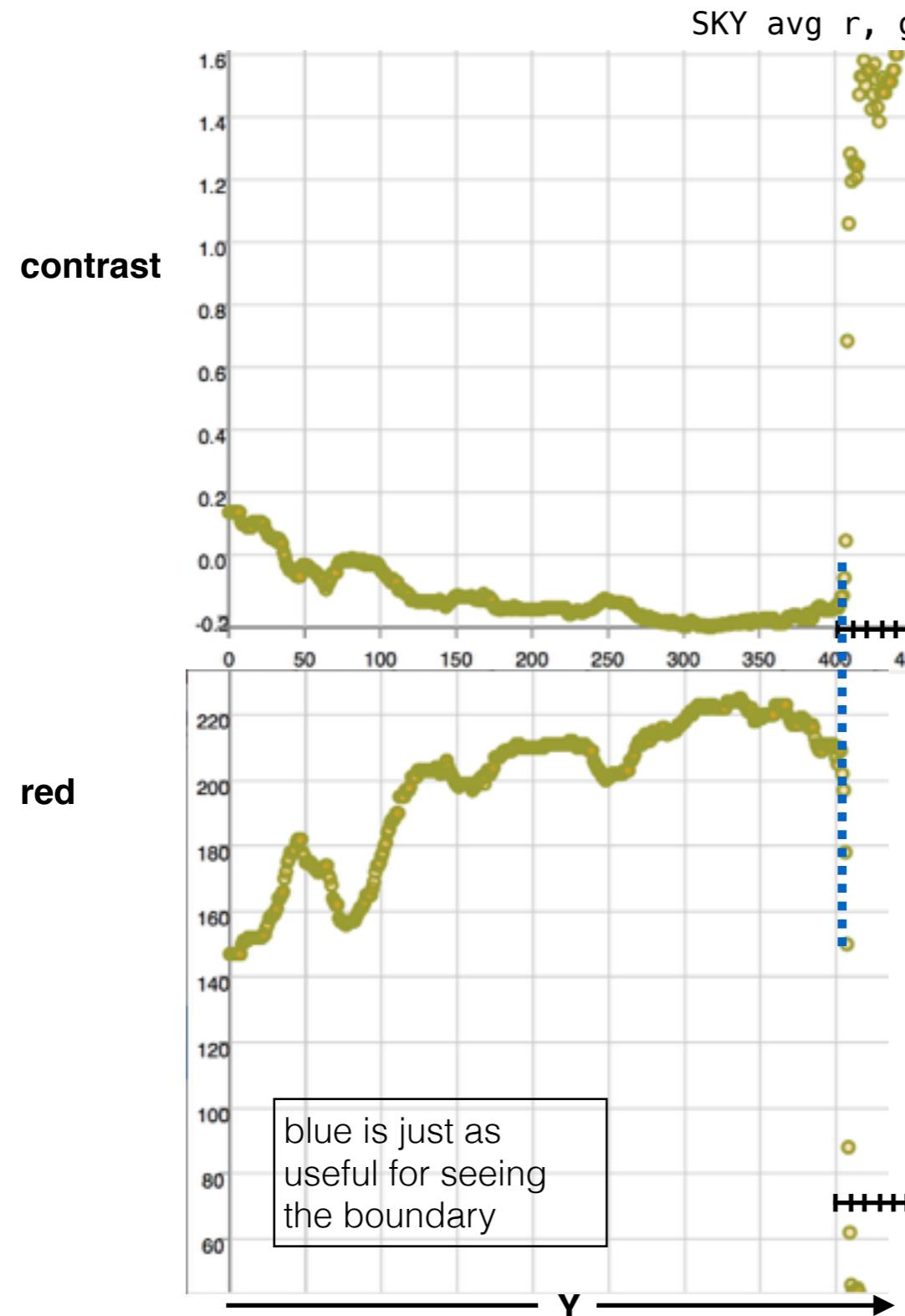
histogram of contrast for sky pixels.



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(3) Growing the sky region to the skyline.



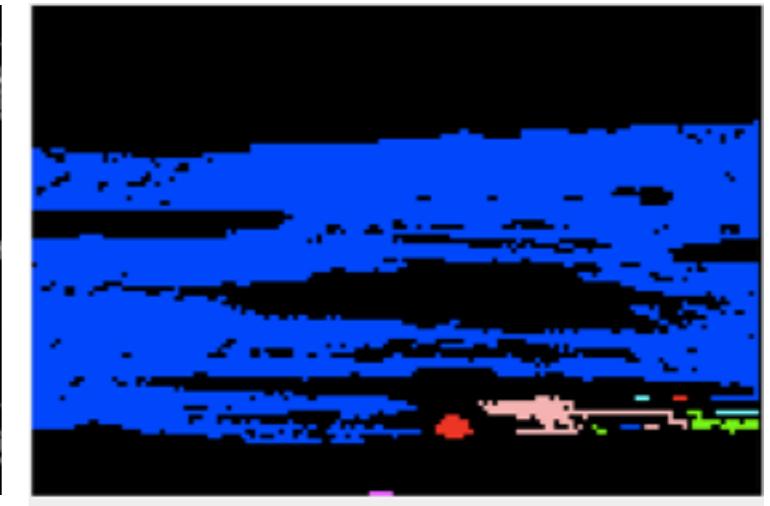
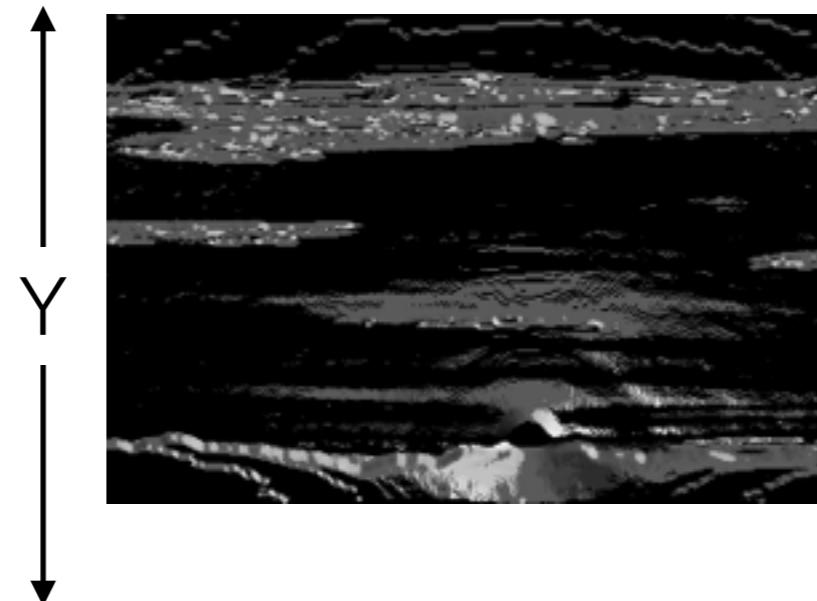
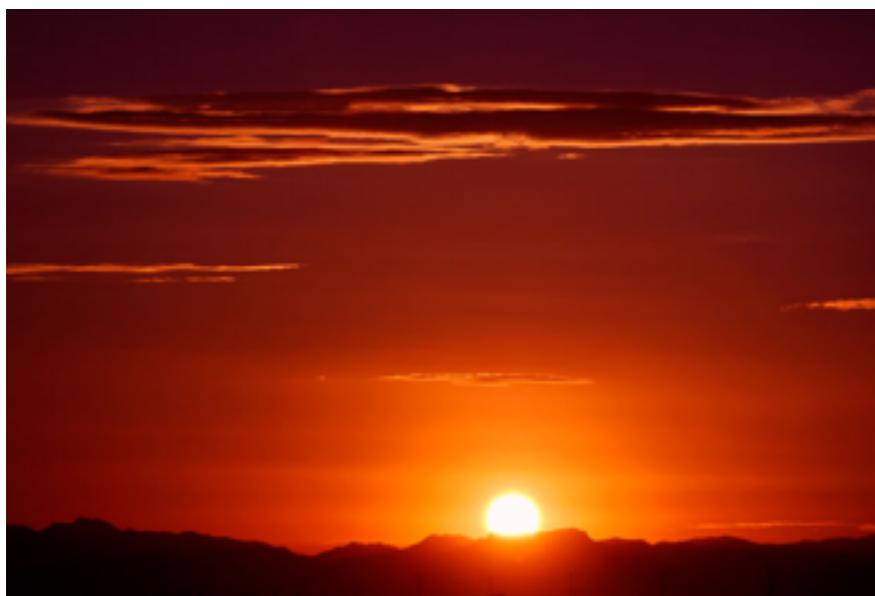
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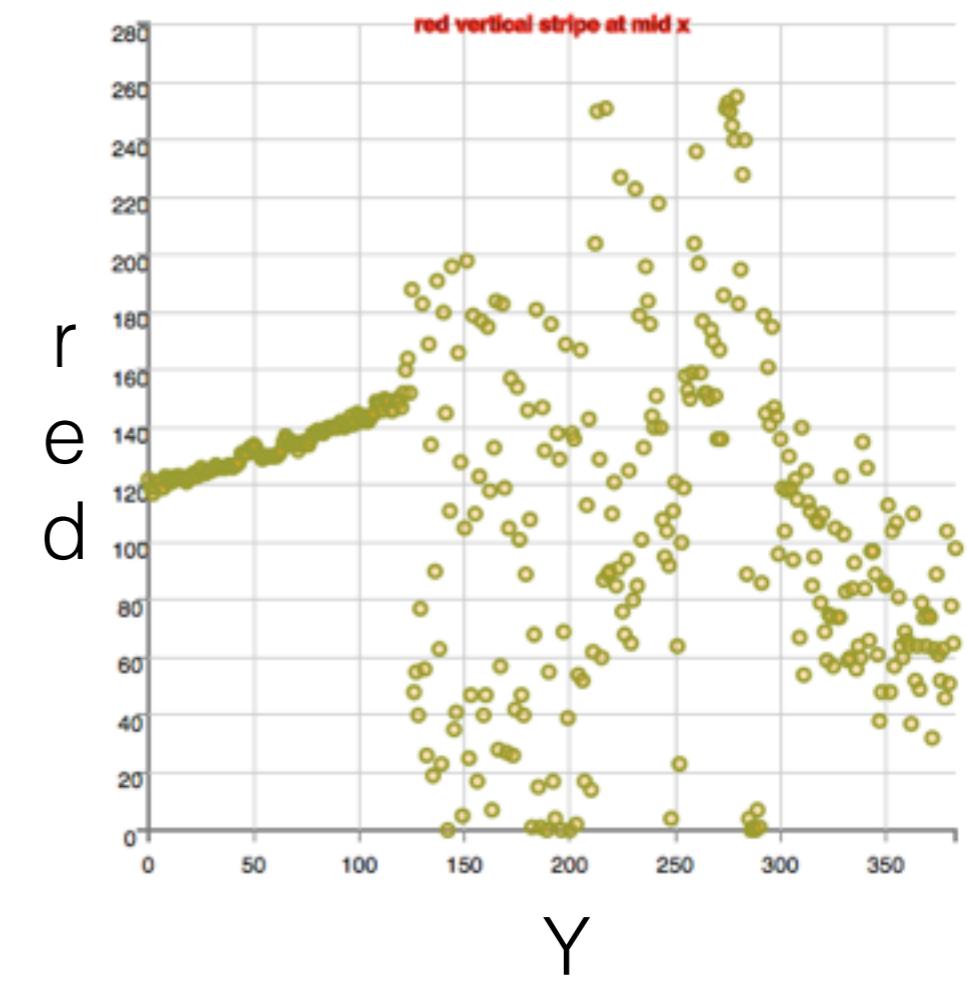
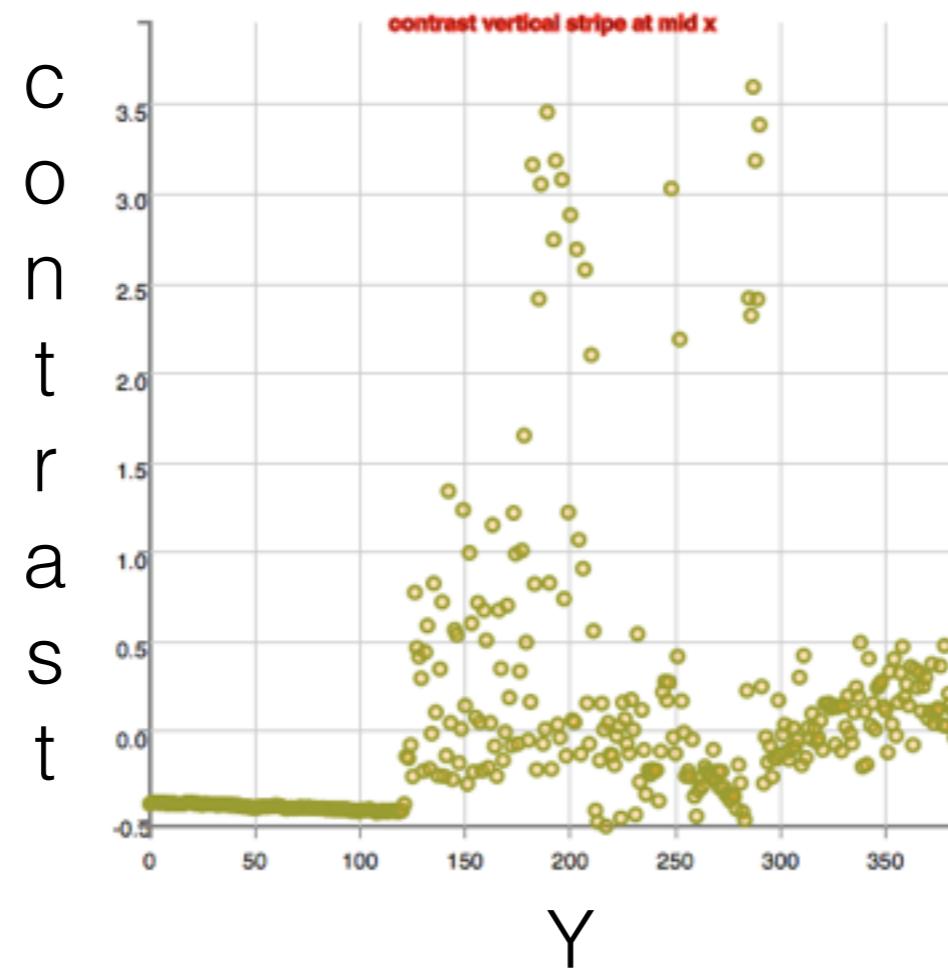
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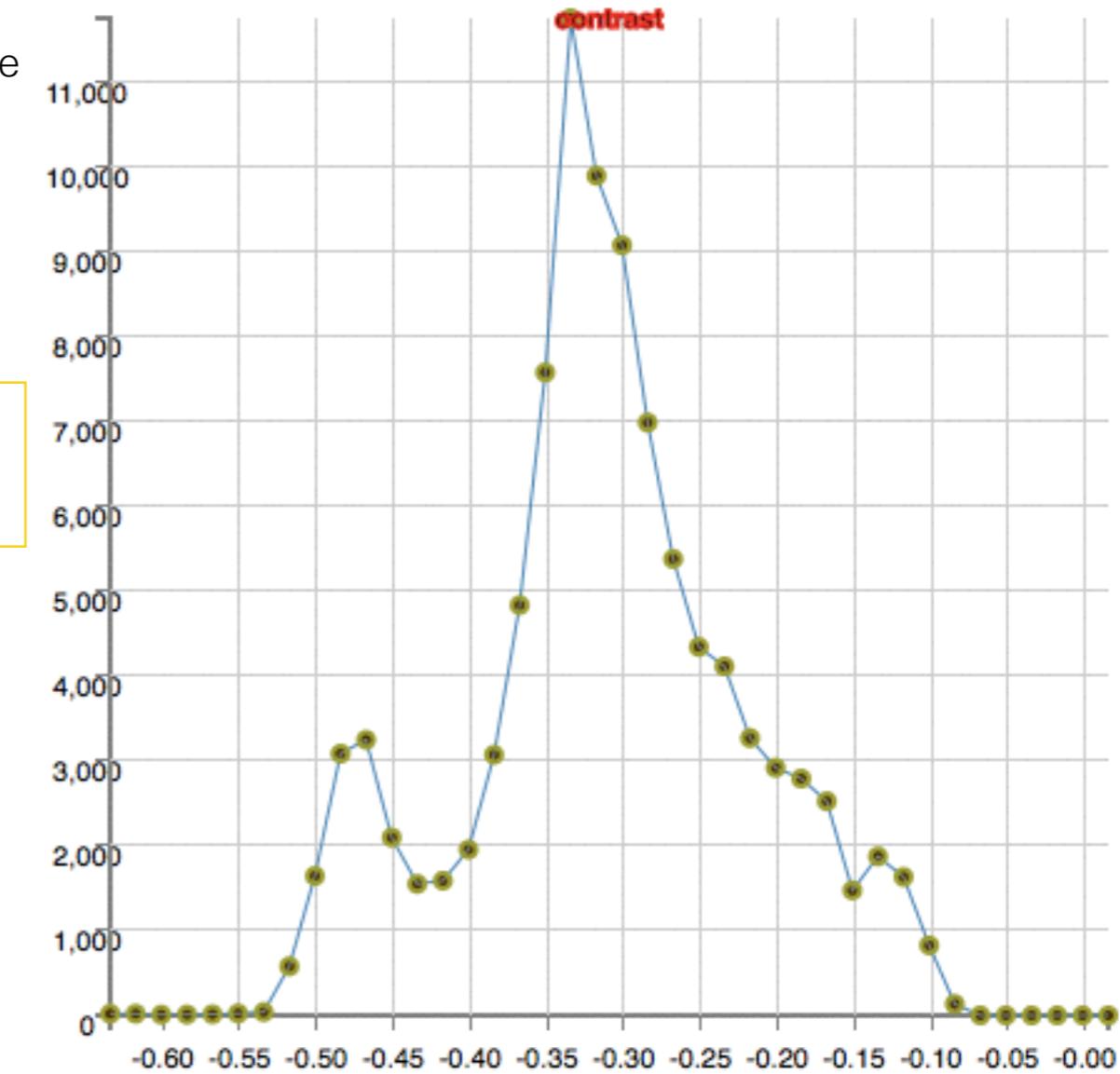
Not Finished... in progress

(2) Removing silhouette regions and keeping only the largest contiguous sky pixels.



the largest groups are kept:

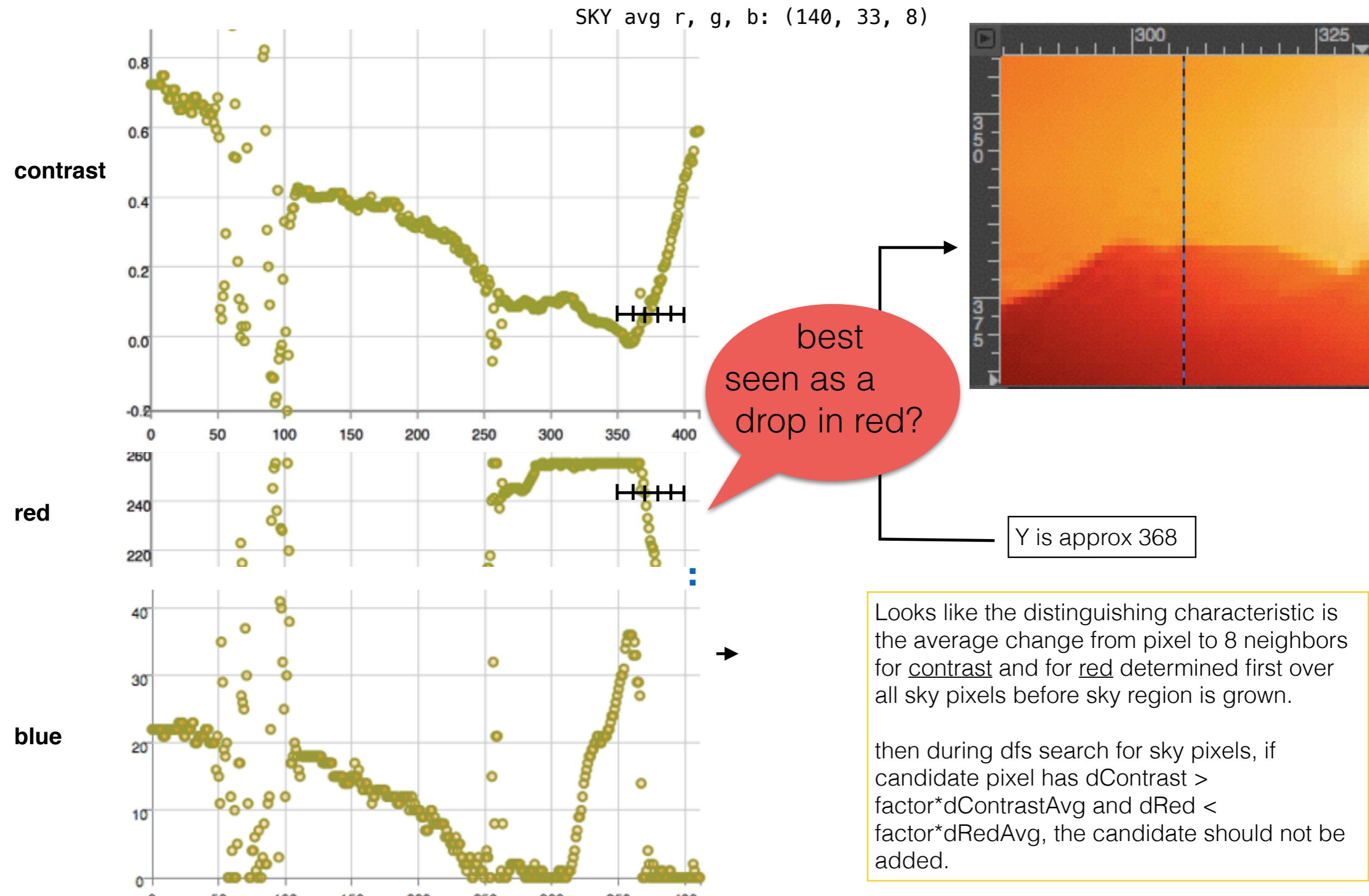
histogram of contrast for sky pixels.



Skyline Extraction

Not Finished... in progress

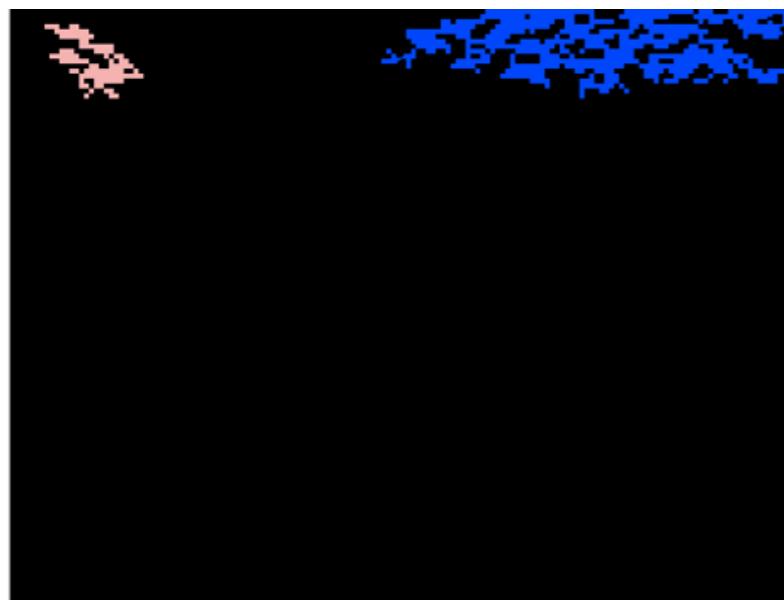
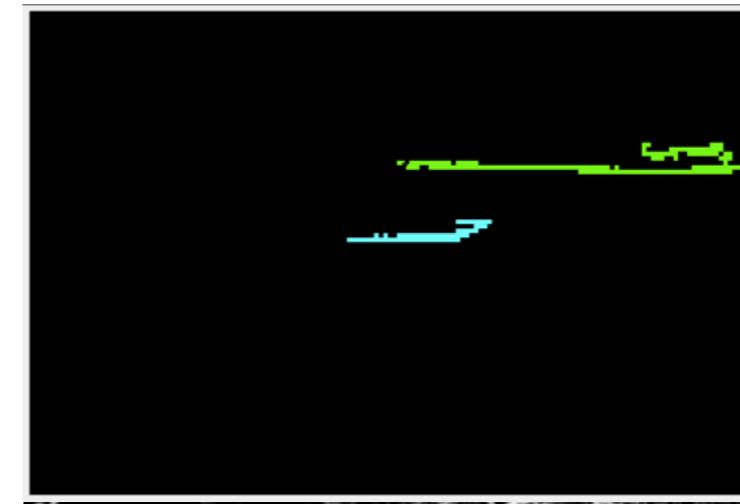
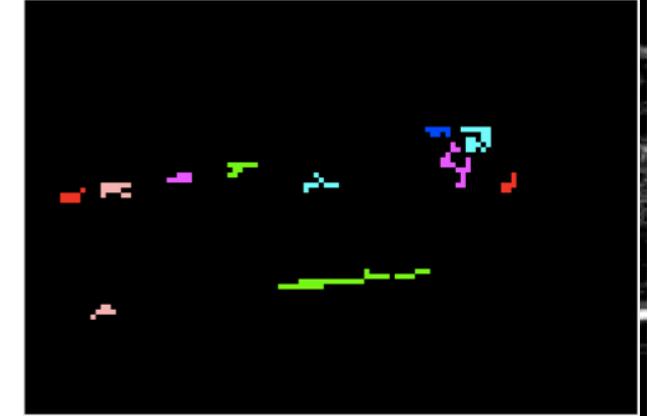
(3) Growing the sky region to the skyline.



Skyline Extraction

Not Finished... in progress

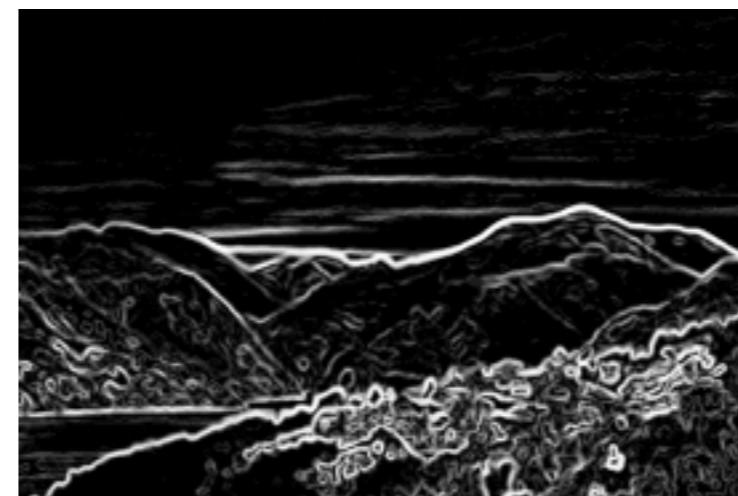
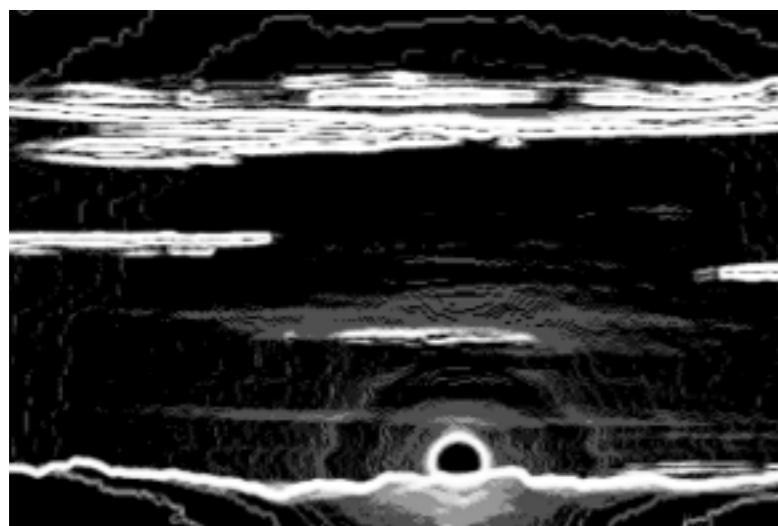
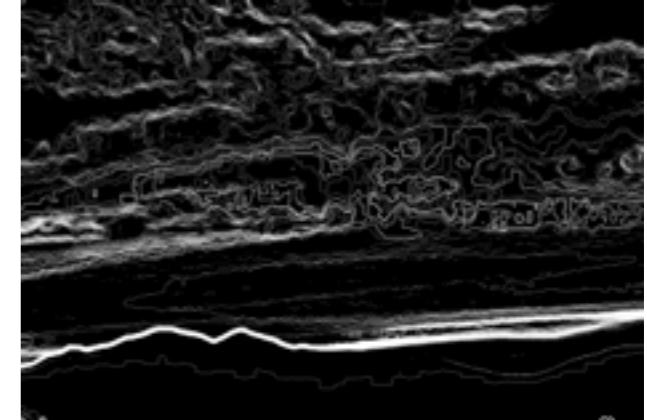
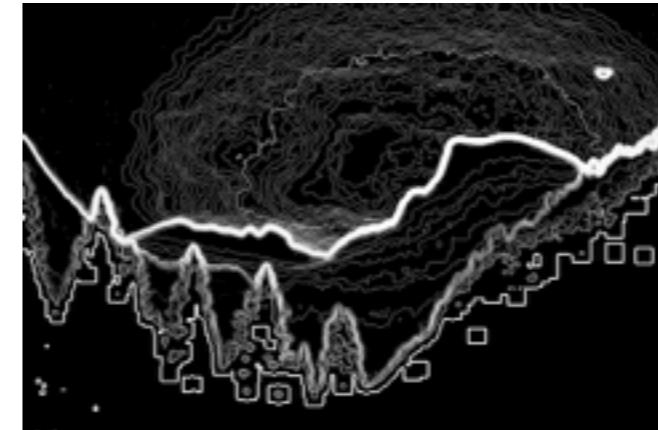
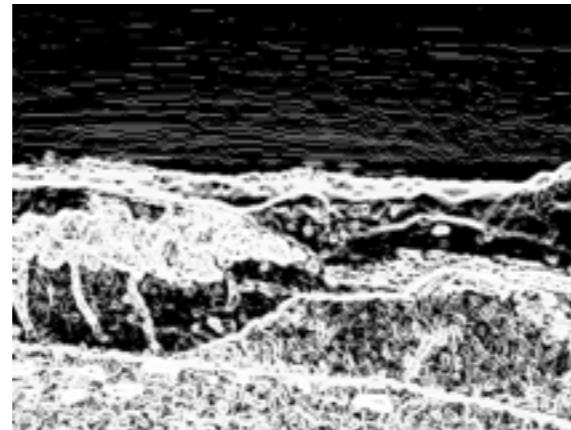
collage of the sky found with theta images (plus high contrast pixel removal plus dark group removal for foreground silhouette)



Skyline Extraction

Not Finished... in progress

(4): using gradientXY with “thresholding” to extract sky that has been located with the theta images. a quick look at gradientXY images minus the 0.5 of peak value

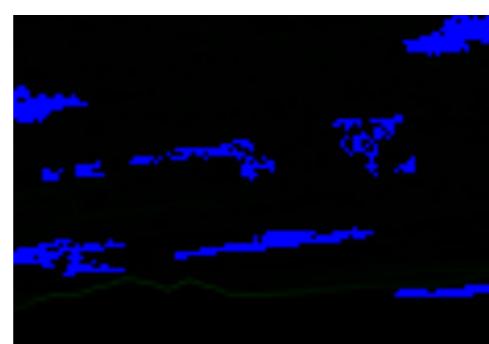
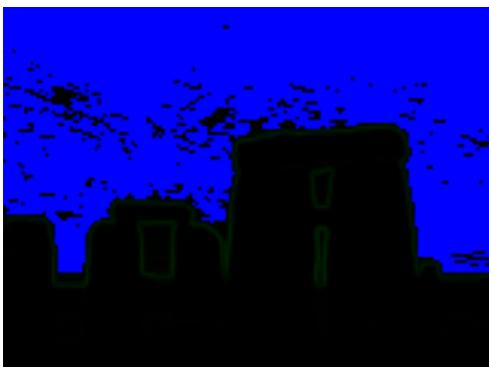
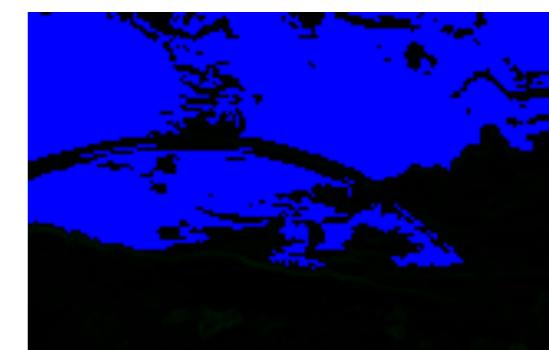
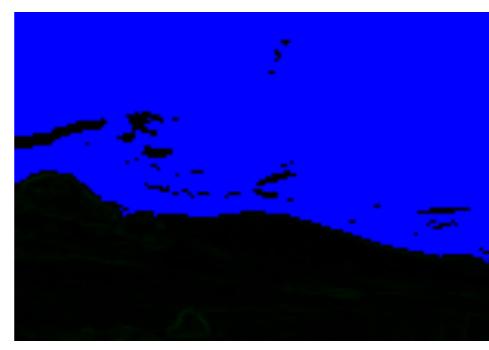
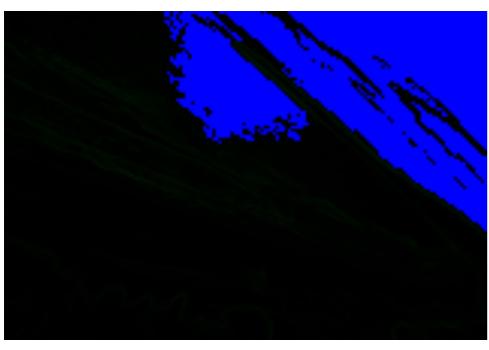
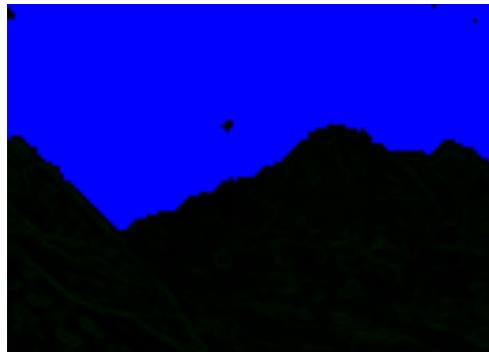


1.0) (1,1,0.43555954

Skyline Extraction

Not Finished... in progress

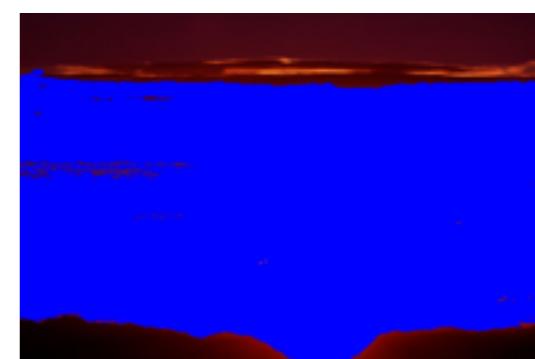
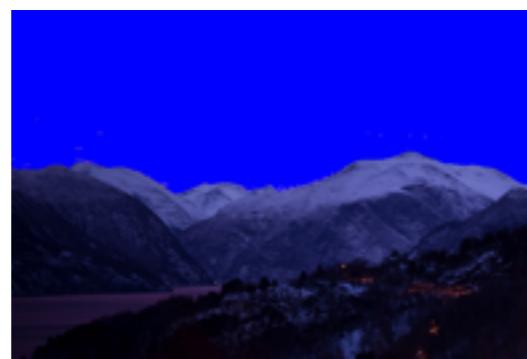
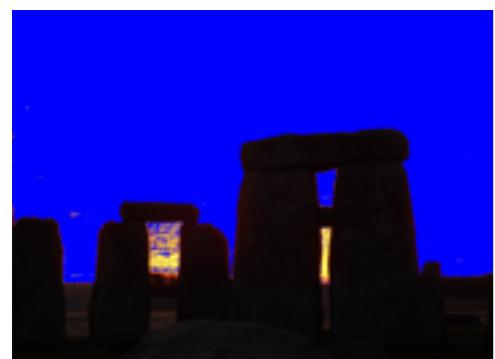
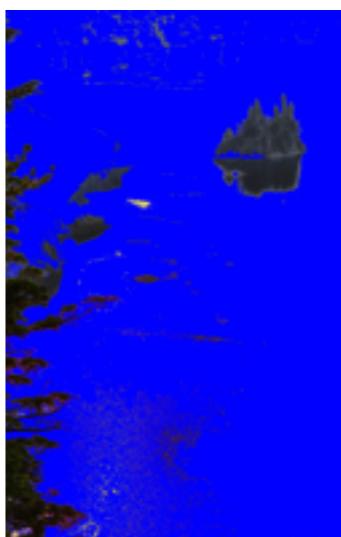
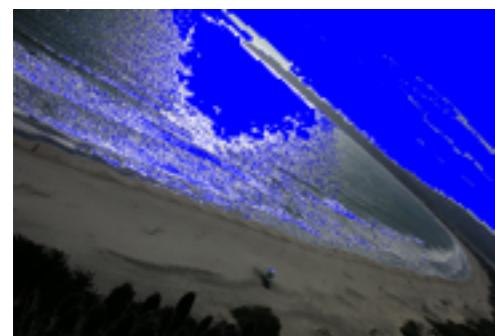
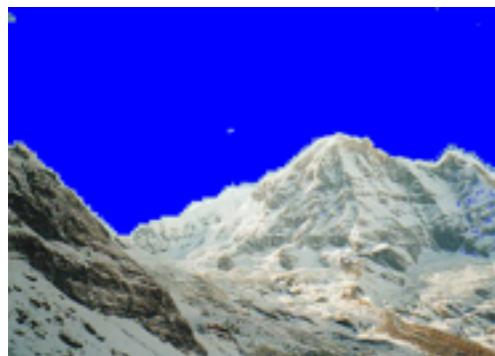
(4) **continued** subtracted an amount from gradientXY and extracted contiguous zero value pixels as sky. (shown in blue)



Skyline Extraction

Not Finished... in progress

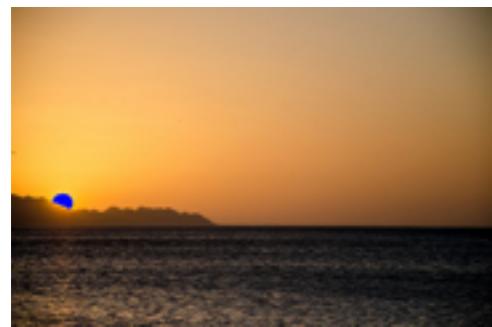
(5) **continued** find clouds and grow sky (*only implemented for red sky so far, and not finished for that yet*)



Skyline Extraction

Not Finished... in progress

(6) **find sun**



Skyline Extraction

Not Finished... in progress

(7)

Skyline Extraction

Not Finished... in progress

(5)