



Prediction of Sea Ice Edge by Using Image Processing Techniques

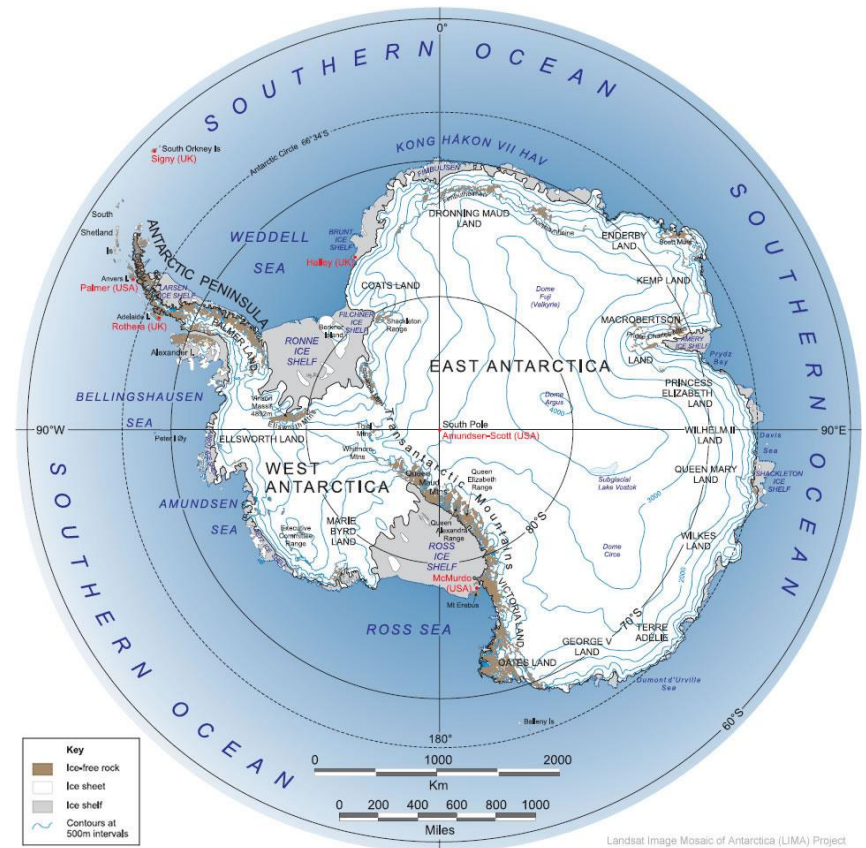
Pravin Kumar Rana
Indian Institute of Technology
Kharagpur-721302
India

Outline

- **Problem**
- **Approach**
- **Result & Discussion**
- **Future work**

Antarctica

- The southern most icy continent of the world surrounding the south pole is called **Antarctica**.
- Antarctica is located between the latitudes of approximately 65°S and 90°S
- Antarctica is called **pulsating continent** because its ice pack grows from an area of $2.6 \times 10^6 \text{ km}^2$ by March-end (end of southern summer) to about $18.8 \times 10^6 \text{ km}^2$ by September-end (end of southern winter)



Salient Features of Antarctica

- Fifth largest continent about $14 \times 10^6 \text{ km}^2$
- Mean Surface elevation is over 2000m
- Lowest temperature recorded -89°C
- Wind velocity up to 200 km/h
- About 10% of the cost is rocky
- The driest continent in the world
- The highest point in the continent is **Vinson Massif** with height of 5140 m
- Locked in the Antarctica land mass is 90% of the world's ice cover and 70% of the global fresh water
- The 10% of Antarctica is free of ice
- The thickness of ice on the remaining 90% of the continent is 0.6-4.5 km
- Antarctica started forming at least 50×10^6 years ago

Problem

**Prediction of pulsating nature of Sea
Ice Edge over the Antarctica**

Pulsating continent : Antarctica

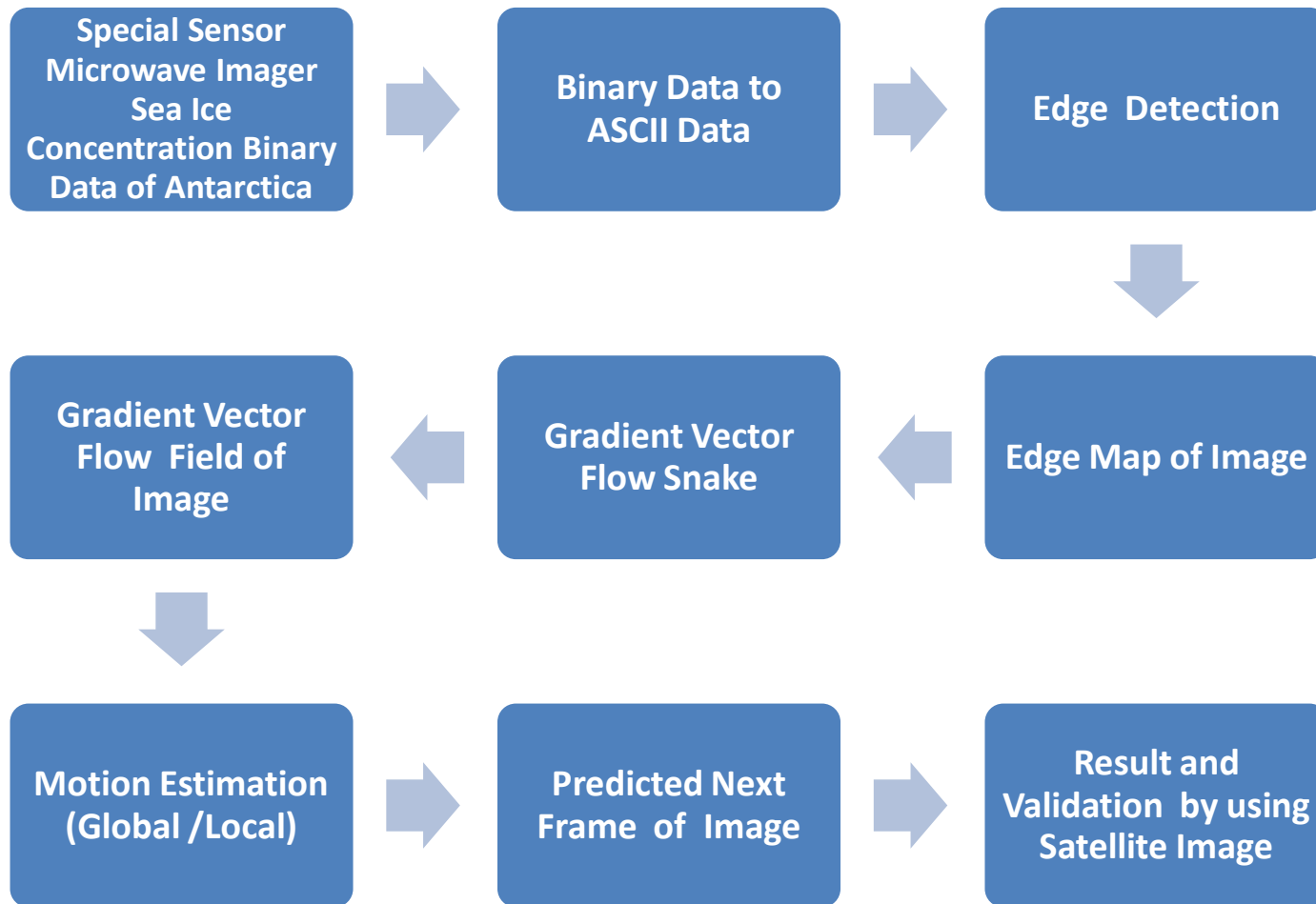


**Pulsating Antarctica: Seasonal Variation of Antarctica Sea Ice Edge
from 1st July 2002 to 1st July 2005**

Why Antarctica Sea Ice Edge?

- Antarctic sea-ice cover plays an important role in the earth's climate, primarily by insulating the ocean from the atmosphere and increasing the surface albedo.
- Sea-ice formation and the accompanying convective processes are the main driving force for the global thermohaline circulation.
- Densification of sea water by brine rejection as a result of intensive freezing is strongest in open water areas and the bottom-water formation.
- Sea-ice edge is a potential indicator of climate change.
- Fishing and commercial shipping activities as well as military submarine operations need reliable ice edge information for safety purposes.

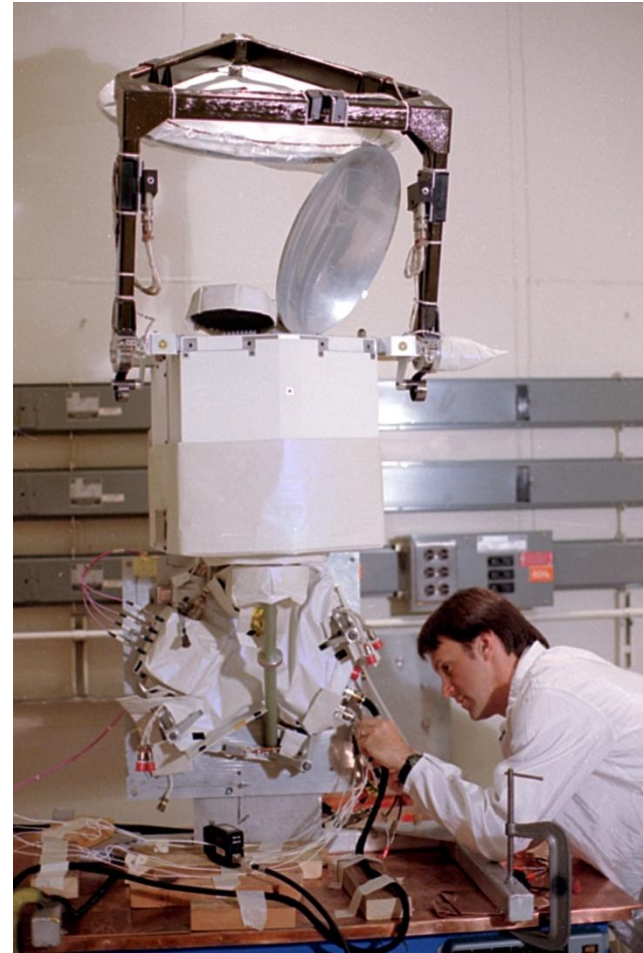
Approach



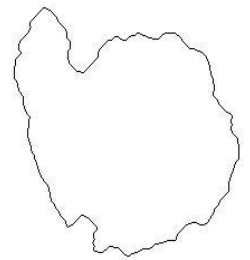
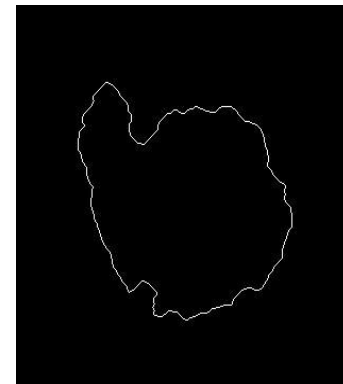
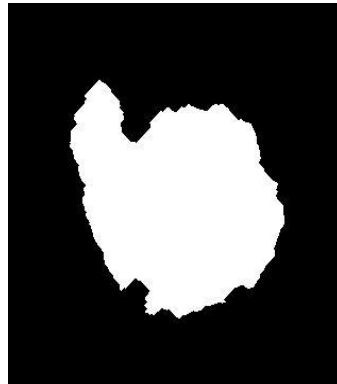
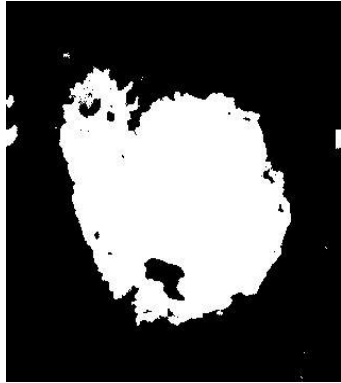
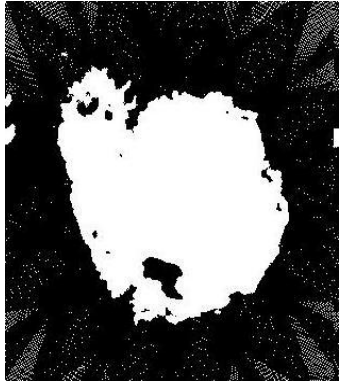
Sea Ice Concentration Data

Special Sensor Microwave/Imager

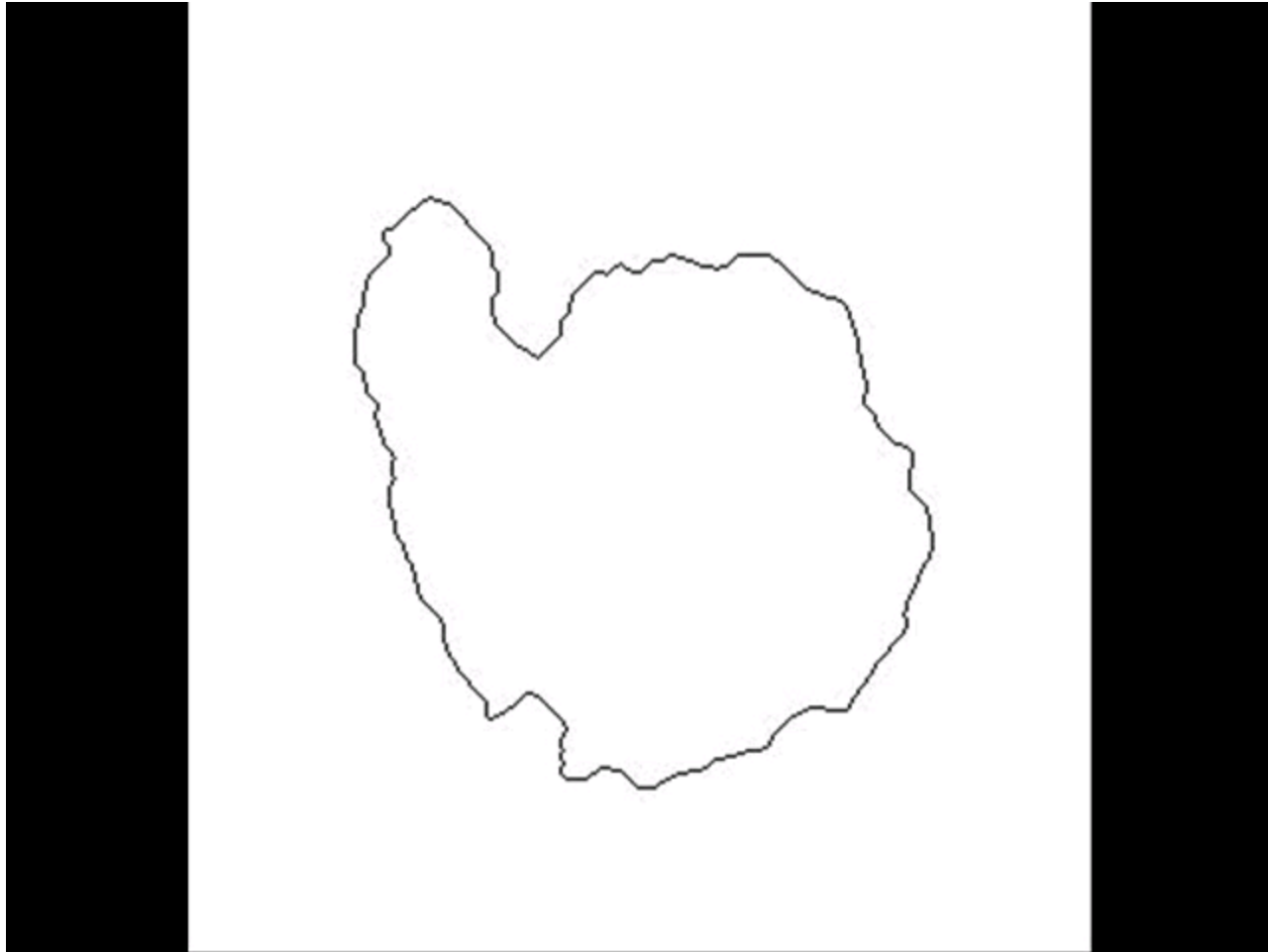
- The sea ice concentration derived from the Special Sensor Microwave/Imager (SSM/I) using **Bootstrap Algorithm** with daily varying tie-points.
- The sea ice concentration is gridded on **polar stereographic projection** with 25km x 25 km resolution
- It is provided in **binary two-byte integer** format.
- Temporal coverage: 1987 to till date, Daily and monthly



Different Steps to getting edge by using MATLAB



Variation in Sea Ice edge in Antarctica in 2006



Gradient Vector Flow Snake

- Snake (or Active Contour) are curves defined within an image domain that can move under the influence of the internal forces coming from within the curves itself and external forces computed from the image data
- An energy minimizing spline guided by external constraint forces and pulled by image forces toward features.
- Model is always minimizing its energy functional and therefore exhibits dynamic behavior : Active Contour Model.
- The way the contours slither in the model while minimizing their energy is known as Snake Model.
- The snake's energy depends on its shape and location
- Snakes can be closed or open
- GVF snake is active contour which uses the gradient vector field as an external force.

Applications of Snake

- Edge Detection
- Motion Tracking
- Shape Modeling
- Image Segmentation
- Pattern Recognition

Why Gradient Vector Flow Snake?

- Insensitivity to initialization
- Large capture range
- An ability to progress into boundary concavities
- Detects shapes with boundary concavities
- Does not need prior knowledge about whether to shrink, or expand towards boundary

GVF Snake Model


- A snake is a curve $X(s)=[x(s),y(s)], s \in [0,1]$ that moves through the spatial domain of an image to minimize the energy functional

$$E_{\text{snake}} = \int_0^1 [E_{\text{internal}}(X(s)) + E_{\text{external}}(X(s))]ds$$

where E_{internal} is the internal energy and E_{external} is the external energy of the snake, respectively

Internal Energy

- The internal energy for Snake can be written as

$$E_{\text{Internal}} = [(\alpha(s) |X'(s)|^2 + \beta(s) |X''(s)|^2)] / 2$$


The diagram shows the equation $E_{\text{Internal}} = [(\alpha(s) |X'(s)|^2 + \beta(s) |X''(s)|^2)] / 2$. Two red arrows point from the terms in the brackets to labels below. The first arrow points from $(\alpha(s) |X'(s)|^2)$ to the word "Elasticity". The second arrow points from $(\beta(s) |X''(s)|^2)$ to the word "Rigidity".

Elasticity Rigidity

Note : where X' and X'' are the 1st and 2nd derivatives of the snake with respect to s and $\alpha(s)$, $\beta(s)$ specify the elasticity and rigidity of the snake, respectively and are often independent of s .

External Energy

- The external energy computed from the image data is a weighted combination of energies which attract the snake to lines or edges
Image data

- For a Gray-level Image $I(x, y)$

$$E_{\text{external}}^1 = -|\nabla I(x, y)|^2$$

$$E_{\text{external}}^2 = -|\nabla [G_{\sigma}(x, y) * I(x, y)]|^2$$

- For a line drawing (black on white) Image $I(x, y)$

$$E_{\text{external}}^3 = I(x, y)$$

$$E_{\text{external}}^4 = G_{\sigma}(x, y) * I(x, y)$$

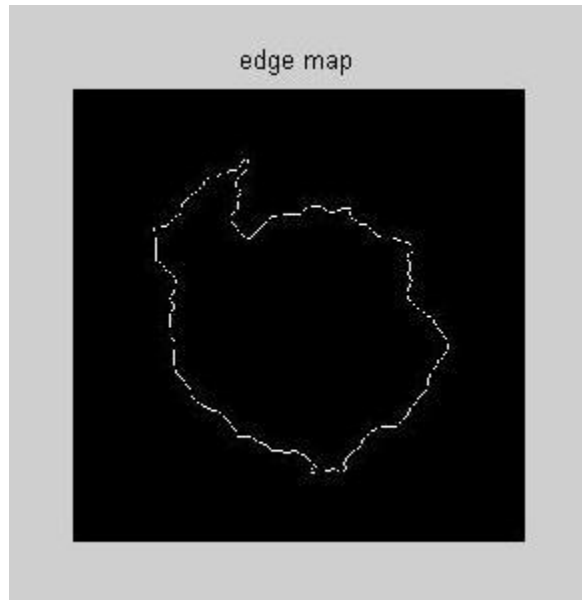
where G_{σ} is the 2D Gaussian function with standard deviation σ and ∇ is the gradient operator

Implementation

The process of my implementation:

- 1 Import an image
2. Initialize the snake for the image
3. Compute the edge map of the image
4. Input the edge map to the GVF solver
5. Deforms the snake

Edge Map



- Edge map $f(x, y)$ derived from the image $I(x, y)$ having the property that it is larger near the image edges

$$f(x, y) = -E_{\text{external}}^{(i)}(x, y)$$

$i=1,2,3, \text{ or } 4.$

Gradient Vector of Edge Map

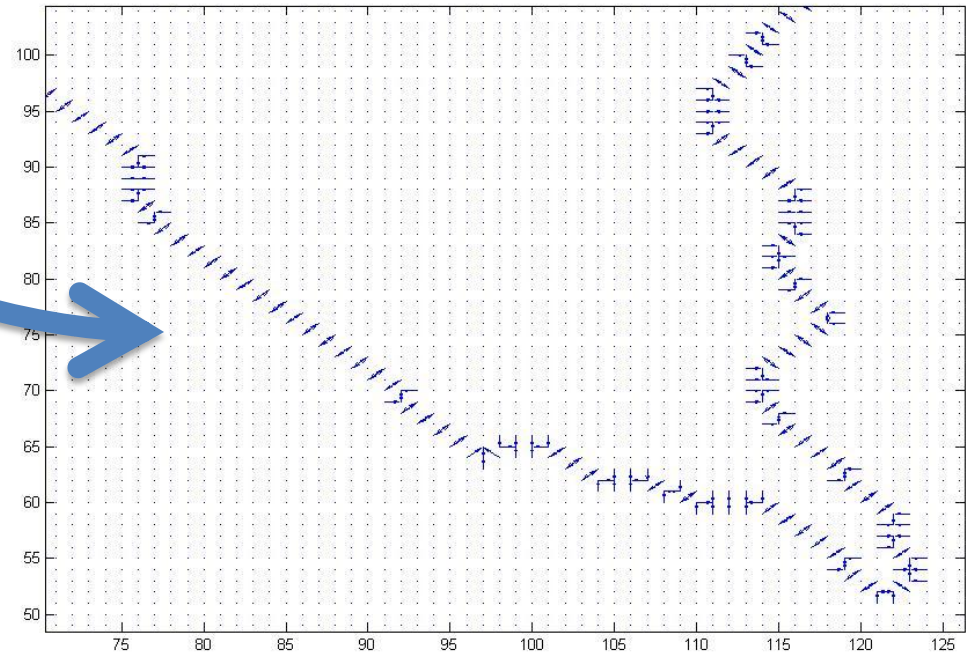
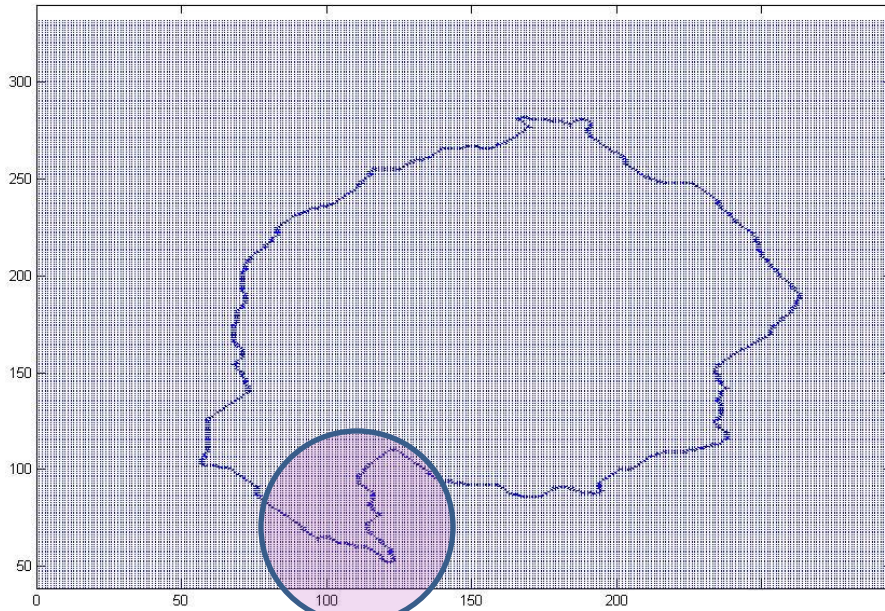
General Properties:

- These vectors pointing toward the edges, which are normal to the edges at the edges.
- These vectors generally have large magnitudes only in the immediate vicinity of the edges.
- In homogeneous regions, where $I(x, y) \approx \text{constant}$, $\Delta f \approx 0$.

Effects:

- A snake initialized close to the edge will converge to a stable configuration near the edge.
- The capture range will be very small, in general.
- In homogeneous regions will have no external forces whatsoever.

Gradient of the Edge map



Gradient Vector Flow

- The GVF field is defined to be a vector field

$$V(x, y) = [u(x, y), v(x, y)]$$

- $V(x, y)$ is defined such that it minimizes the energy functional

$$\varepsilon = \iint \mu(u_x^2 + u_y^2 + v_x^2 + v_y^2) + |\nabla f|^2 |V - \nabla f|^2 dx dy$$

where $f(x, y)$ is the edge map of the image and μ is noise parameter

- Using the calculus of variations, GVF field can be obtained by solving following Euler equations

$$\mu \nabla^2 u - (u - f_x)(f_x^2 + f_y^2) = 0$$

$$\mu \nabla^2 v - (v - f_y)(f_x^2 + f_y^2) = 0$$

where ∇^2 is the Laplacian operator and f_x and f_y are the partial derivative of the edge map

Numerical Implementation

- Equations can be solved by treating gradient vector flow u and v as functions of time and to set up the iterative solution, we can write

$$u_{i,j}^{n+1} = (1 - b_{i,j}\Delta t)u_{i,j}^n + r(u_{i+1,j}^n + u_{i,j+1}^n + u_{i-1,j}^n + u_{i,j-1}^n - 4u_{i,j}^n) + c_{i,j}^1\Delta t$$

$$v_{i,j}^{n+1} = (1 - b_{i,j}\Delta t)v_{i,j}^n + r(v_{i+1,j}^n + v_{i,j+1}^n + v_{i-1,j}^n + v_{i,j-1}^n - 4v_{i,j}^n) + c_{i,j}^2\Delta t$$

where the indices i , j , and n correspond to x , y and t respectively,

$r = \{\mu\Delta t / \Delta x\Delta y\} \leq (1/4)$ and

$$b(x, y) = f_x(x, y)^2 + f_y(x, y)^2$$

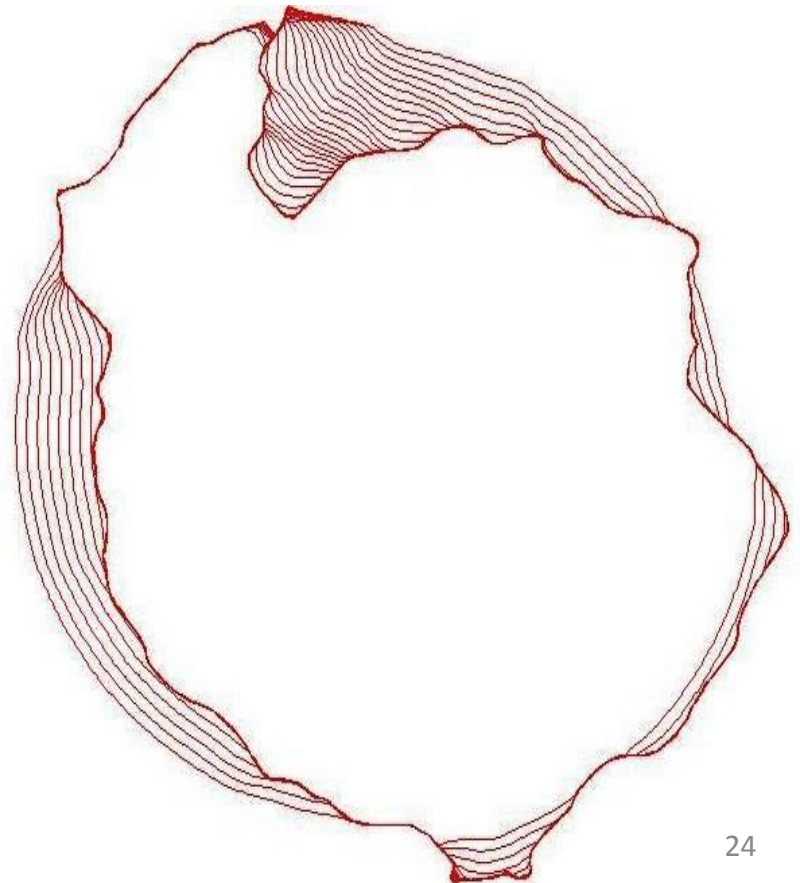
$$c^1 = b(x, y) * f_x(x, y)$$

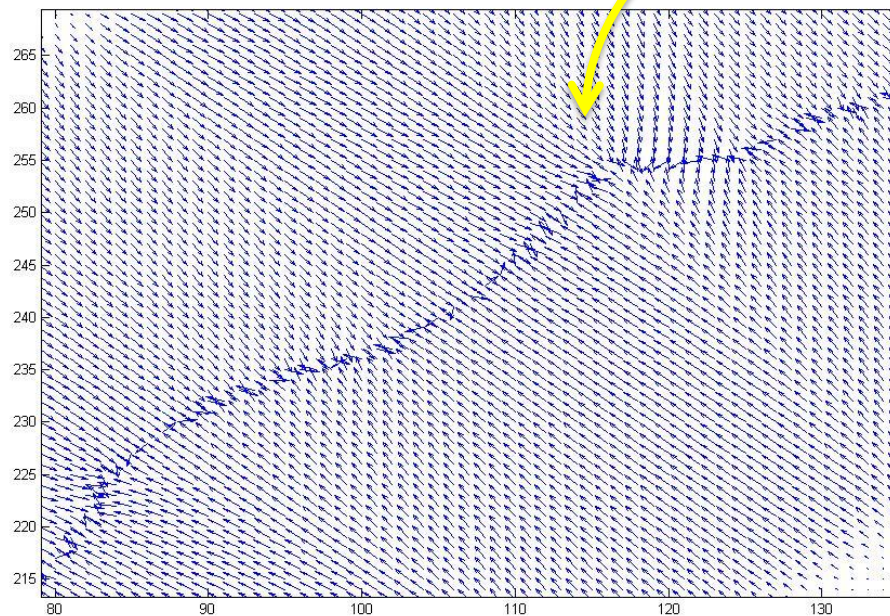
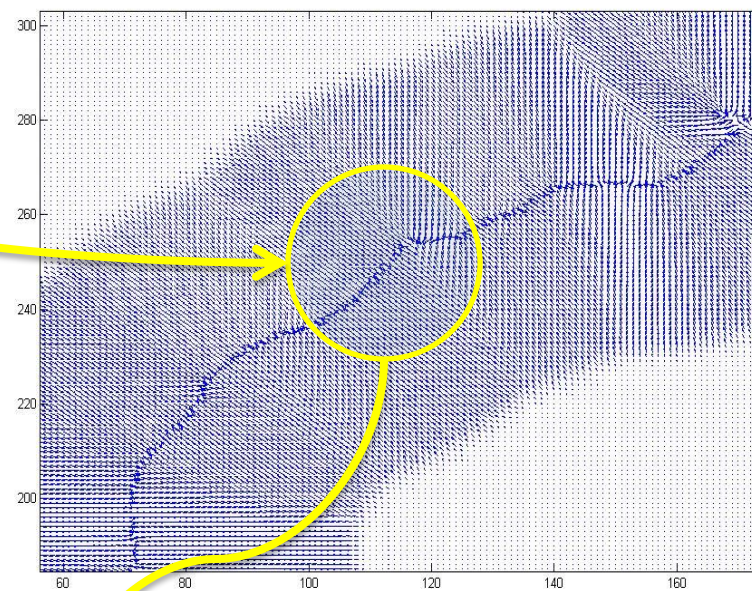
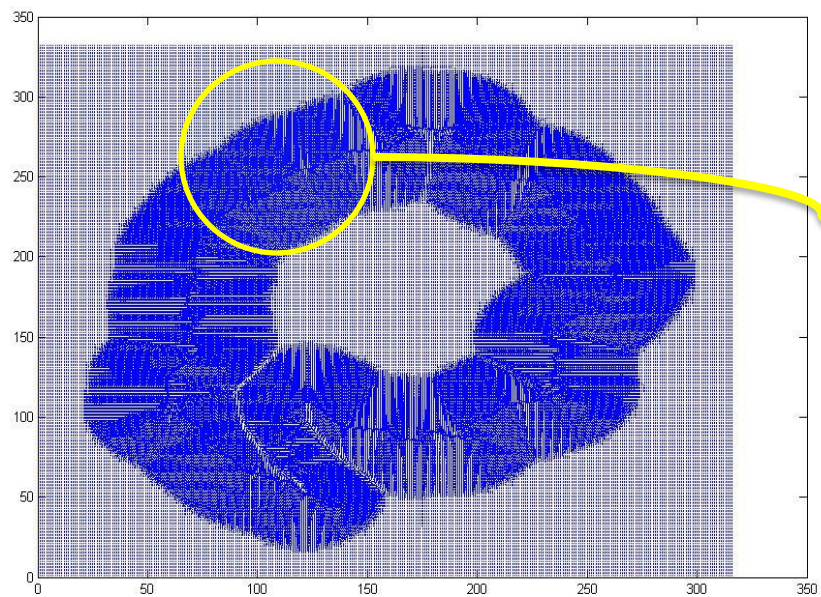
$$c^2 = b(x, y) * f_y(x, y)$$



Initial Snake

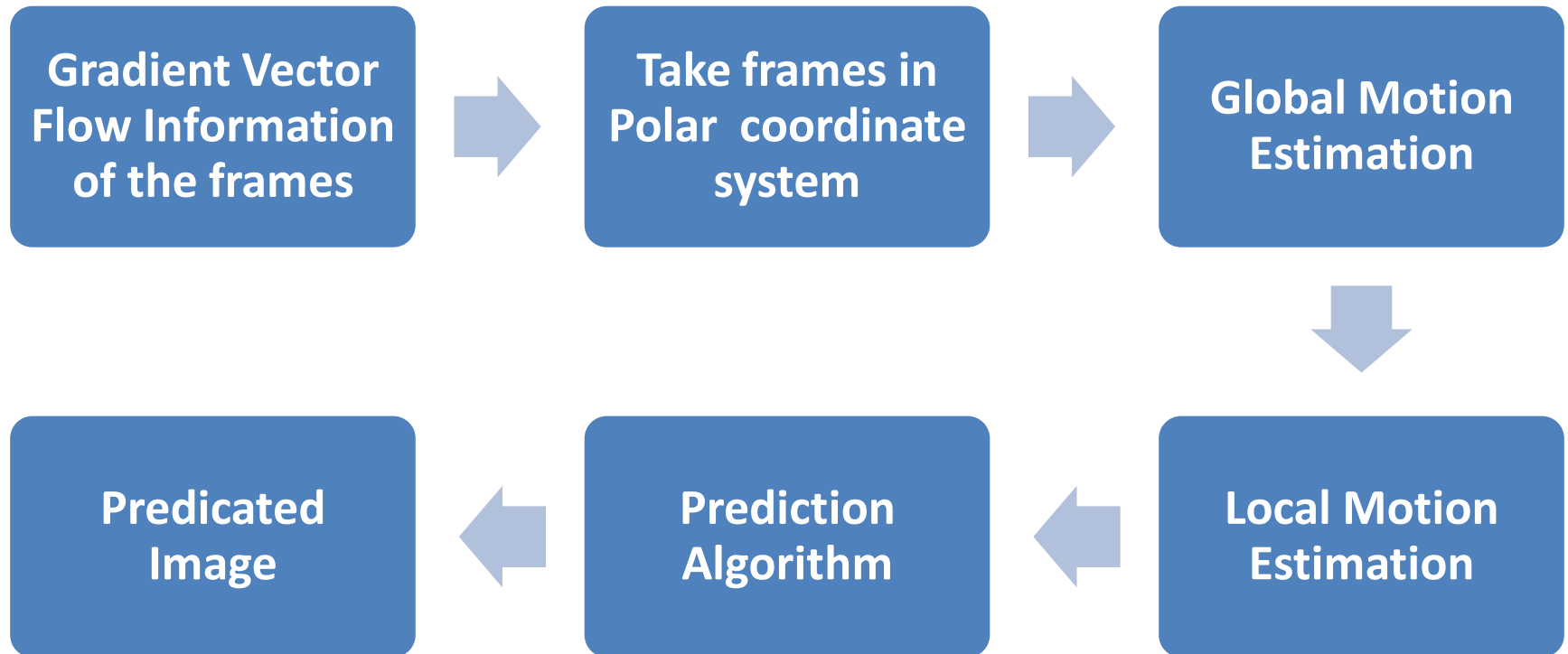
**Convergence of a Snake using GVF
external force towards edge**





Normalized Gradient Vector Flow Field

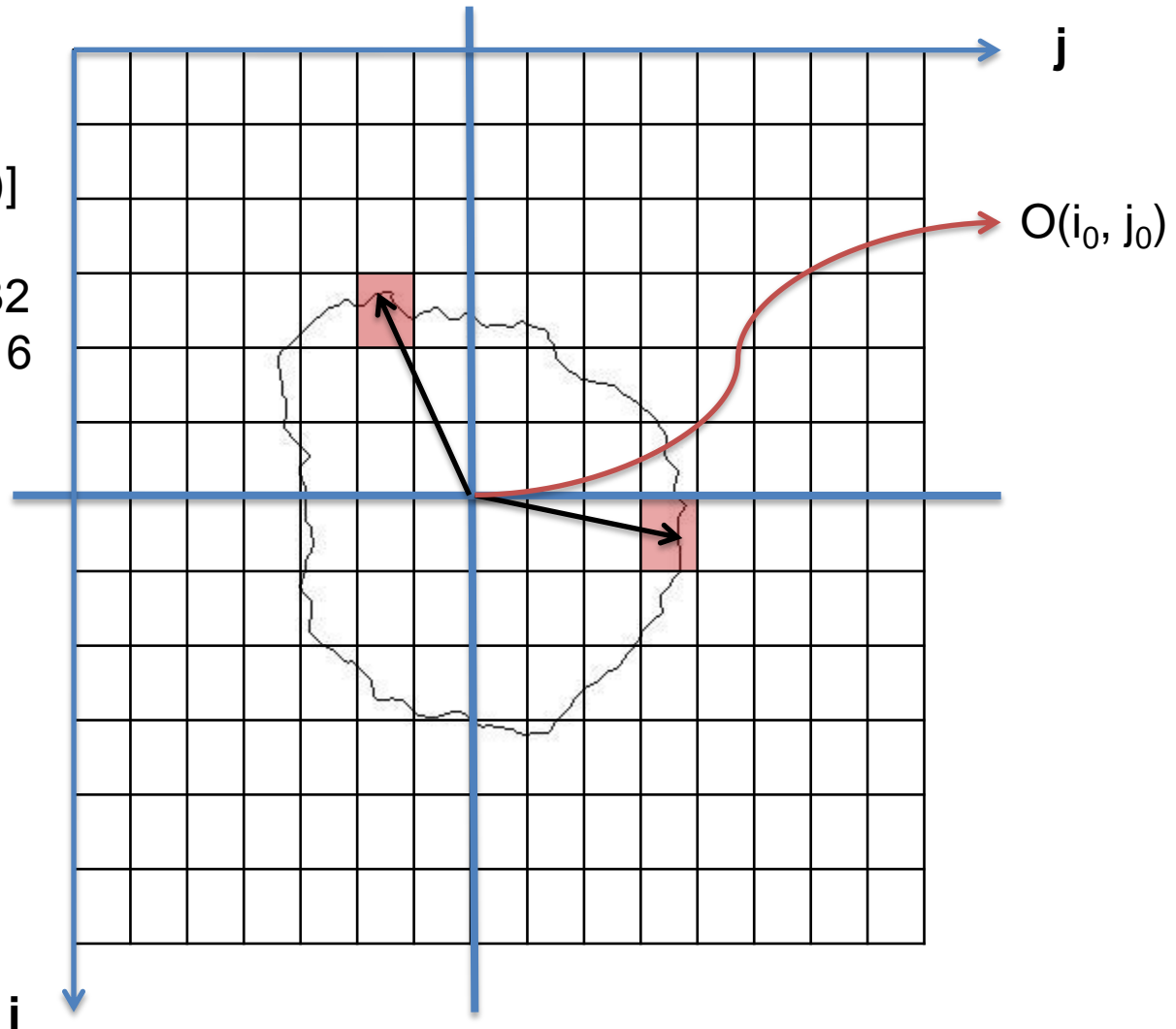
Motion Estimation



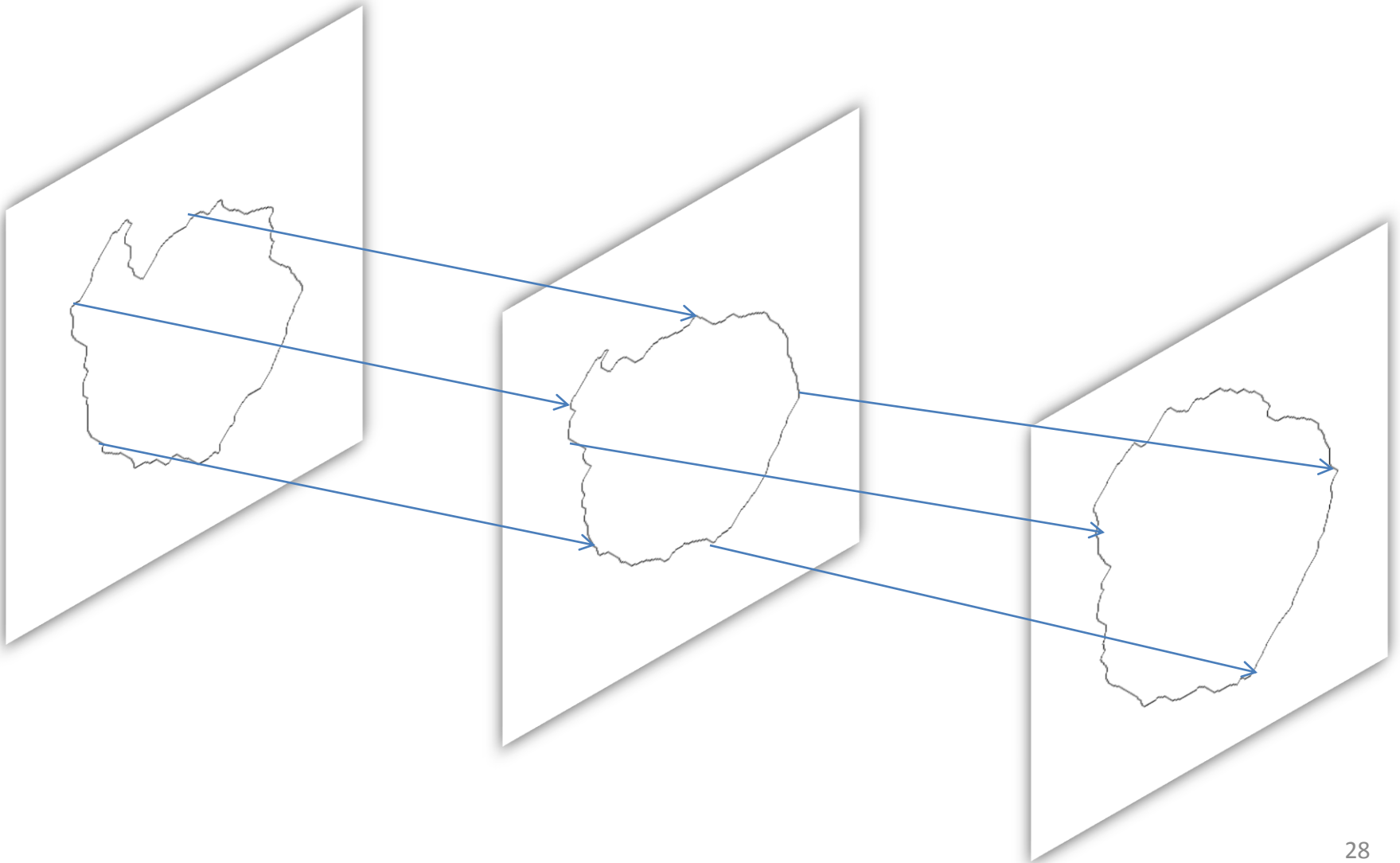
Global Motion Estimation

$$\Phi = \tan^{-1} [(i_u - i_0)/(j_v - j_0)]$$

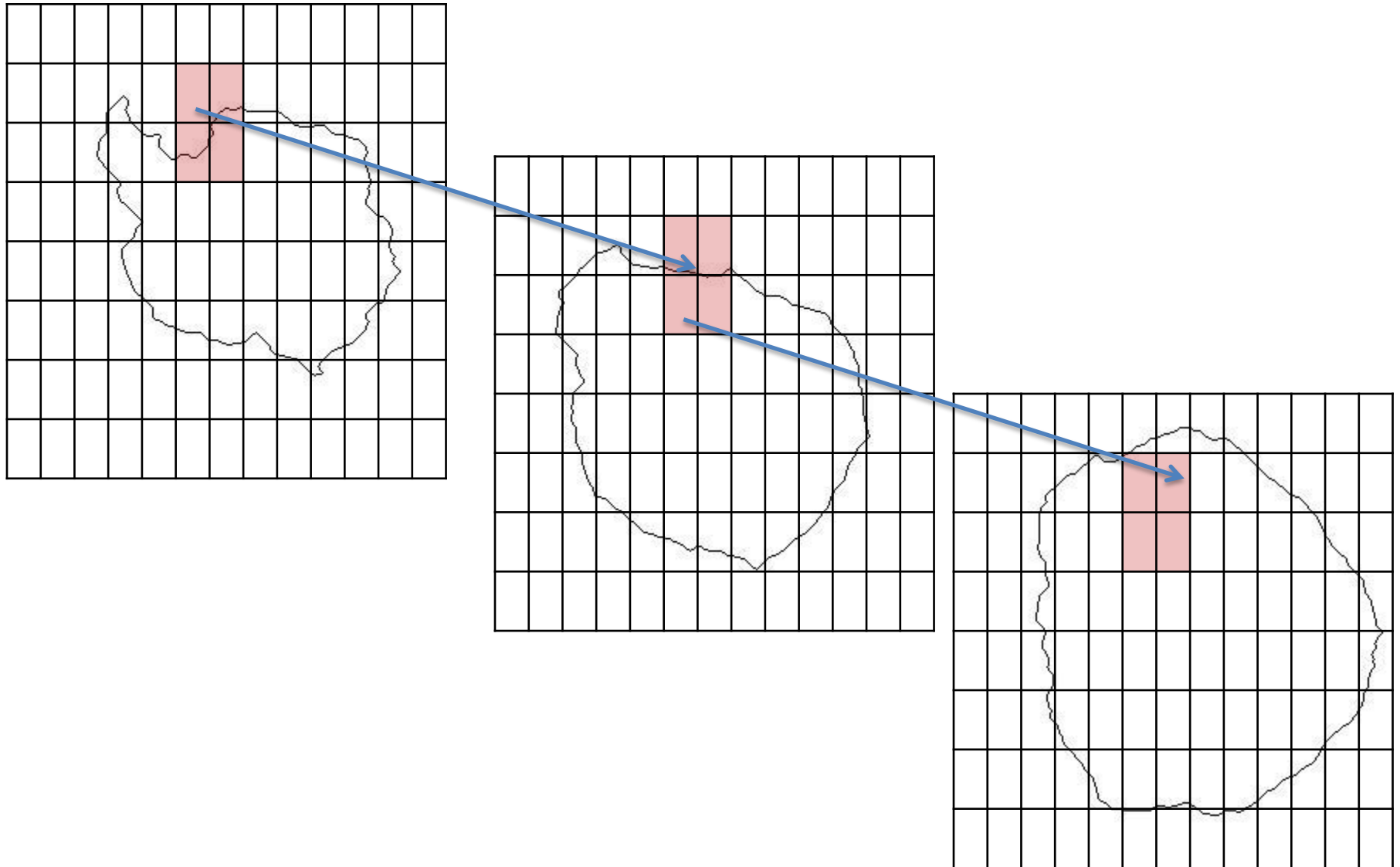
Where, $u=1,2,\dots,332$
 $v=1,2,\dots,316$



Global Motion Estimation



Local Motion Estimation



Result and Discussion

- Awaited...

Future Work

- Improve reliability of **Sea Ice Edge Prediction**
- Prediction of **Random Deformation** in Shape
- Estimation and Tracking of **Ice Bergs Deformation**
- Prediction of **Biological Cell Growth and Decay**

Thank You

Email: pravin_k_rana@yahoo.com
pkrana@coral.iitkgp.ernet.in
Mobile No.: +919932572930