Speed Functions

Goal: Find out how to control the speed of the level set for image segmentation.

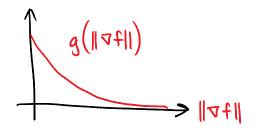
Recall that the embedding function
$$\varphi$$
 evolves according to the PDE $\frac{\partial \varphi}{\partial t} = -V_N ||\nabla \varphi||$.

The speed function, V_N , can be any smooth scalar function. To use level sets to segment images, we use image information (such as image gradients, etc.) to determine V_N .

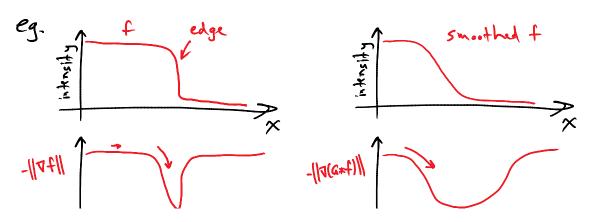
Edges:

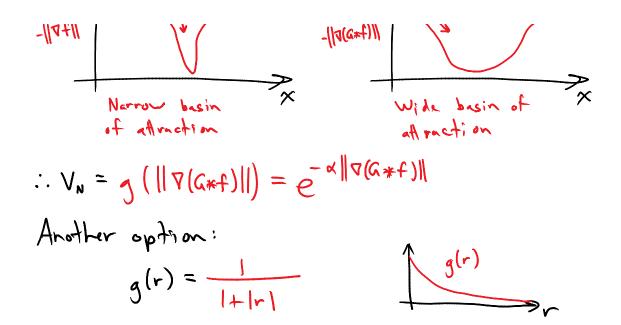
If we want the curve to stop at strong edges, then V_N has to be close to zero when the gradient of our image is large (where have we seen this before?).

$$g(r) = e^{-dr}$$



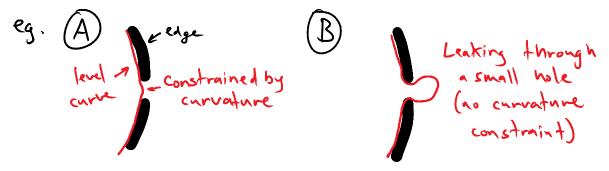
It is common to use the gradient of the **smoothed** image to widen the basin of attraction.





Curvature:

We can also add a component to the speed function that keeps the curve **smooth**. This is similar to the rigidity term in the snakes formulation. One of its purposes is to prevent the set from "leaking" through tiny openings in the edge.



In **B**, the curve kept going where the edge was absent because the speed function only depended on the gradient magnitude. However, in **A** the curve stops because leaking through the hole would require the curve to take on a very high **curvature**, something that is discouraged if the speed function is chosen appropriately.

Segmentation Page 2

Curvature, K , can be computed from the embedding function using

$$K = -\sqrt{\frac{\sqrt{9}}{\sqrt{3}}} \cdot \frac{\sqrt{9}}{\sqrt{9}} \cdot \frac{\sqrt{9}}{\sqrt{9}} \cdot \frac{\sqrt{9}}{\sqrt{9}}$$

$$|\sqrt{9}|$$

$$|\sqrt{9}|$$

$$|\sqrt{9}|$$

$$|\sqrt{9}|$$

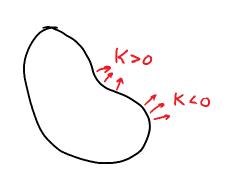
$$|\sqrt{9}|$$

$$|\sqrt{9}|$$

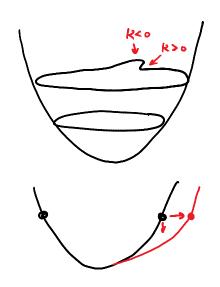
$$|\sqrt{9}|$$

$$|\sqrt{9}|$$

$$|\sqrt{9}|$$



How can curvature influence 9? Let VNXK. $\frac{\partial \Phi}{\partial t} = -EK ||\nabla \Phi||$



If
$$k > 0 \Rightarrow \frac{20}{24} < 0$$
Hence, of decreases which pushes the curve out.

If $k < 0 \Rightarrow \frac{20}{24} > 0$
Hence, of increases which pushes the curve in

Putting these speed factors together,

where

K is curvature (-V. V9/117011) E is a chosen smoothness constant