Technical Report on Salient Object Detection and Segmentation

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# Introduction

## Salient Object Detection

Salient object detection is a technique to detect and highlight salient objects, as well as to suppress the background of an image by computing the saliency map. Much progress has been made in this topic recently due to its practical application in computer vision and image processing.

With the rapid development of neural networks and deep learning, the supervised learning-based methods have gained great popularity and performance. While the unsupervised methods still provide much value and advantage in terms of computational efficiency.

A prevailing algorithm in unsupervised salient object detection is based on the assumption that the background regions are typically connected to the borders of an image, so the salient objects could be determined by constructing a distance map indicating the distance between a pixel and a set of background seed pixels, which are typically set as some pixels along the image boundaries. The *Minimum Barrier Distance*(MBD) method is one of the robust methods for measuring a pixel’s distance to image boundaries, which constructs a distance map by computing the path cost function defined as



where is a path on image in which consecutive pixels are adjacent, and is the pixel value of path . The induced distance map has been quite robust to pixel value fluctuations and noises, while it could be computationally costly in practice.

A fast MBD method using raster scan was further put forward to accelerate the iteration process, which works by a raster scan pass and an inverse raster scan pass that compute the cost function defined as

. 2

where denotes the path to pixel x passing through y, are the highest pixel values on and are the lowest pixels values. FastMBD continuously updates the highest and lowest pixel values on all possible paths to a pixel through its 4-adjacent neighbors.

## Image Segmentation and Thresholding Techniques

Image segmentation is the technique that aims at partitioning an image into several homogeneous subregions, to facilitate further meaningful analysis. It has been widely adopted in areas like pattern recognition and object localization.

The thresholding method is a commonly used algorithm in image segmentation, that selects a threshold to split the pixel intensity histogram, and performs a transformation denoted as

. 3

where the constant T is a *global thresholding* parameter. Several optimizations of global thresholding include: the Otsu’s method that chooses the threshold according to between-class variance of pixel intensity level probabilities; using image smoothing mask before thresholding; involving edge detection in computing the histogram for better separateness.

Going further from global thresholding, the *variable thresholding* generates better performance and robustness by adopting moving averages. Pixels are visited through a certain direction so that local thresholds are generated based on a moving average of last visited pixels. A threshold is computed for each pixel by calculating the mean and standard deviation in a moving neighborhood according to (4) and (5).

4

5

where a and b are constants and are the std and mean of the moving neighbor. Variable thresholding achieves great performance boost for the segmentation on noisy or shaded images.

Some other segmentation methods tend to focus on other characteristic of a regions. For instance, region growing selects several initial seeds, and gradually group neighboring pixels into the region if they’re similar to the region seed.

While texture based segmentation finds the closings and openings of texture patterns in an image, and detects a segmentation boundary. Color based segmentation focuses on the color channel of interest by computing the mean and standard deviation of pixel channel values, and detect segmentation according to the pixels falling in the channel value interval. Practically texture based methods could be combined with color based methods for images where textures co-vary

# Approach

The variable thresholding is used here to segment the salient object from the saliency maps generated by the FastMBD algorithm.

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*a**b* 

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