



数字图像处理 Digital Image Processing

彩色图像分割 Color Image Segmentation





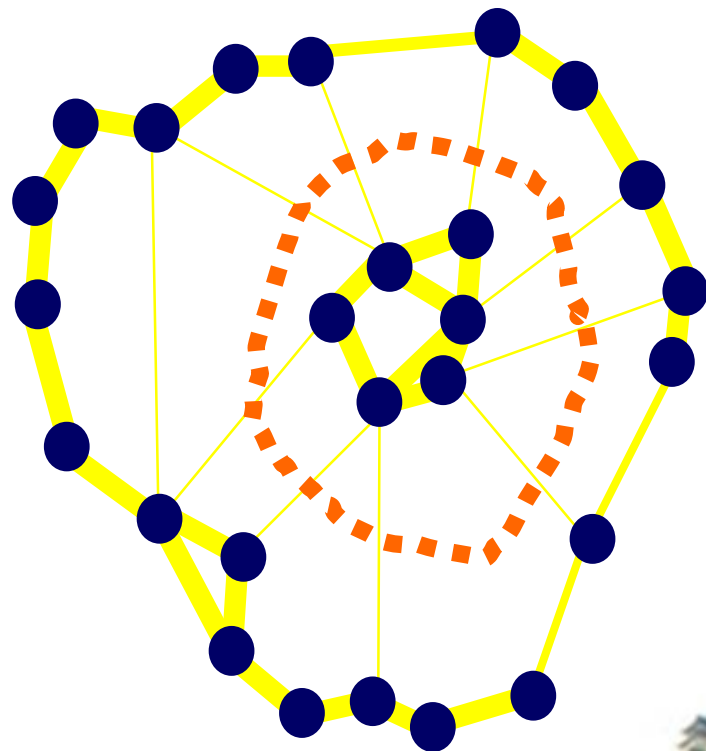
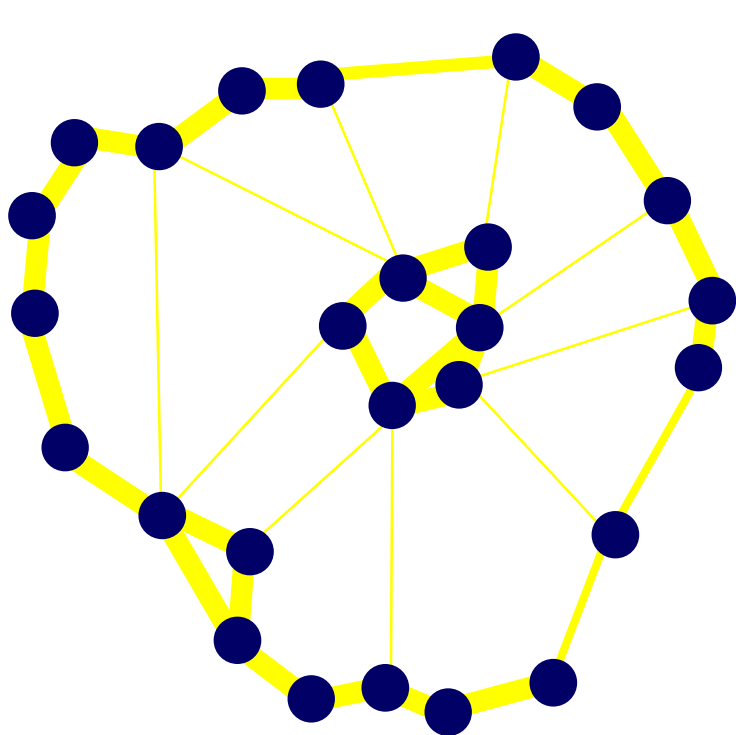
彩色图像分割及处理

1. 分水岭算法
2. Mean shift分割
3. Normalized cuts(Ncuts)分割
4. Ncuts分割改进算法



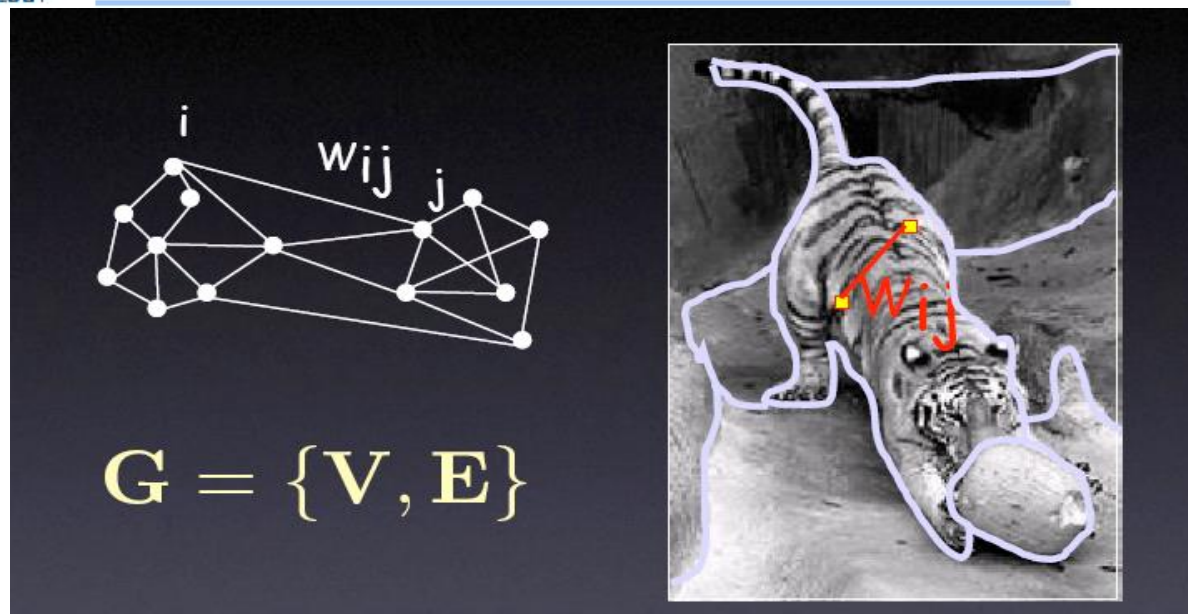


图的划分



- 将节点间的关系采用带权图来表达
- 将图划分成两个部分或多个部分





如果将图像中的每个像素看作一个节点，每对节点均用一条边连接起来，边的权值反映这两个像素之间的相似性，那么我们就可以构建一个带权的无向图 $G=(V,E)$ 。利用像素的灰度值以及它们的空间位置，可以定义图 G 中连接两个节点 u 和 v 的边的权值

$$w(u, v) = \begin{cases} e^{-\left[\frac{\|F(u) - F(v)\|_2^2}{d_I} + \frac{\|X(u) - X(v)\|_2^2}{d_X} \right]} & \text{if } \|X(u) - X(v)\|_2 < r \\ 0 & \text{otherwise} \end{cases}$$

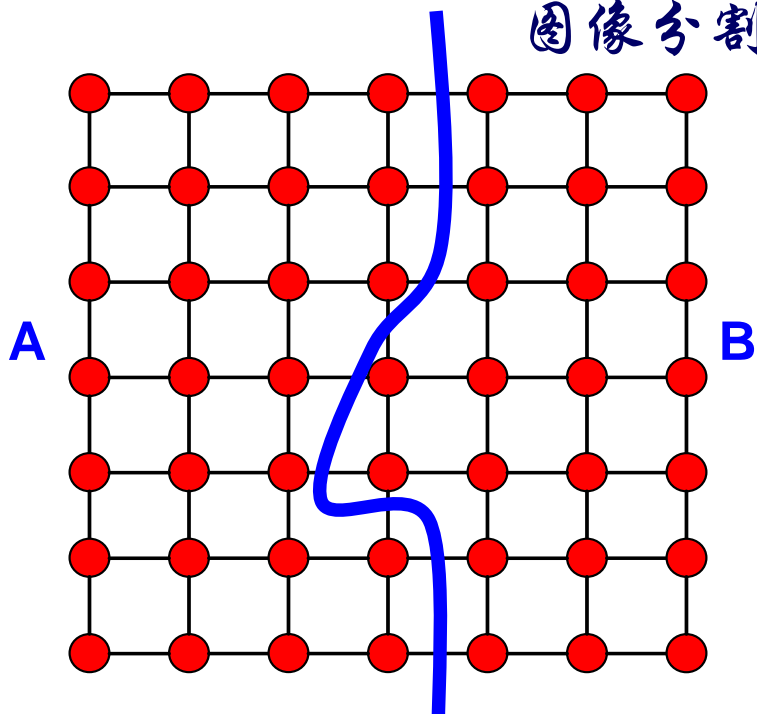
Segmentation=Graph Partition



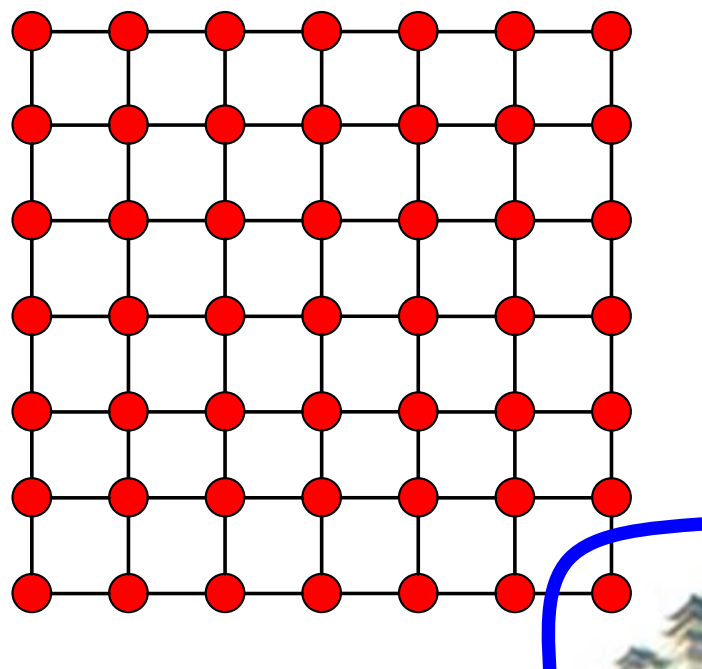
图割(Graph Cuts)优化算法

图像 — 图

图像分割 — 图划分



$$c(A, B) = \sum_{u \in A} \sum_{v \in B} c(u, v)$$



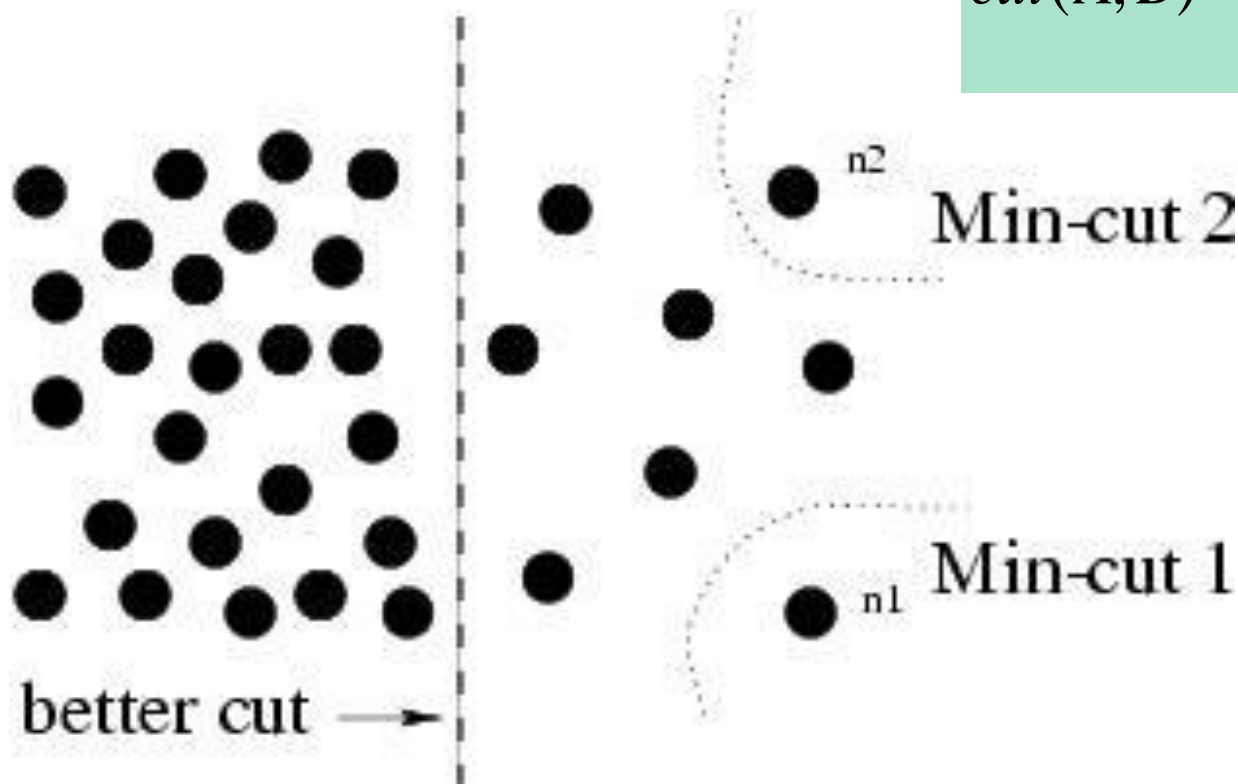
Minimum Cut 容易产生孤立点

- 图的割集是与切割的边的数量及权值相关的
- 一个割集 $\text{cut}(A, B)$ 将图分为独立的两个部分



Disassociation Measures

$$\text{cut}(A, B) = \sum_{u \in A, v \in B} w(u, v)$$



- Minimizing the cut will give a partition with the maximum disassociation.
- However, this measure favors cutting to small sets of isolated nodes.



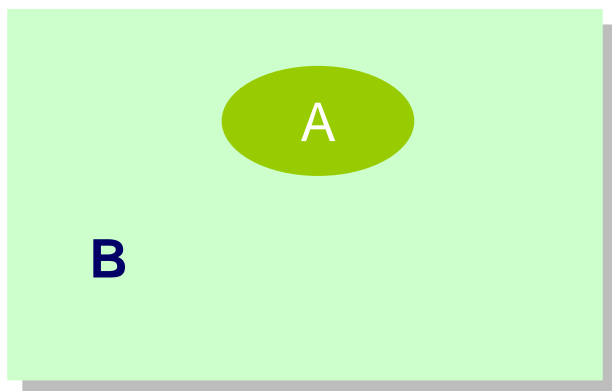


Disassociation Measures

- Normalized cut $Ncut(A, B)$ measures similarity between two groups, normalized by the “volume” they occupy in the whole graph [Shi and Malik, 2000].
- It is more appropriate to measure the disassociation between groups A and B.

minimize

$$Ncut(A, B) = \frac{cut(A, B)}{asso(A, V)} + \frac{cut(A, B)}{asso(B, V)}$$



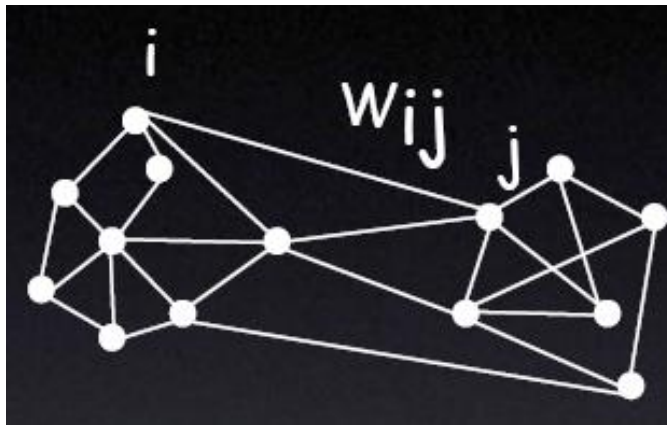
$$A + B = V$$

$$asso(A, V) = asso(A, A) + cut(A, B)$$

$$asso(B, V) = asso(B, B) + cut(A, B)$$

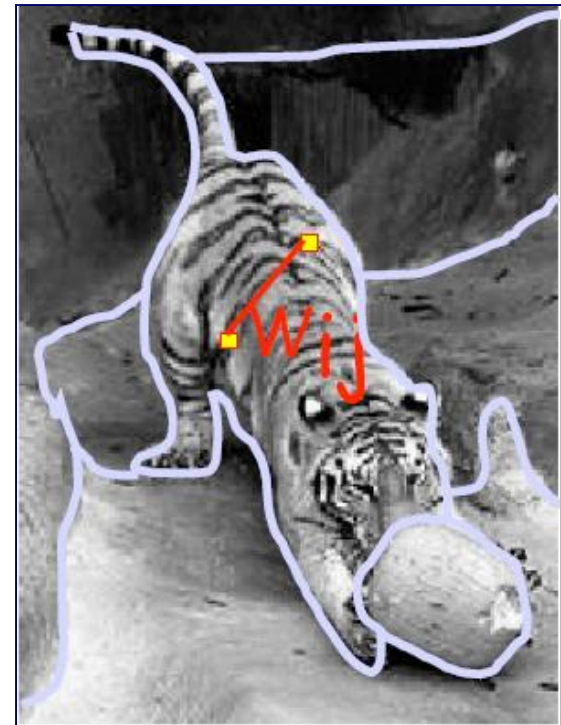
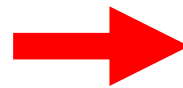


Graph-based Image Segmentation



$$G = \{V, E\}$$

V: graph nodes
E: edges connection nodes



Pixels
Pixel similarity

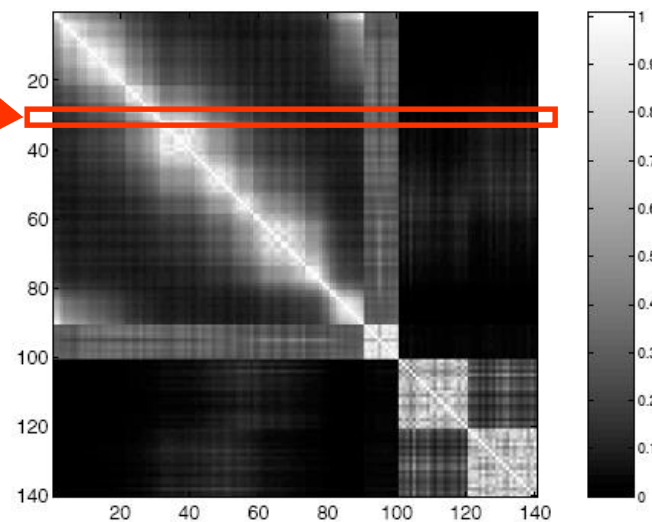
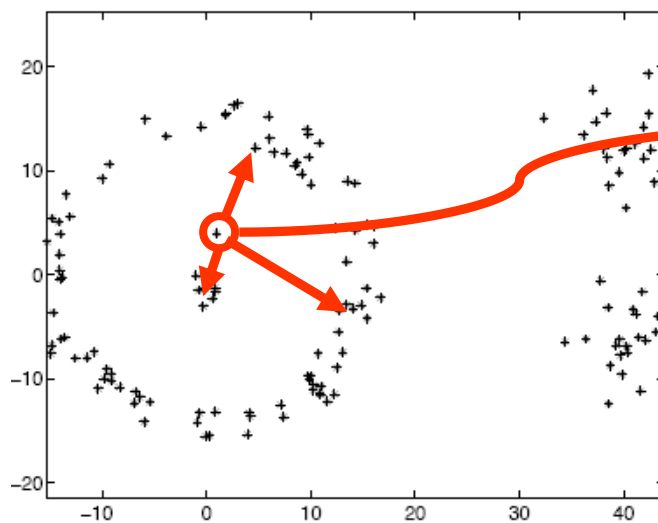
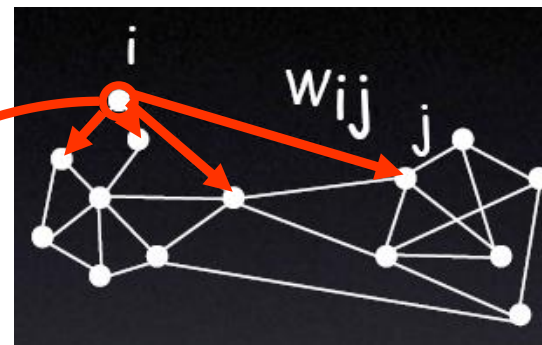
Slides from Jianbo Shi



Graph terminology

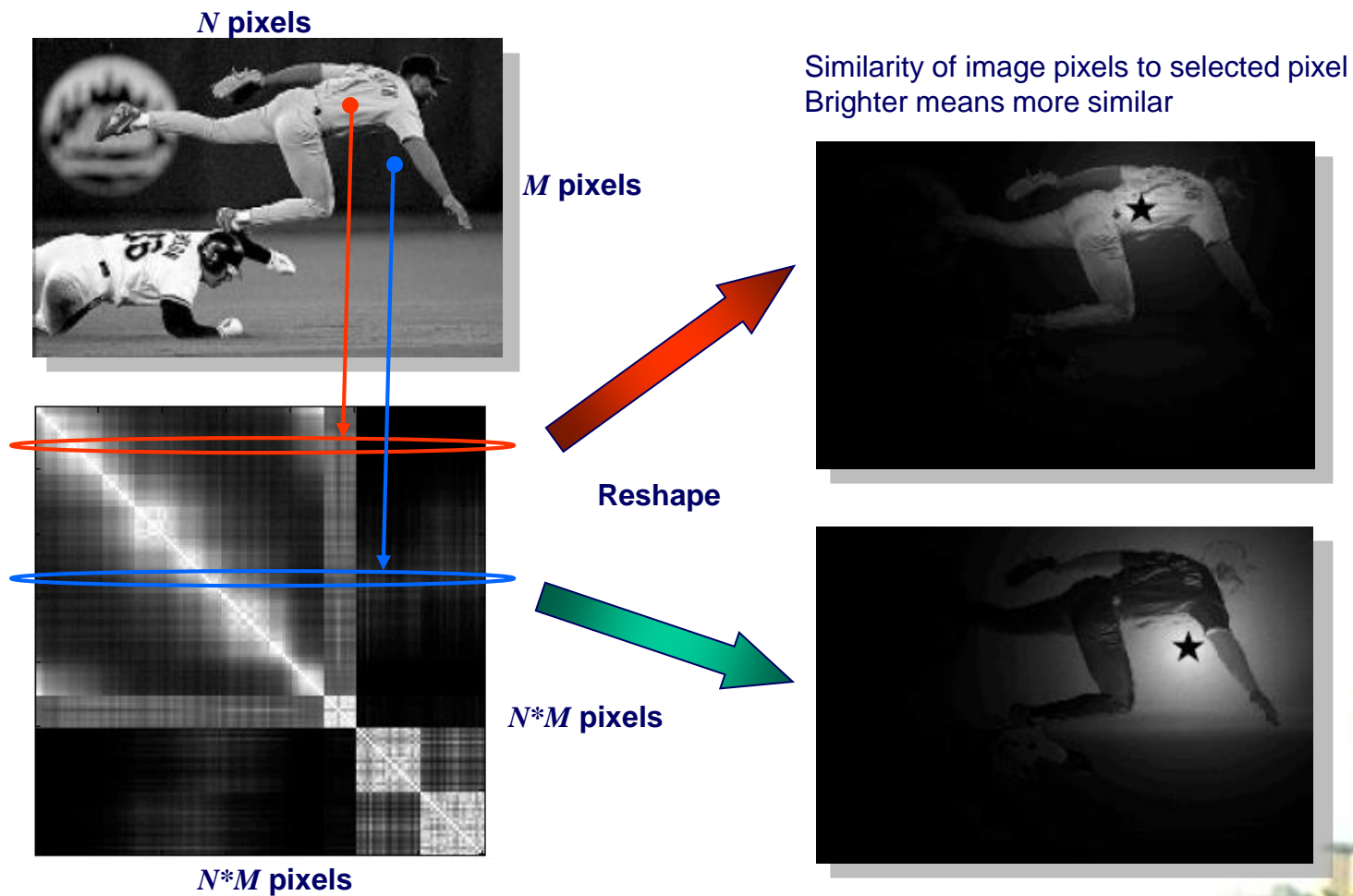
- Similarity matrix: $W = [w_{i,j}]$

$$w_{i,j} = e^{-\frac{\|X_{(i)} - X_{(j)}\|_2^2}{\sigma_X^2}}$$





Affinity matrix

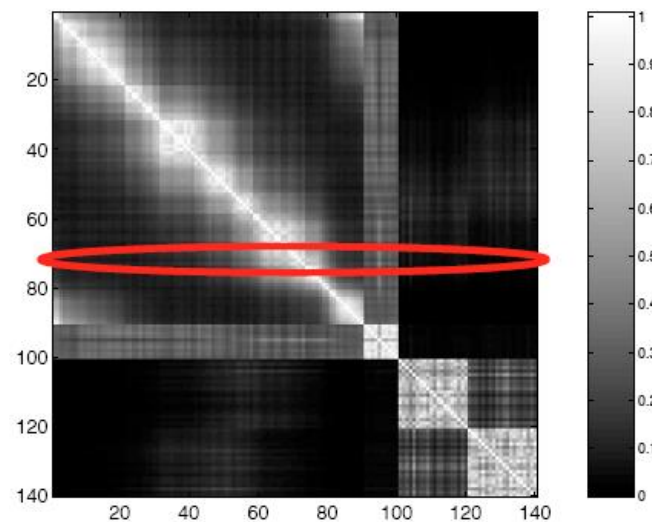
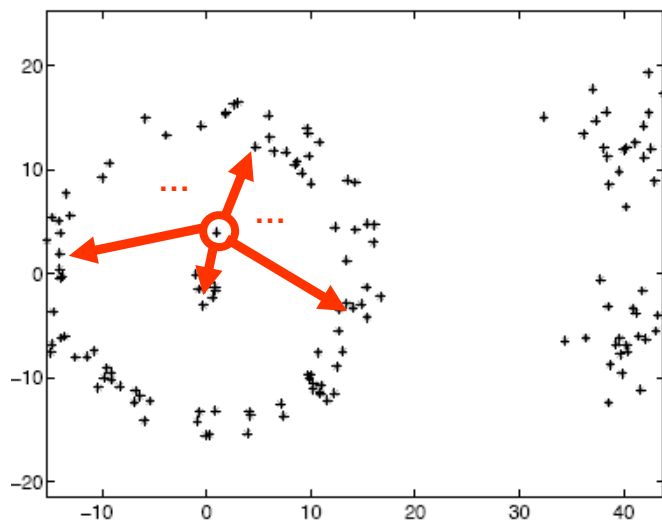
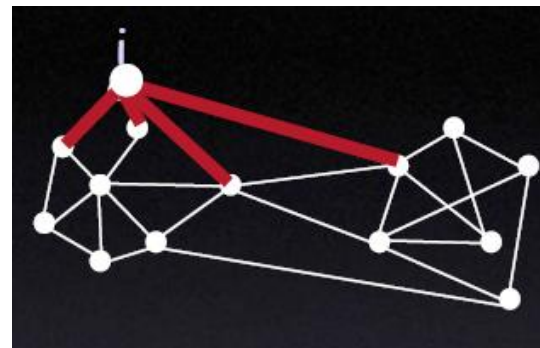




Graph terminology

- Degree of node:

$$d_i = \sum_j w_{i,j}$$

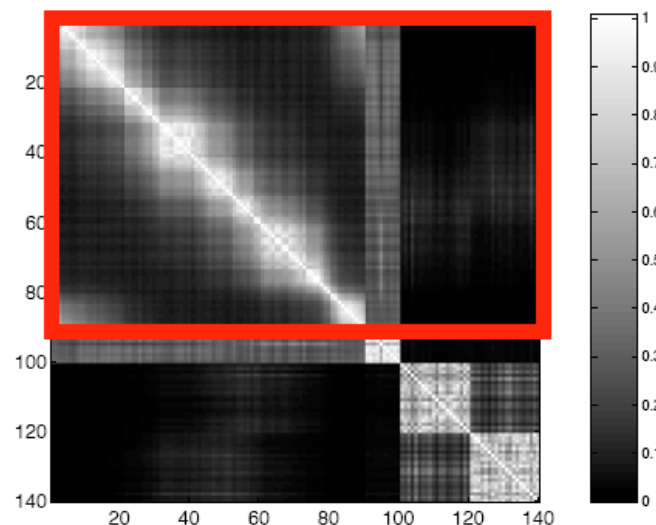
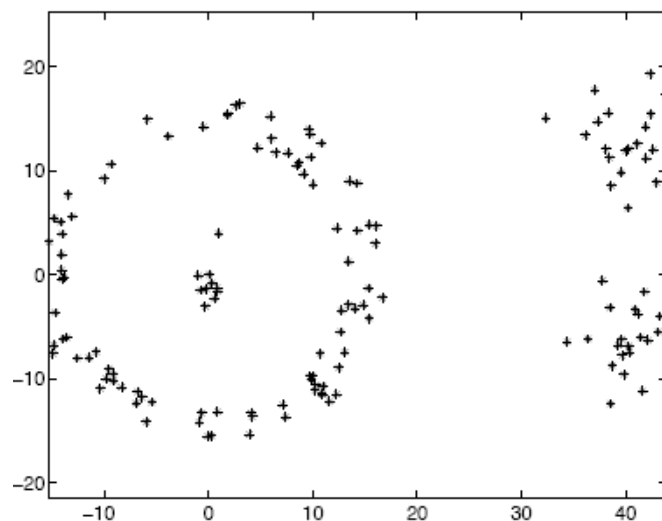
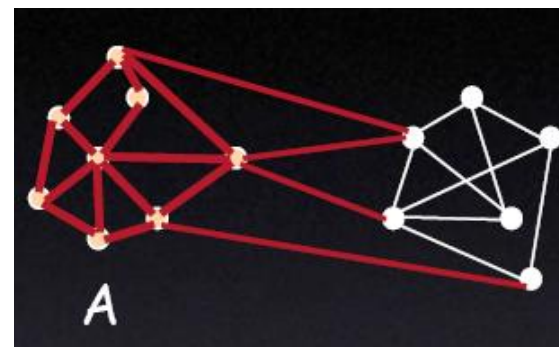




Graph terminology

- Volume of set:

$$vol(A) = \sum_{i \in A} d_i, A \subseteq V$$



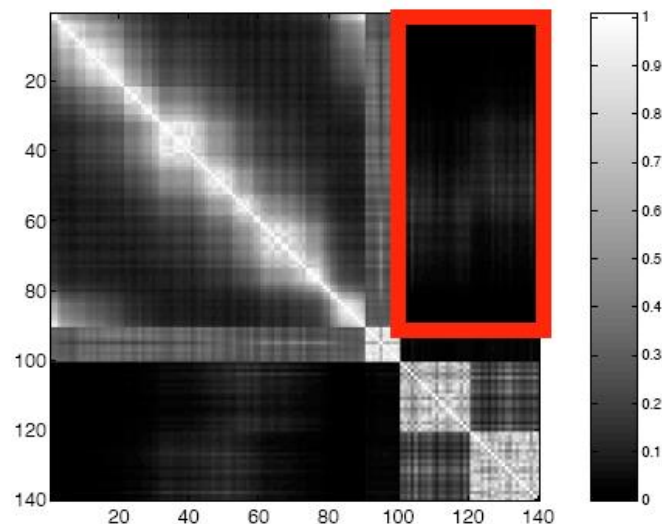
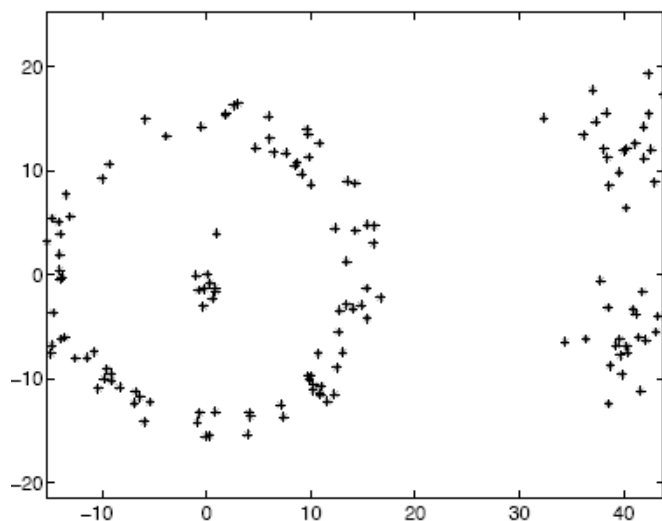
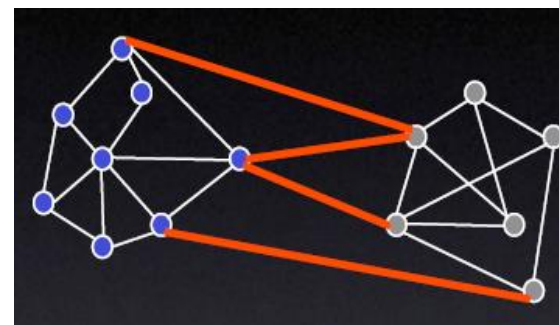
总计140个点，假定1-95为集合A，96-140为集合B



Graph terminology

- Cuts in a graph:

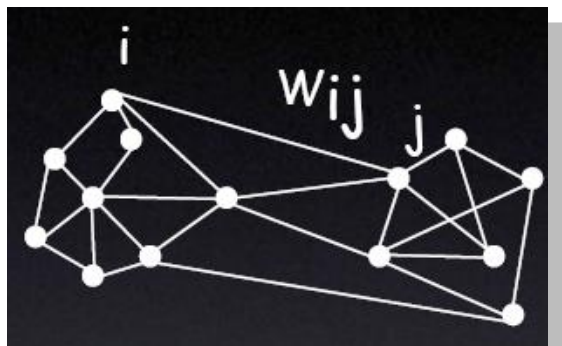
$$\text{cut}(A, \bar{A}) = \sum_{i \in A, j \in \bar{A}} w_{i,j}$$



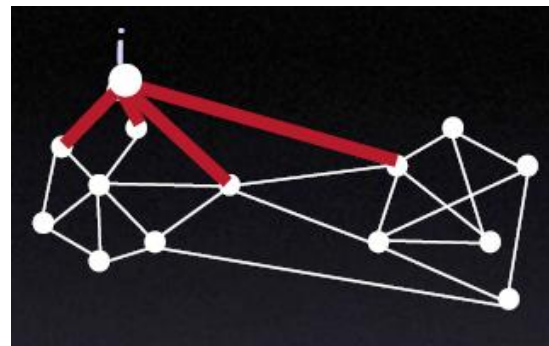


Graph terminology

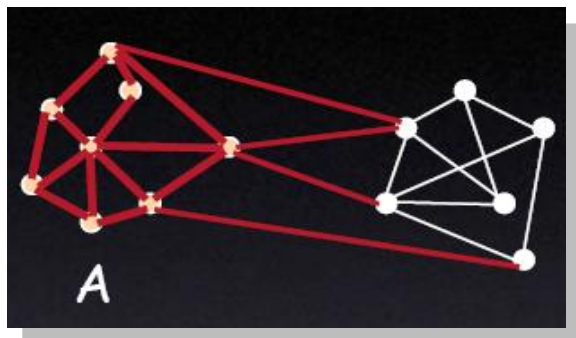
Similarity matrix: $W = [w_{i,j}]$



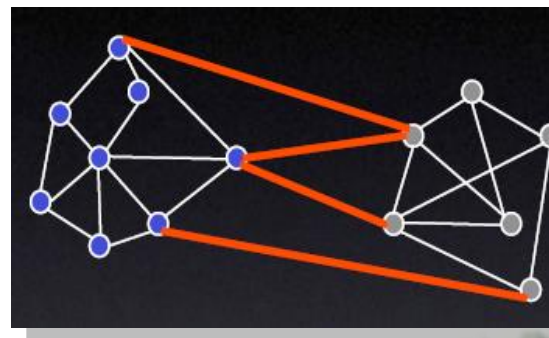
Degree of node: $d_i = \sum w_{i,j}$



Volume of set:



Graph cuts:



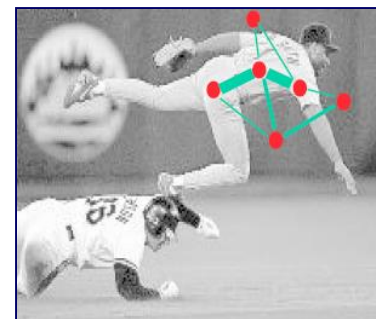


Representation

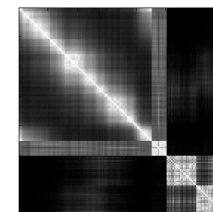
Partition matrix X :

$$X = [X_1, \dots, X_K]$$

$$X = \begin{matrix} & \begin{matrix} \text{segments} \end{matrix} \\ \begin{matrix} \text{pixels} \end{matrix} & \begin{bmatrix} 1 & 0 & 0 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \end{matrix}$$



Pair-wise similarity matrix W : $W(i, j) = \text{aff}(i, j)$



Degree matrix D : $D(i, i) = \sum_j w_{i, j}$

Laplacian matrix L : $L = D - W$





Pixel similarity functions

Intensity $W(i, j) = e^{\frac{-\|I_{(i)} - I_{(j)}\|_2^2}{\sigma_I^2}}$

Distance $W(i, j) = e^{\frac{-\|X_{(i)} - X_{(j)}\|_2^2}{\sigma_X^2}}$

Texture $W(i, j) = e^{\frac{-\|c_{(i)} - c_{(j)}\|_2^2}{\sigma_c^2}}$

$$w(u, v) = \begin{cases} e^{-\left[\frac{\|F(u) - F(v)\|_2^2}{d_I} + \frac{\|X(u) - X(v)\|_2^2}{d_X} \right]} & \text{if } \|X(u) - X(v)\|_2 < r \\ 0 & \text{otherwise} \end{cases}$$





Disassociation Measures

- The solution to the problem

minimize

$$Ncut(A, B) = \frac{cut(A, B)}{asso(A, V)} + \frac{cut(A, B)}{asso(B, V)}$$

is given by the following eigen-system

$$\mathbf{D}^{-\frac{1}{2}}(\mathbf{D} - \mathbf{W})\mathbf{D}^{-\frac{1}{2}}\mathbf{z} = \lambda\mathbf{z}$$

$$W_{ij} = W(x_i, x_j)$$

$$D_{ii} = \sum_j W_{ij}$$

- For an image with N pixels, the matrix size is $N \times N$.
- Computational cost increases dramatically as the image size increases!

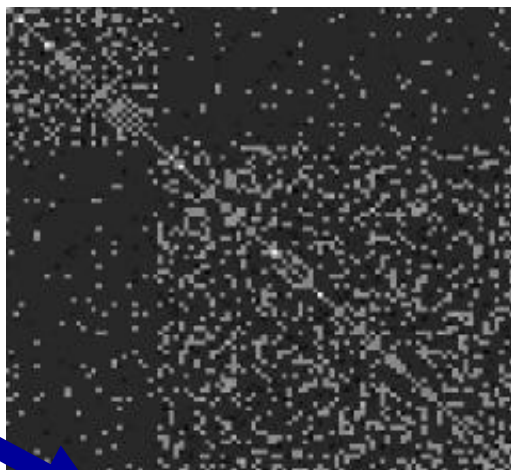




Graph-based Image Segmentation



Image (I)



Graph Affinities
(W)

Intensity
Color
Edges
Texture

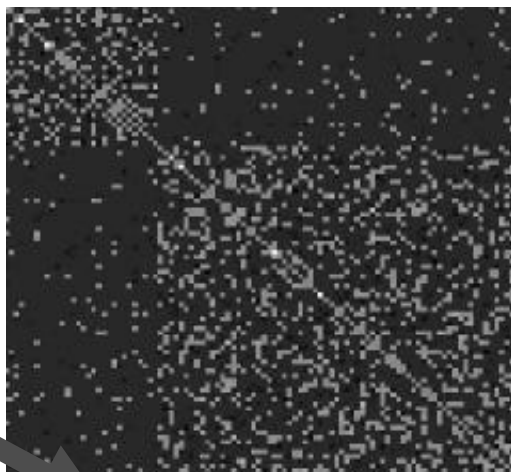




Graph-based Image Segmentation



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$$Ncut(A, B) = cut(A, B) \left(\frac{1}{vol(A)} + \frac{1}{vol(B)} \right)$$

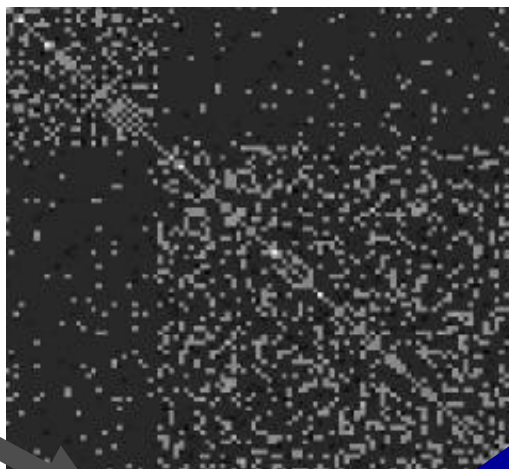




Graph-based Image Segmentation



Image (I)



Graph Affinities
(W)



Eigenvector
 $X(W)$

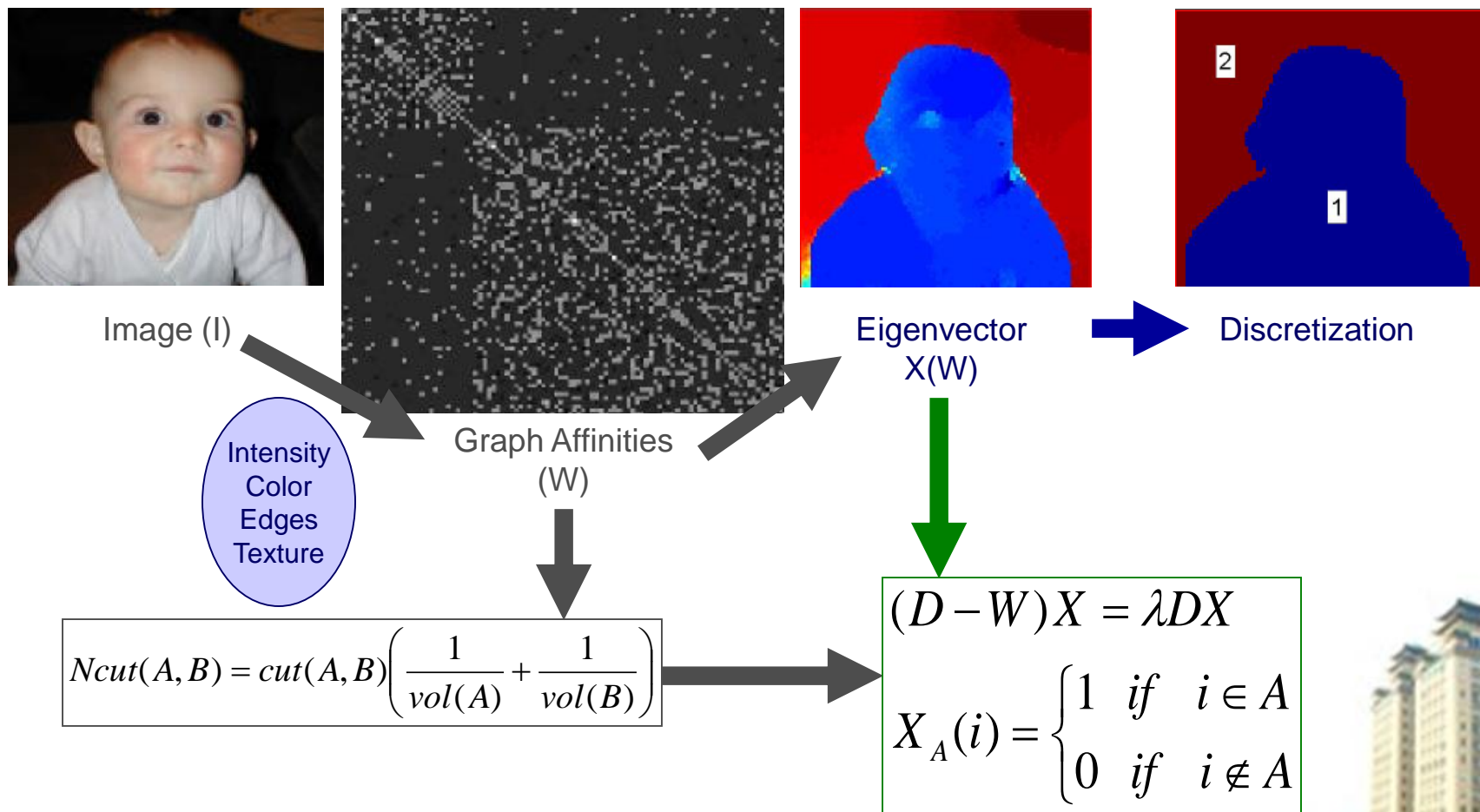
Intensity
Color
Edges
Texture

$$Ncut(A, B) = cut(A, B) \left(\frac{1}{vol(A)} + \frac{1}{vol(B)} \right)$$

$$(D - W)X = \lambda DX$$
$$X_A(i) = \begin{cases} 1 & \text{if } i \in A \\ 0 & \text{if } i \notin A \end{cases}$$



Graph-based Image Segmentation





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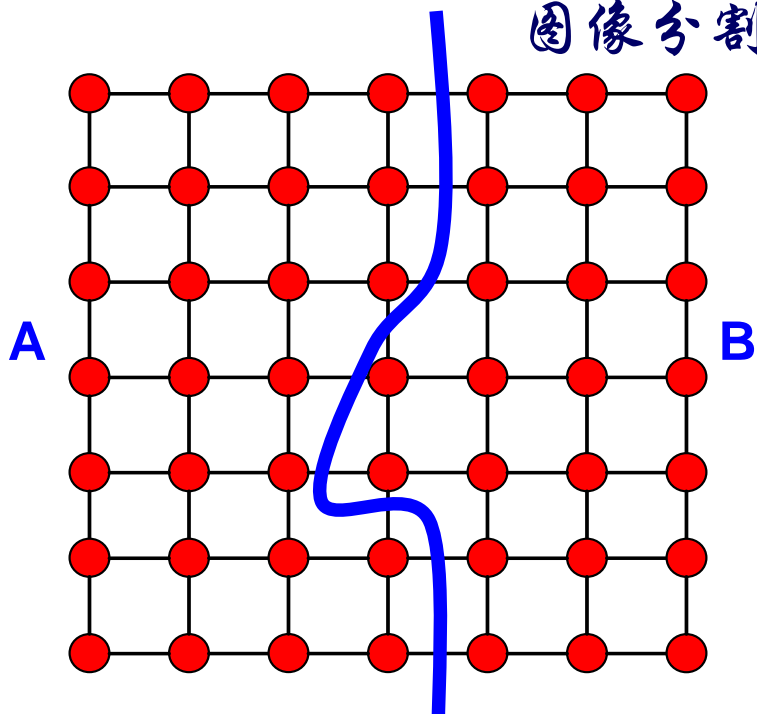
改进1——基于Ncuts的 阈值分割

学而不思则罔，思而不学则殆

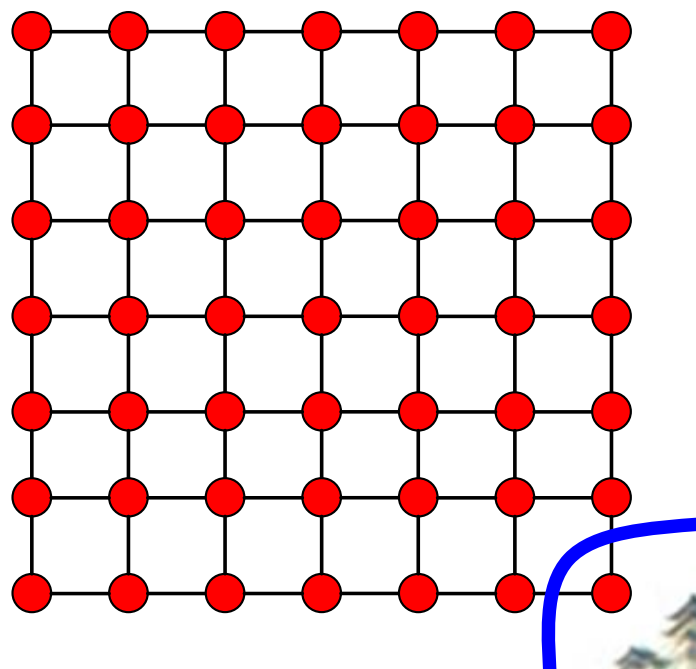
Wenbing Tao, et.al, "Image Thresholding Using Graph Cuts", *IEEE Transactions on Systems Man and Cybernetics Part A-Systems and Humans*. 2008.

图像——图

图像分割——图划分



$$c(A, B) = \sum_{u \in A} \sum_{v \in B} c(u, v)$$



Minimum Cut 容易产生孤立点

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$$D_{ii} = \sum_j W_{ij}$$

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■正确的划分函数

■有效的优化算法

$$Ncut(A, B) = \frac{cut(A, B)}{asso(A, V)} + \frac{cut(A, B)}{asso(B, V)}$$

Jianbo Shi

最小化

NP难问题

$$\mathbf{D}^{-\frac{1}{2}}(\mathbf{D} - \mathbf{W})\mathbf{D}^{-\frac{1}{2}}\mathbf{z} = \lambda\mathbf{z}$$

计算 Laplacian 矩阵 $\mathbf{D}-\mathbf{W}$ 的特征矢量

矩阵 \mathbf{D} 、 \mathbf{W} 和 $\mathbf{D}-\mathbf{W}$ 的维数为图像中像素的个数

问题：维数太高，效率低下？



基于图划分的阈值法基本原理

$$Ncut(A, B) = \frac{cut(A, B)}{asso(A, V)} + \frac{cut(A, B)}{asso(B, V)}$$

对每一个设定阈值 $T(0 \leq T \leq 255)$ 计算 $Ncut(A, B)$
最小的 $Ncut$ 对应的阈值 T 为最佳阈值

计算高维权值矩阵耗时
权值矩阵太大无法存储

影响阈值方法的效率和实现





Proposed Approach

- Consider V_k , $k = 0, \dots, 255$ corresponds to the gray scale levels.

$$V_k = \{(x, y) : f(x, y) = k, (x, y) \in V\}, k \in L$$

$$A = \bigcup_{k=0}^t V_k$$

$$B = \bigcup_{k=t+1}^{255} V_k$$

$$cut(V_i, V_j) = \sum_{u \in V_i, v \in V_j} w(u, v)$$

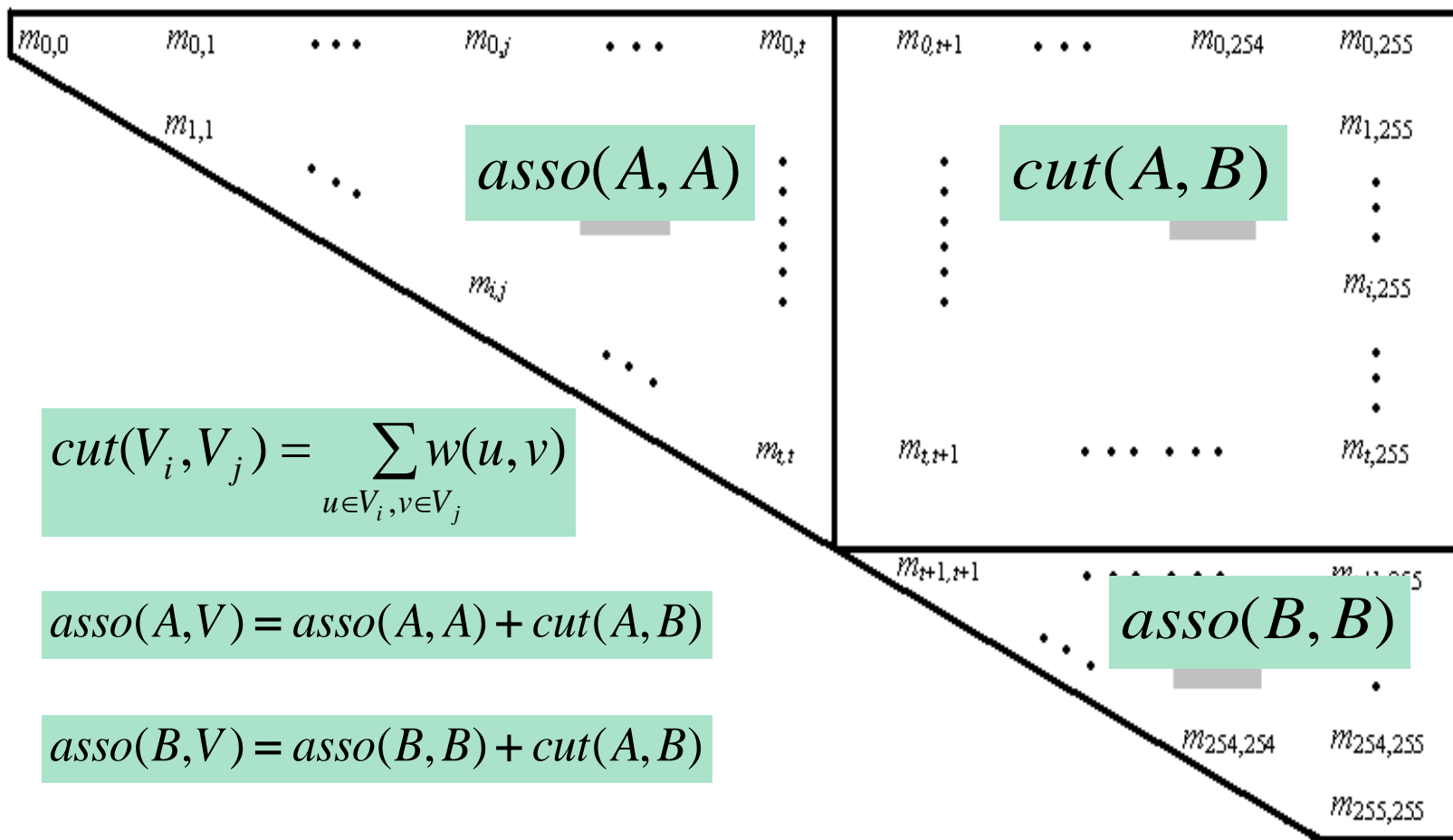
$$\begin{aligned} cut(A, B) &= \sum_{u \in A, v \in B} w(u, v) = \sum_{u \in A} [\sum_{v \in B} w(u, v)] \\ &= \sum_{i=0}^t \sum_{u \in V_i} [\sum_{j=t+1}^{255} \sum_{v \in V_j} w(u, v)] = \sum_{i=0}^t \sum_{j=t+1}^{255} [\sum_{u \in V_i, v \in V_j} w(u, v)] = \sum_{i=0}^t \sum_{j=t+1}^{255} [cut(V_i, V_j)] \end{aligned}$$

$$asso(A, A) = \sum_{u \in A, v \in A} w(u, v) = \sum_{i=0}^t \sum_{j=i}^t [\sum_{u \in V_i, v \in V_j} w(u, v)] = \sum_{i=0}^t \sum_{j=i}^t [cut(V_i, V_j)]$$

$$asso(B, B) = \sum_{u \in B, v \in B} w(u, v) = \sum_{i=t+1}^{255} \sum_{j=i}^{255} [\sum_{u \in V_i, v \in V_j} w(u, v)] = \sum_{i=t+1}^{255} \sum_{j=i}^{255} [cut(V_i, V_j)]$$



Proposed Approach



$$cut(V_i, V_j) = \sum_{u \in V_i, v \in V_j} w(u, v)$$

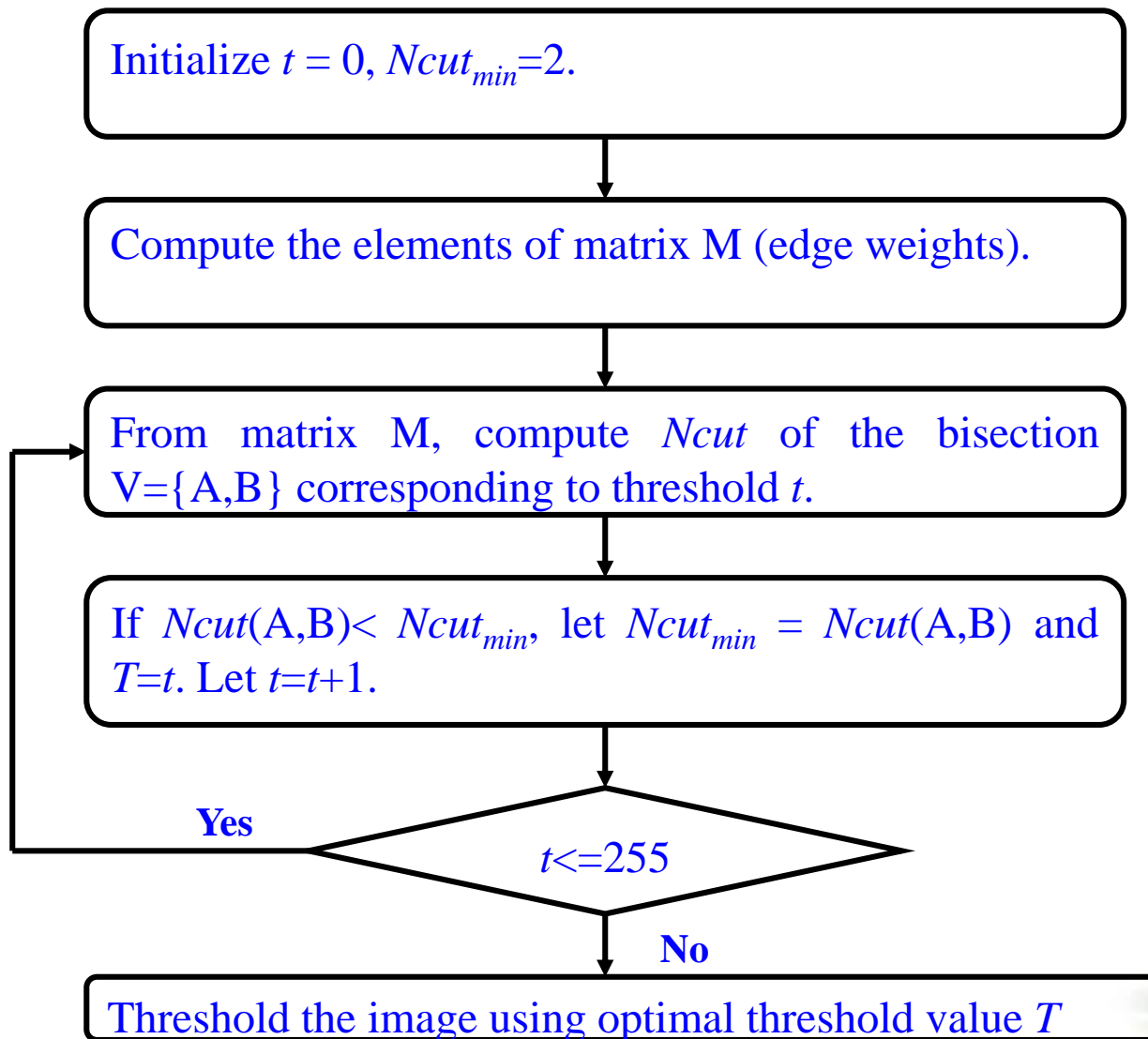
$$asso(A, V) = asso(A, A) + cut(A, B)$$

$$asso(B, V) = asso(B, B) + cut(A, B)$$

$$Ncut(A, B) = \frac{cut(A, B)}{asso(A, A) + cut(A, B)} + \frac{cut(A, B)}{asso(B, B) + cut(A, B)}$$



Proposed Approach





Advantages of the Proposed Approach

- Low computational cost
- Suited for real-time vision processing
- Provide superior and robust image thresholding performance





Experimental Results

Compared methods

Pikaz
Kittler
Kapur
Yanowitz
Ramesh
Pal

Test images

Infrared object images
Standard test images





Experimental Results

- Intruder – infrared image: 185 x 141

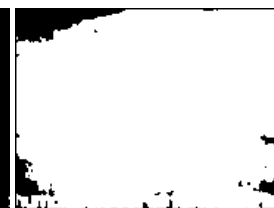
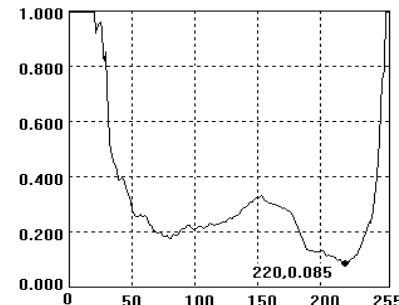
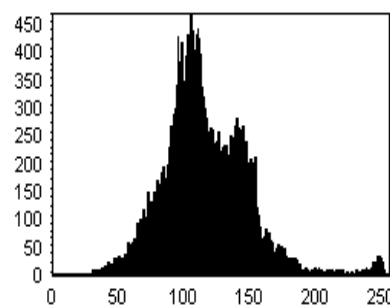
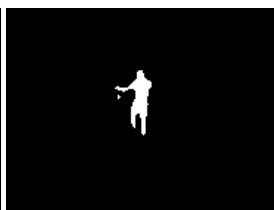
original

proposed

manual

histogram

Ncut



Other methods



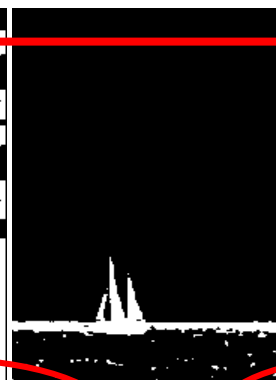
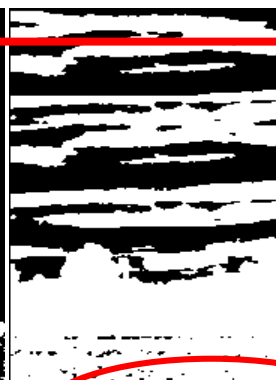
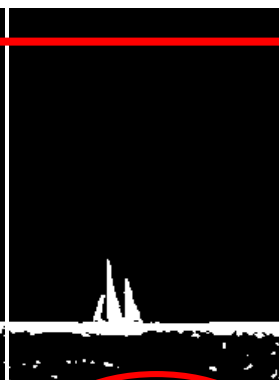
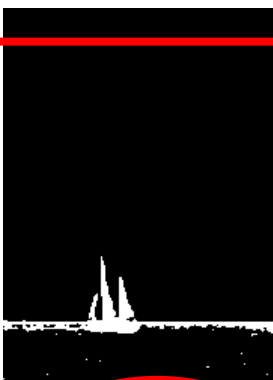
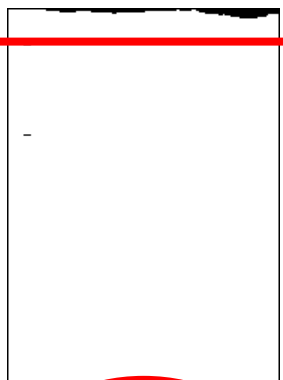
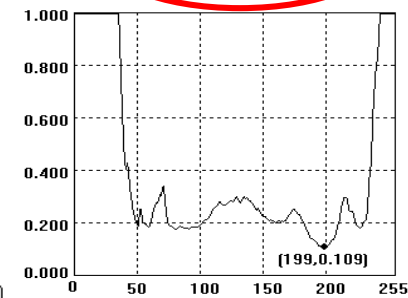
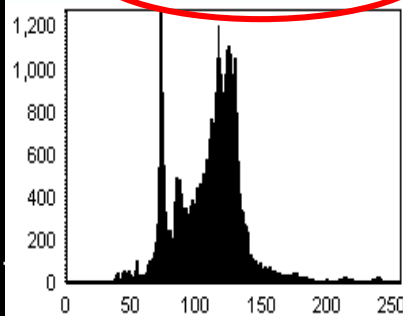
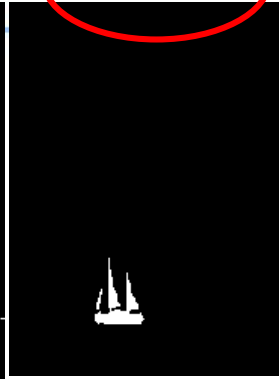
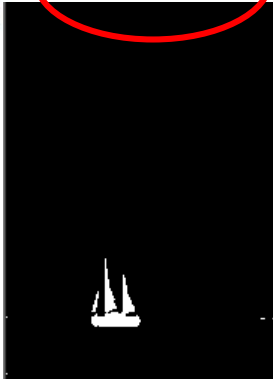
原始

本文

理想

直方图

学而不思则罔，思而不学则殆
Ncut图



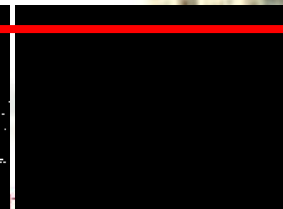
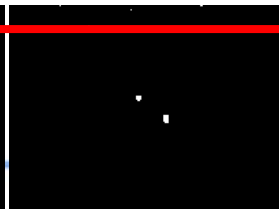
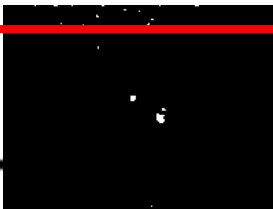
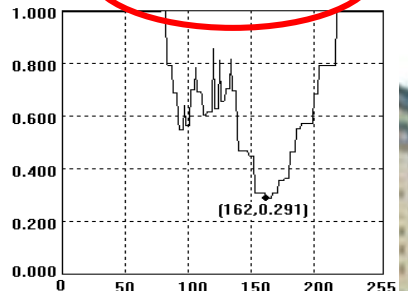
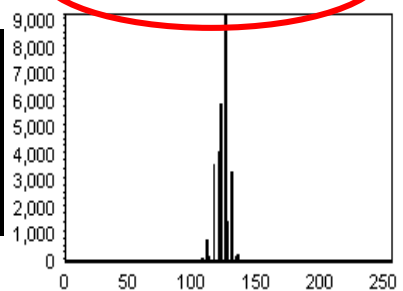
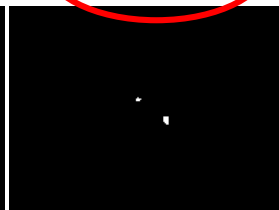
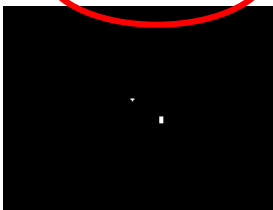
原始

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理想

直方图

Ncut图





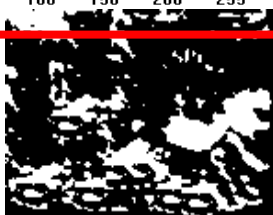
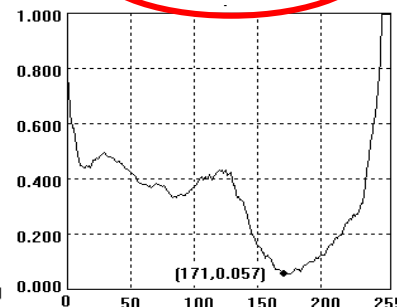
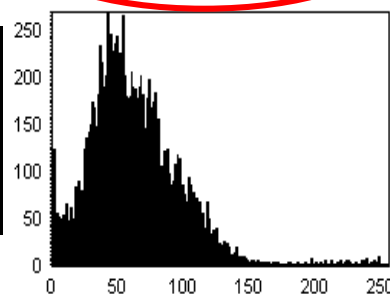
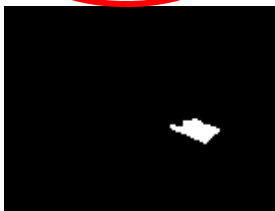
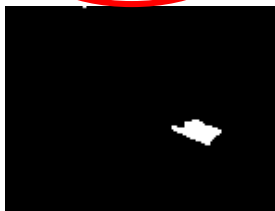
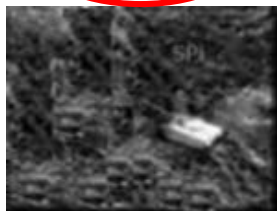
原始

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理想

直方图

Ncut图



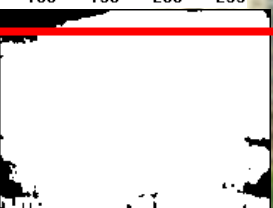
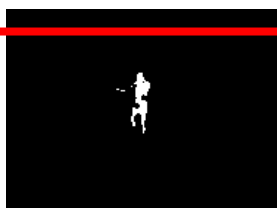
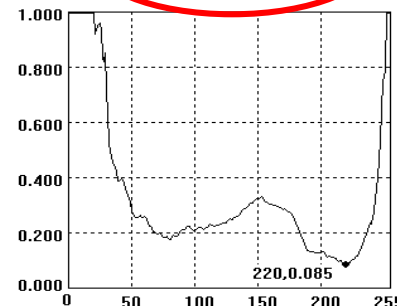
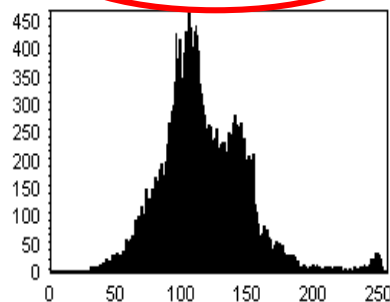
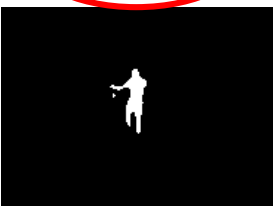
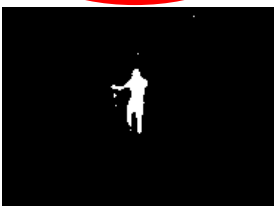
原始

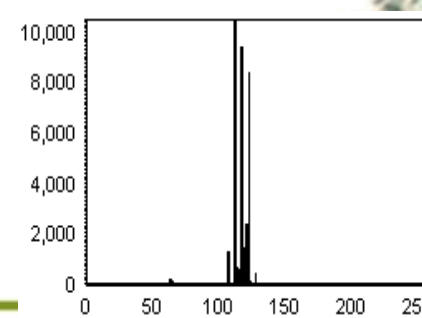
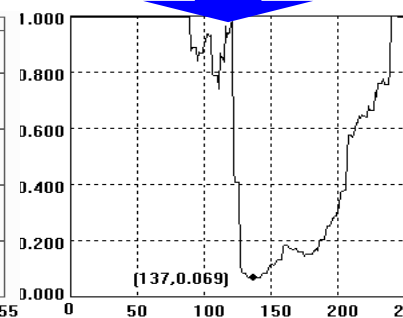
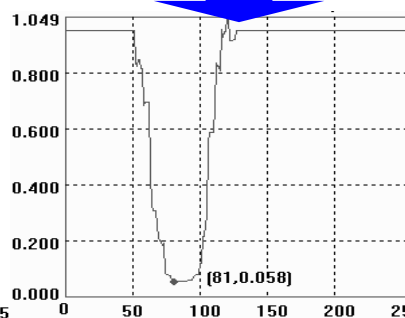
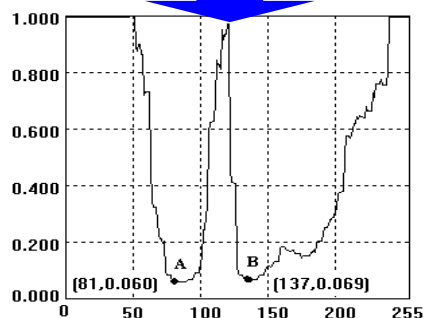
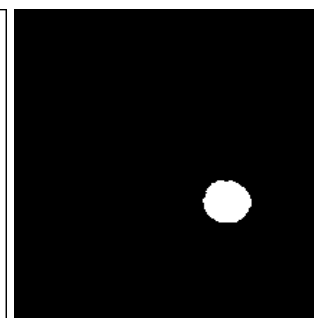
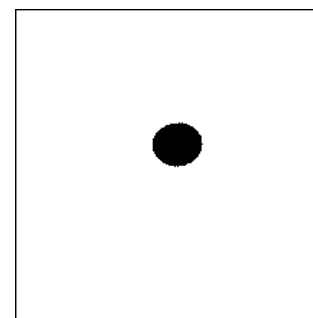
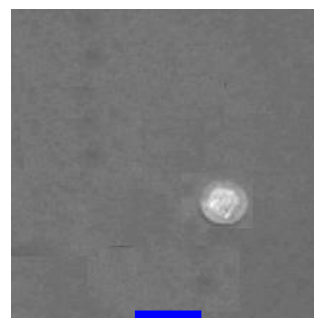
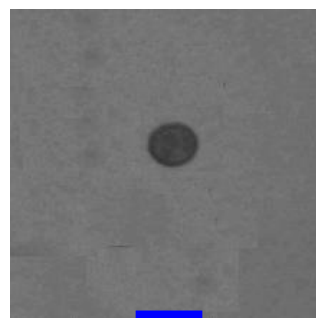
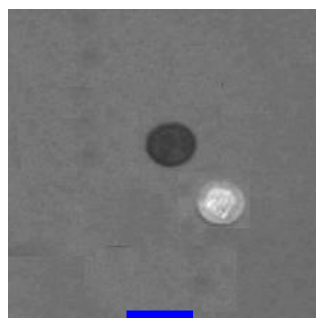
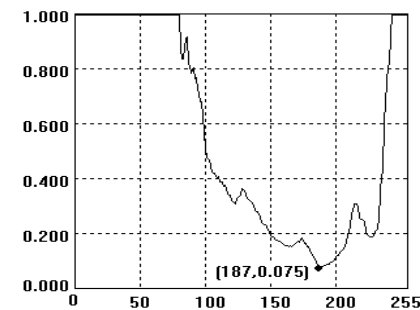
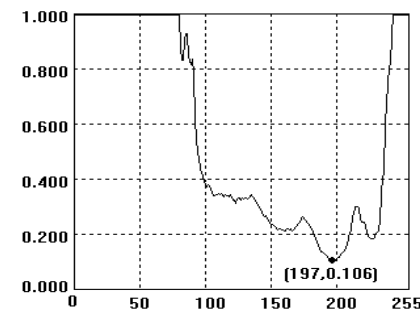
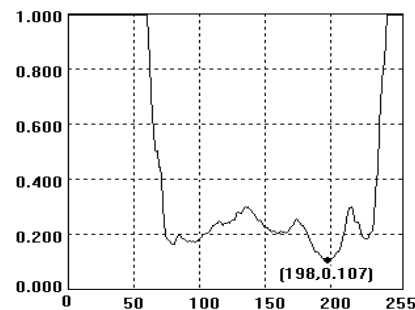
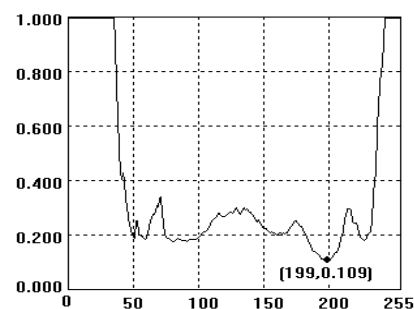
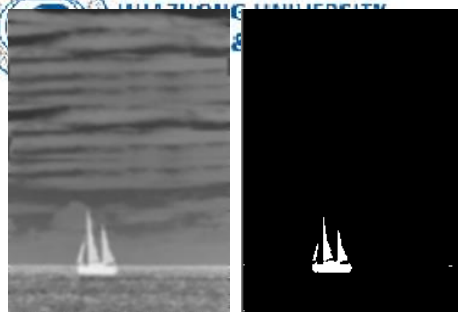
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理想

直方图

Ncut图







Experimental Results

- Good results for standard test images

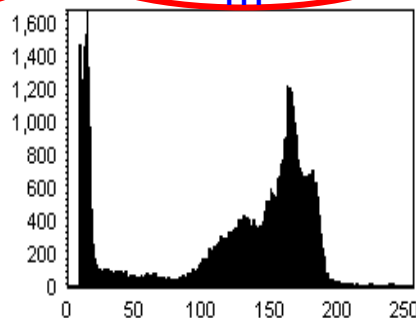
original



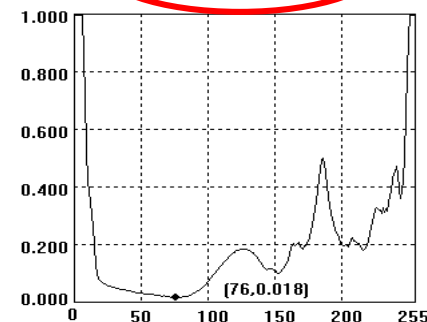
proposed



histogram



Ncut



Other methods



Experimental Results

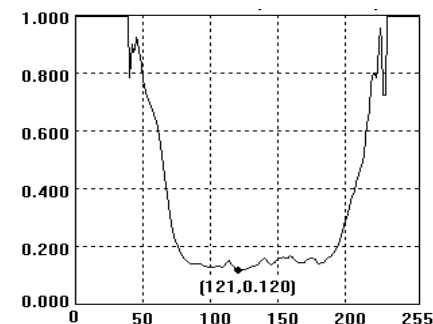
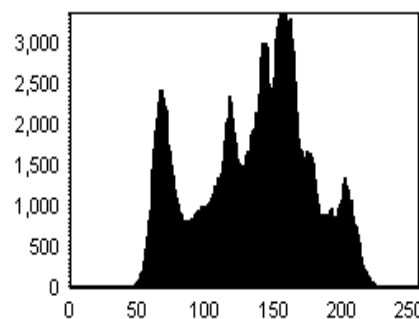
- Good results for standard test images

original

proposed

histogra
m

Ncut



Other methods

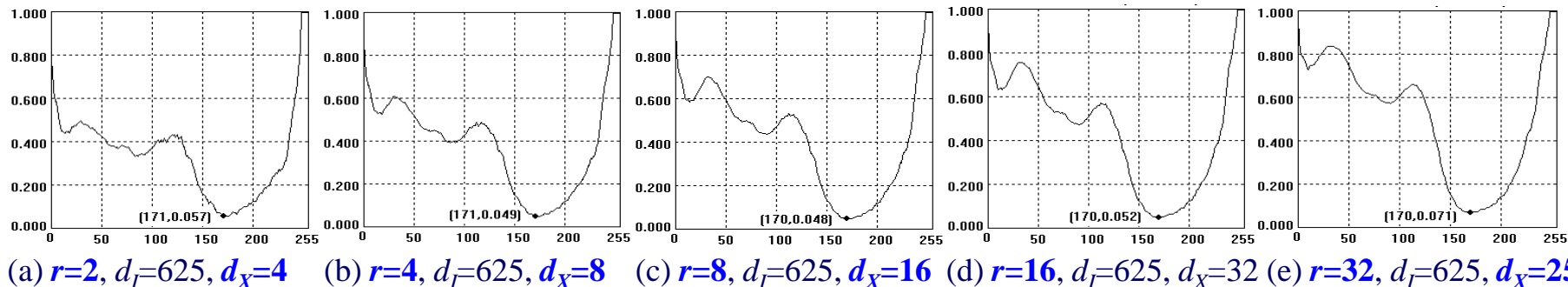


Experimental Results

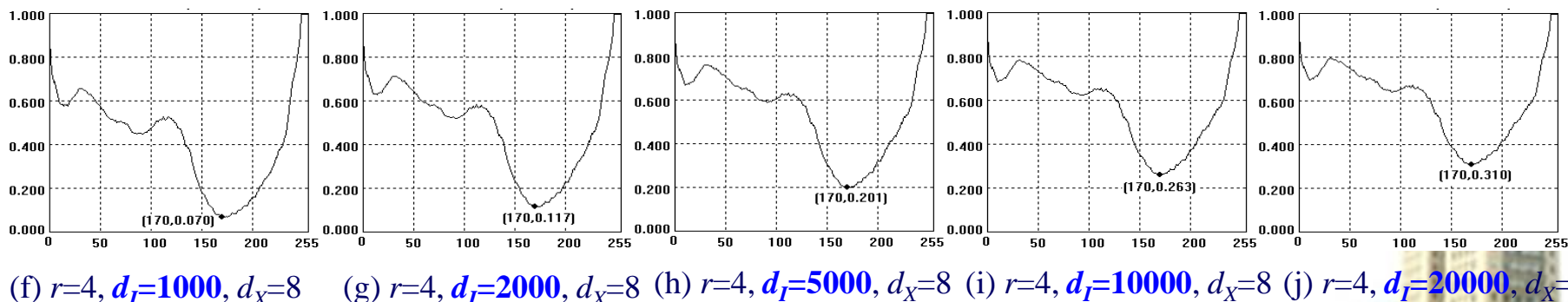
Tank image

$$w(u, v) = \begin{cases} e^{-\left[\frac{\|F(u) - F(v)\|_2^2}{d_I} + \frac{\|X(u) - X(v)\|_2^2}{d_X} \right]} & \text{if } \|X(u) - X(v)\|_2 < r \\ 0 & \text{otherwise} \end{cases}$$

- As r increases, the Ncut curve becomes smoother.



- As d_I increases, Ncut values increases.

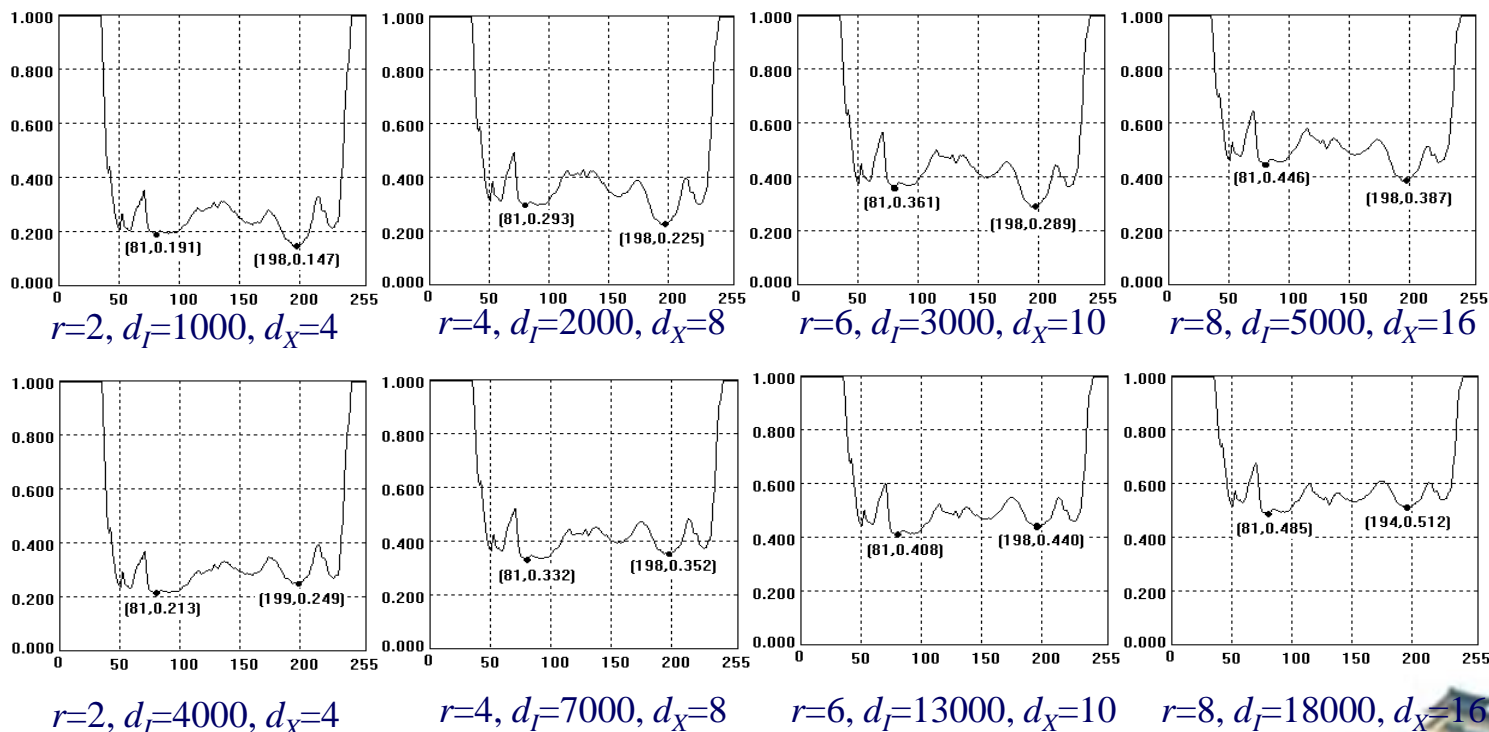


- In general, Ncut is insensitive to these parameters.



Experimental Results

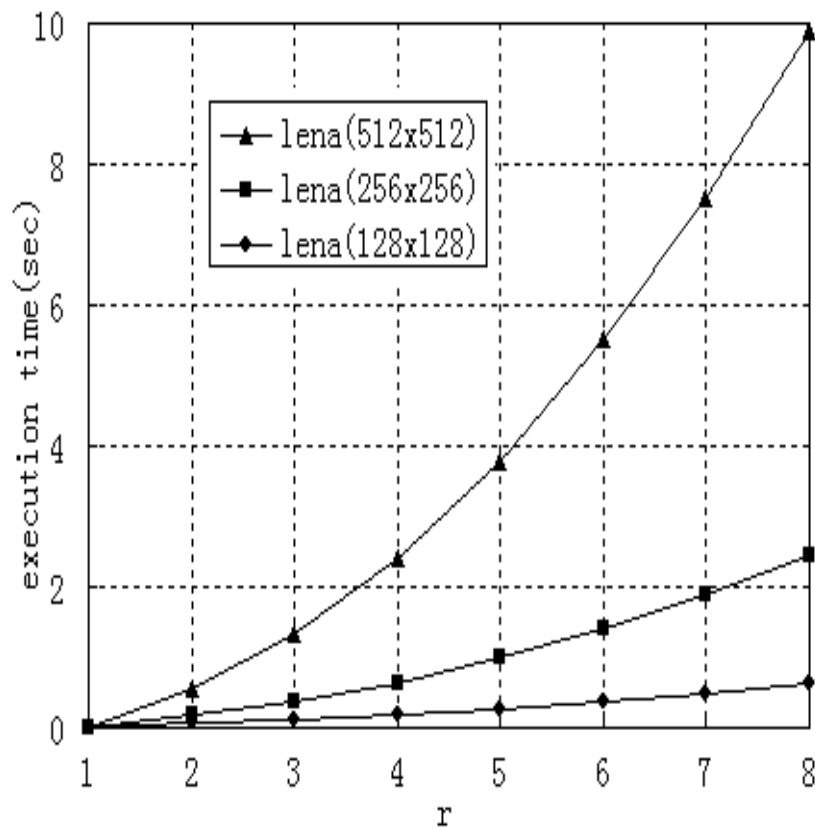
Ship image



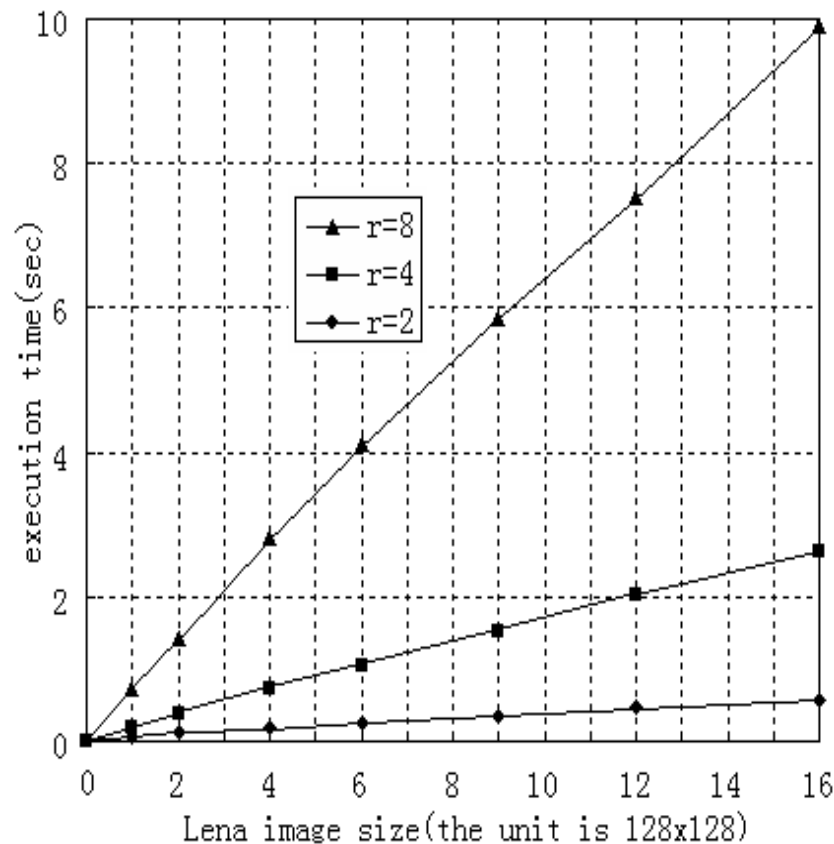
- As d_I increases to an extremely large value, the optimum value of T shifts from right to left.
- This does not usually happen for typical values of d_I (400 – 1000).



Computational Complexity



Execution time vs. r .



Execution time vs. image size
in the multiple of 128×128 .