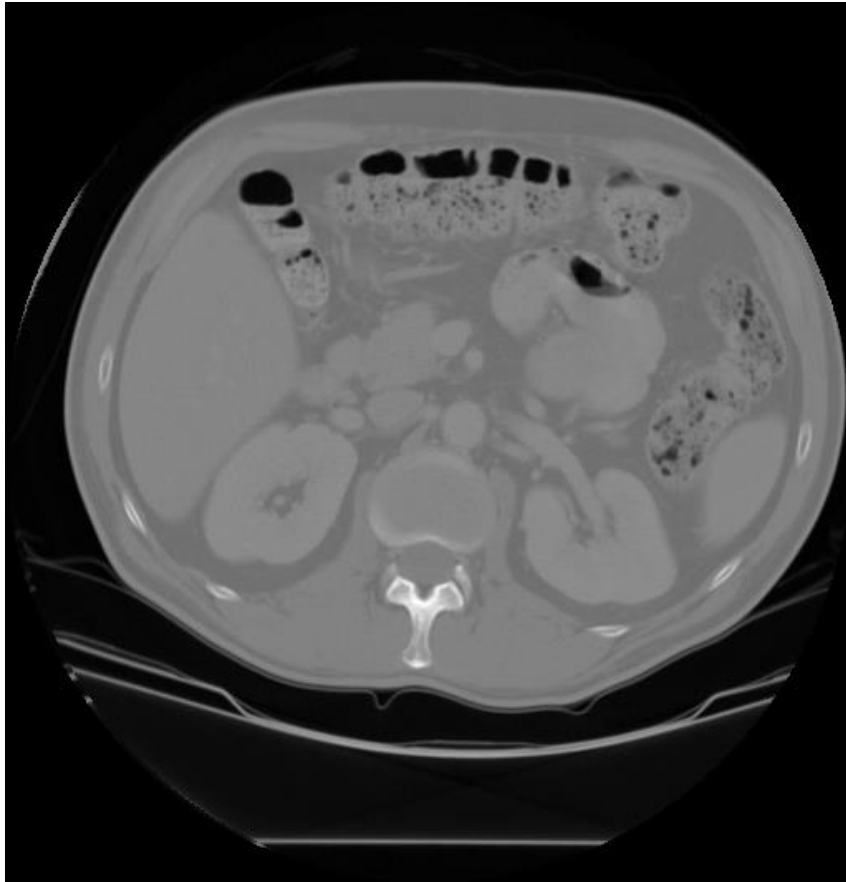


# Mid-Level Operations for Segmentation

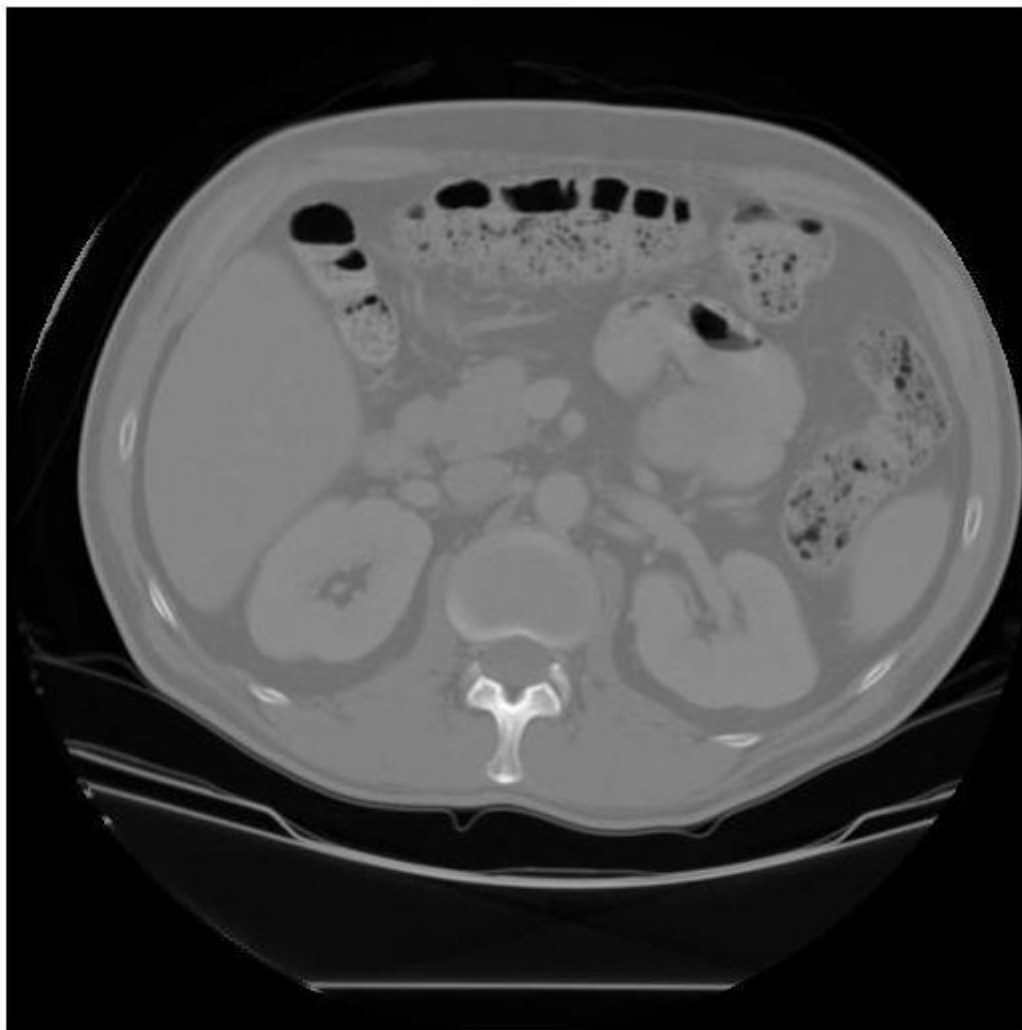
# Recall: Thresholding Example



original image



pixels above threshold



original image kidney.jpg

# Image Segmentation Methods from Dhawan (ch 10)

- Edge Detection
- Boundary Tracking
- Hough Transform
- Thresholding (we just covered)
- Clustering
- Region Growing (and Splitting)
- Estimation-Model Based
- Using Neural Networks (we do semantic segmentation this way)

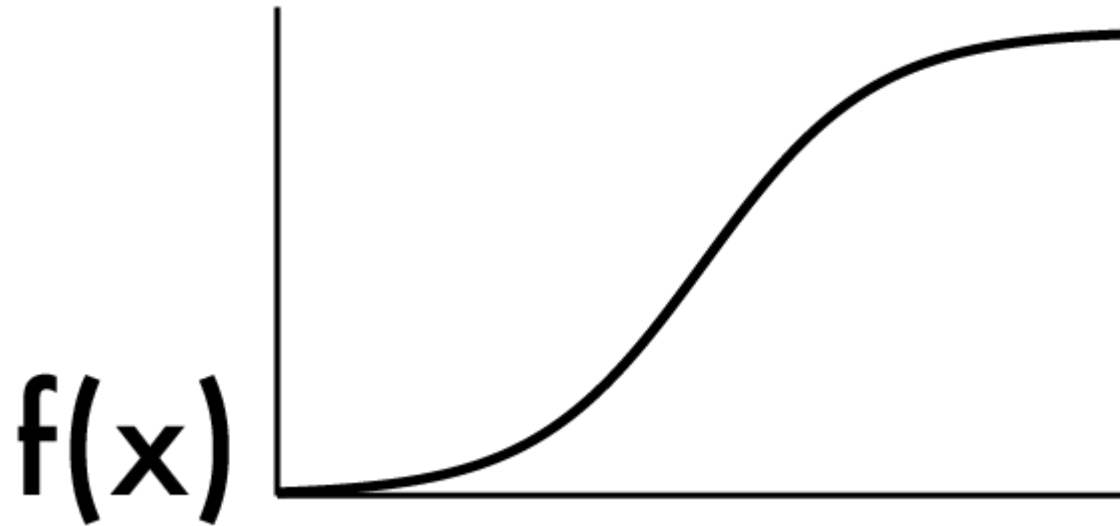
# We'll look at

- Thresholding (we just covered)
- Edge Detection
- Hough Transform
- Clustering
- Using Neural Networks (we do semantic segmentation this way)

---

# What's an edge?

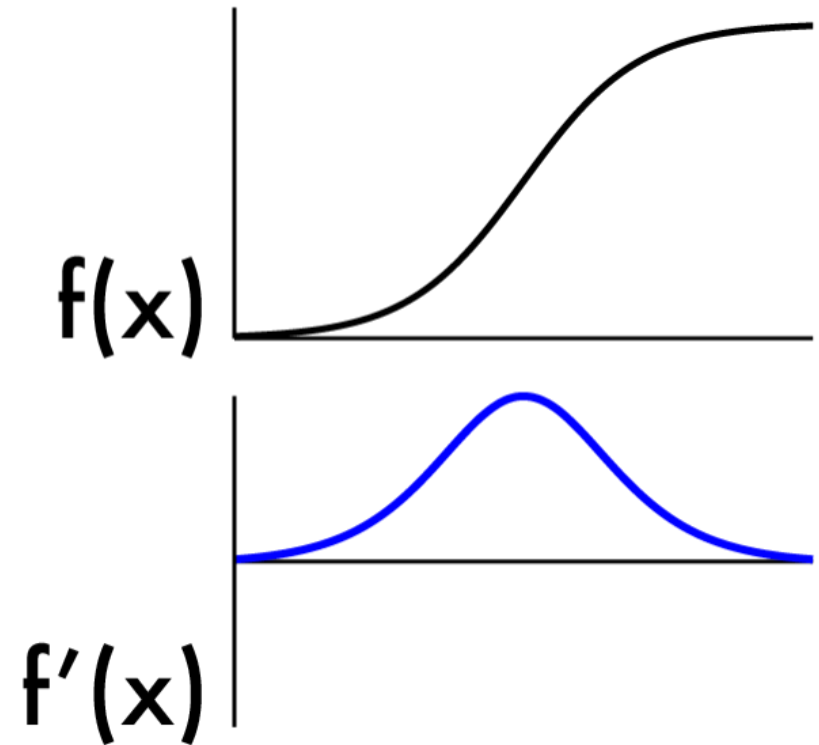
- Image is a function
- Edges are rapid changes in this function



---

# Finding edges

- Could take derivative
- Edges = high response



# To find edges, we use filters

- Use masks for filters
- Define a small mask
- Apply it to every pixel position in the image to produce a new output image
- In general, this is called filtering.
- We call linear filters **CONVOLUTIONS** (even though they are really correlations).



# Averaging Filters

 $\frac{1}{9}x$ 

1	1	1
1	1	1
1	1	1

 $\frac{1}{16}x$ 

1	2	1
2	4	2
1	2	1

# Smooth first, then derivative

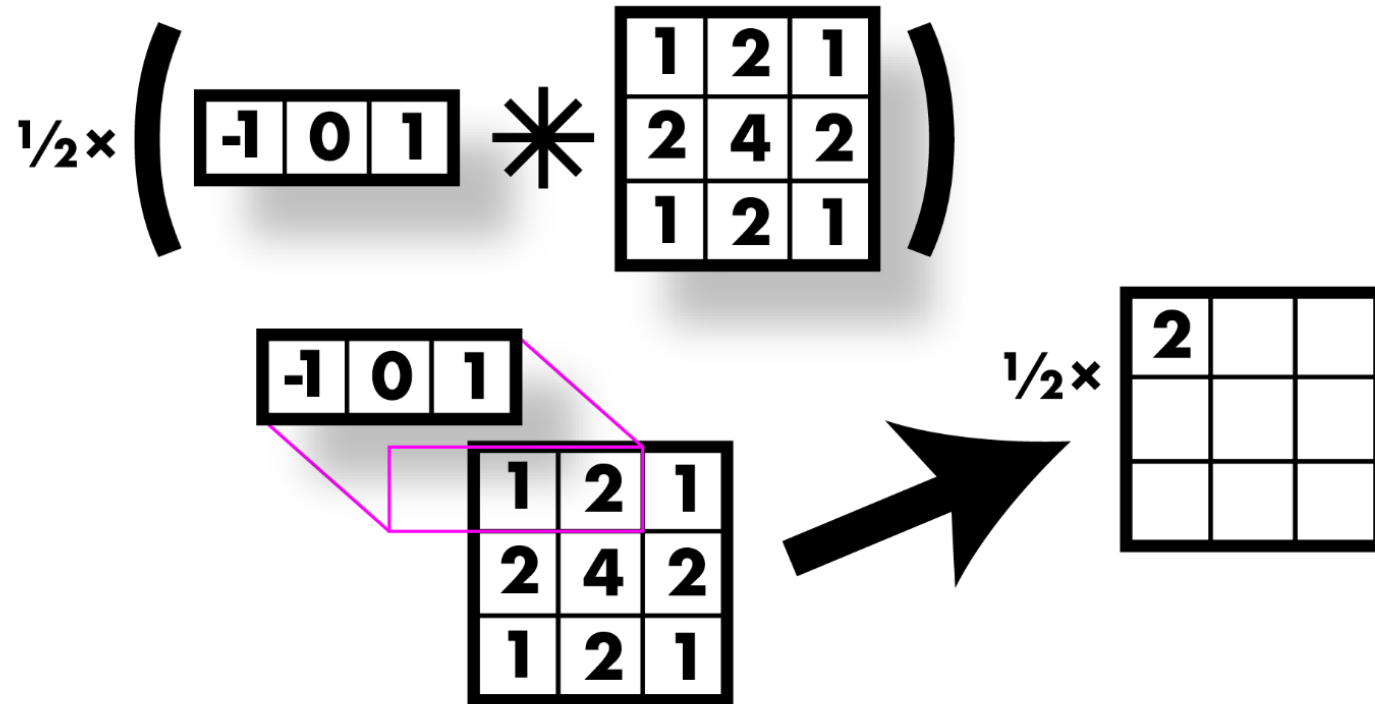
Diagram illustrating the convolution operation for the second row of the output. It shows the kernel  $\begin{bmatrix} -1 & 0 & 1 \end{bmatrix}$  multiplied by the 3x3 input grid  $\begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$ , which is then multiplied by the 7x7 output grid.

# Smooth first, then derivative

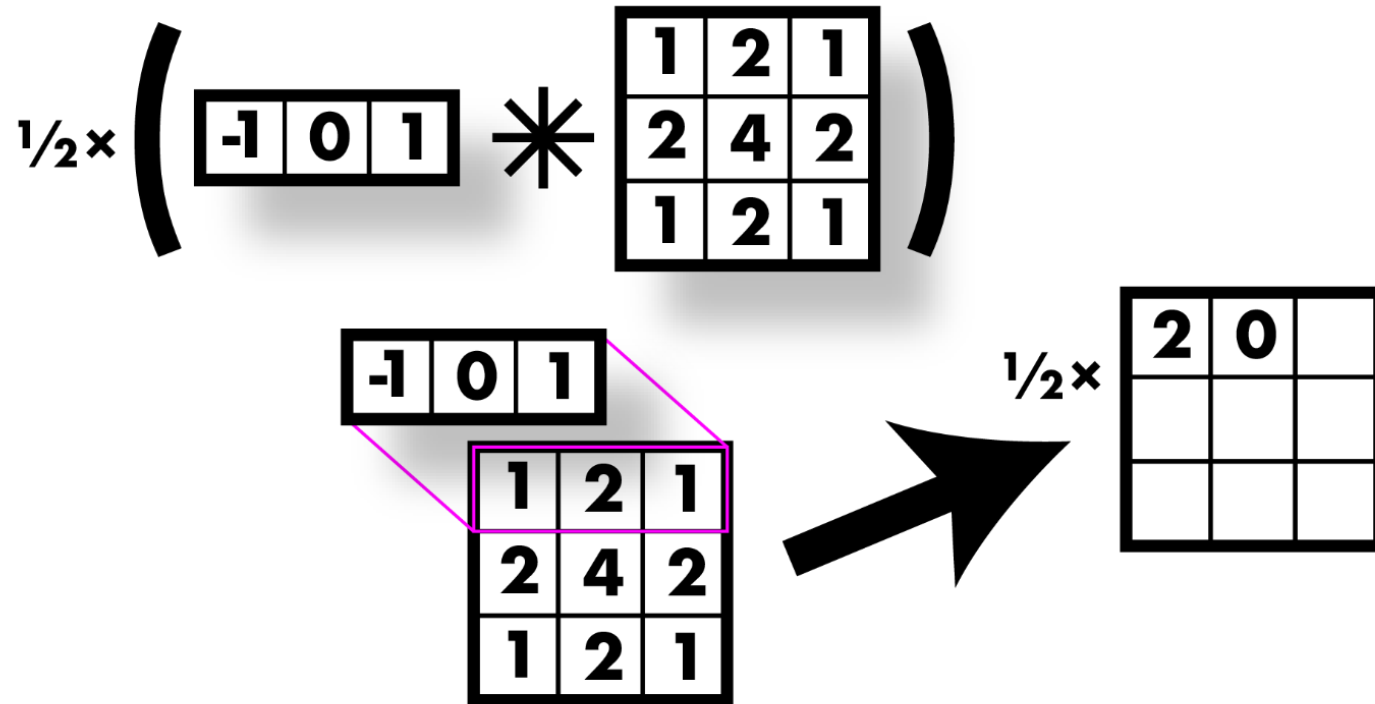
Diagram illustrating a 2D convolution operation:

- A 1x3 kernel (represented by a box containing  $-1$ ,  $0$ , and  $1$ ) is convolved with a 3x3 input grid (represented by a box containing the values  $1, 2, 1$  in the first row,  $2, 4, 2$  in the second row, and  $1, 2, 1$  in the third row).
- The result of the convolution is then multiplied by  $\frac{1}{2}$ .
- The final output is a 7x7 grid.

# Smooth first, then derivative

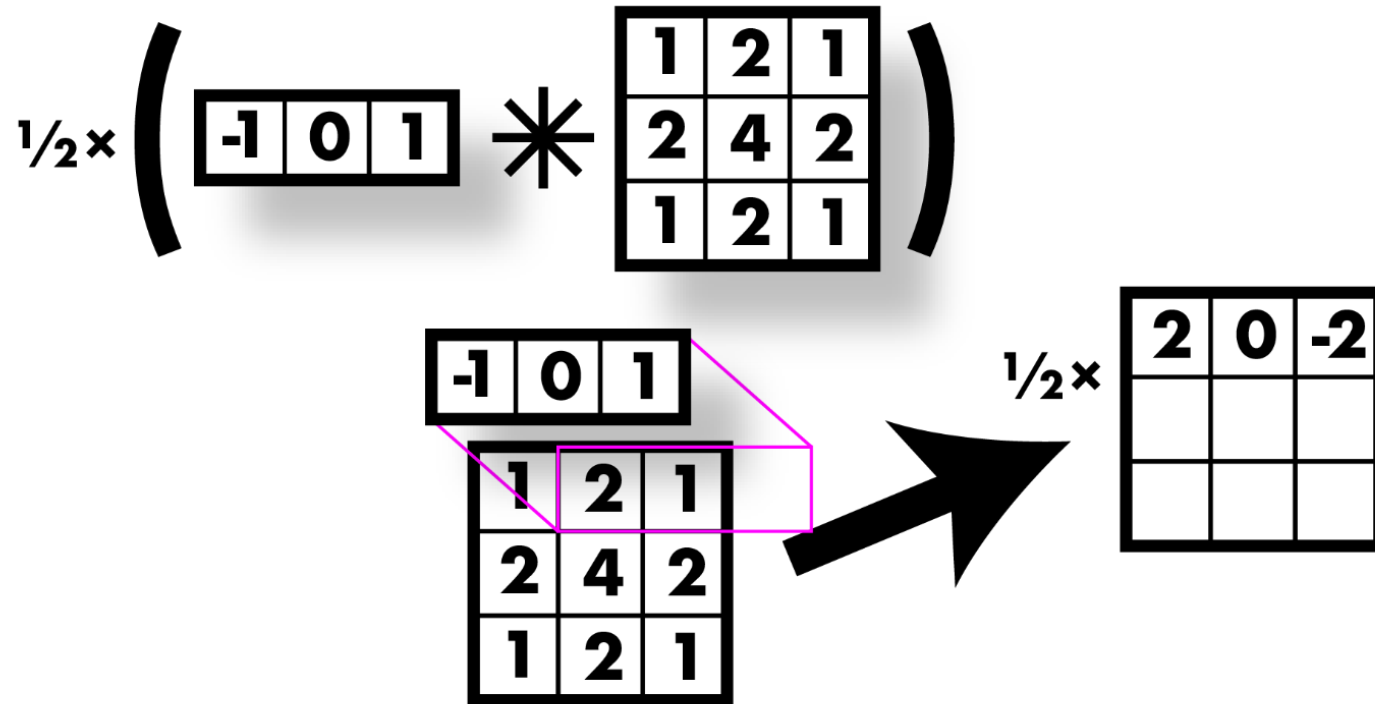


# Smooth first, then derivative

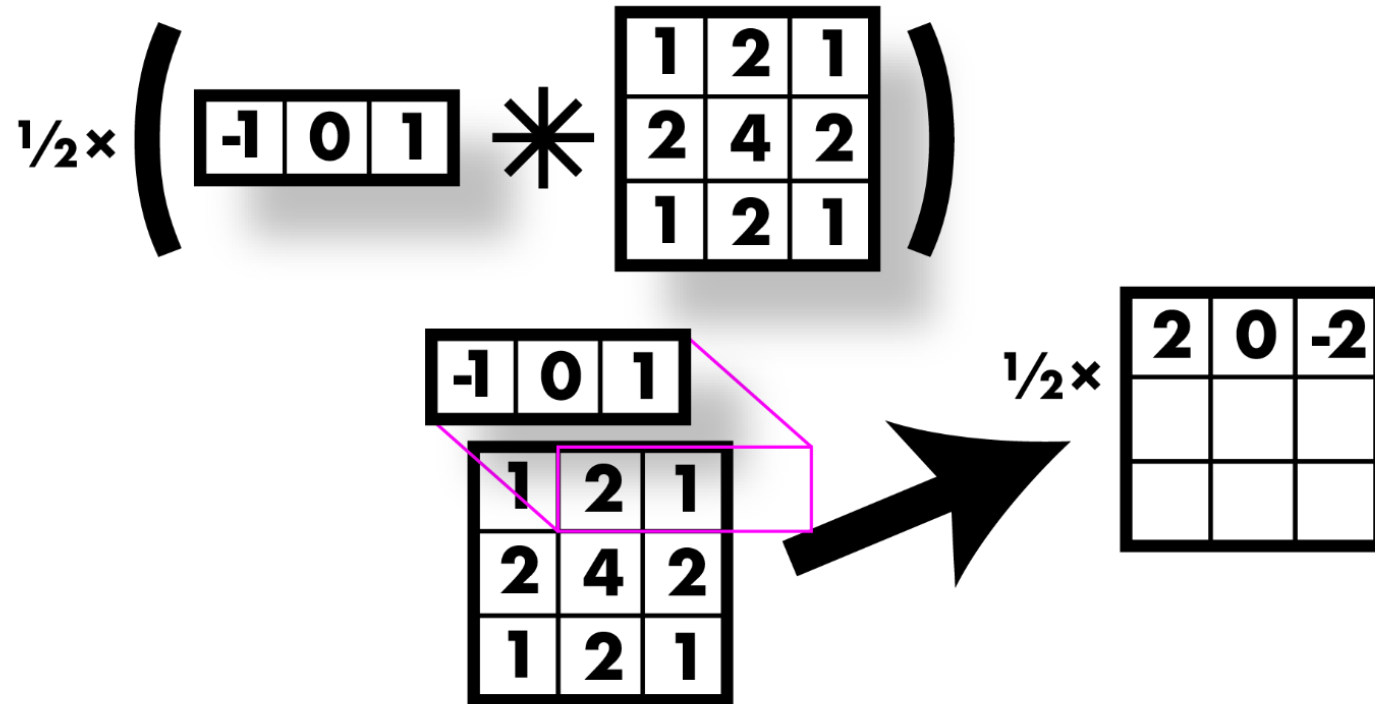


---

# Smooth first, then derivative

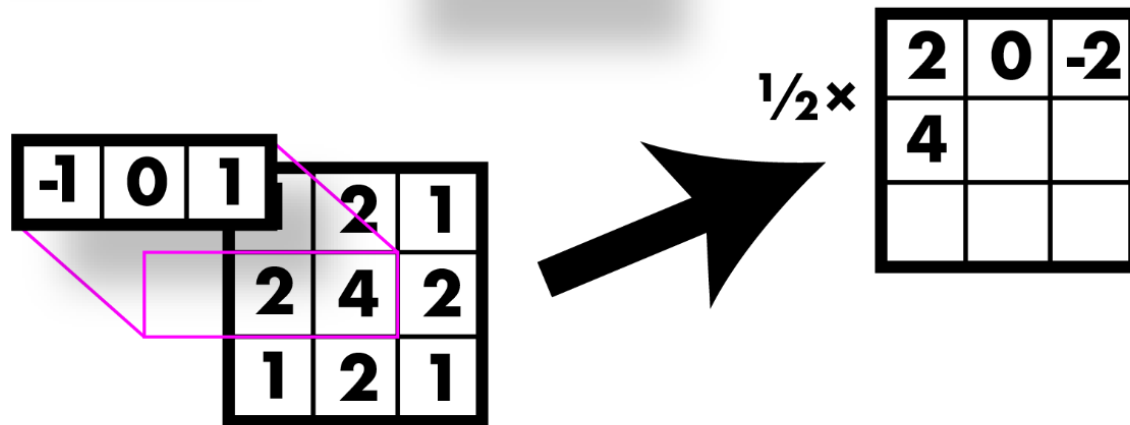


# Smooth first, then derivative



# Smooth first, then derivative

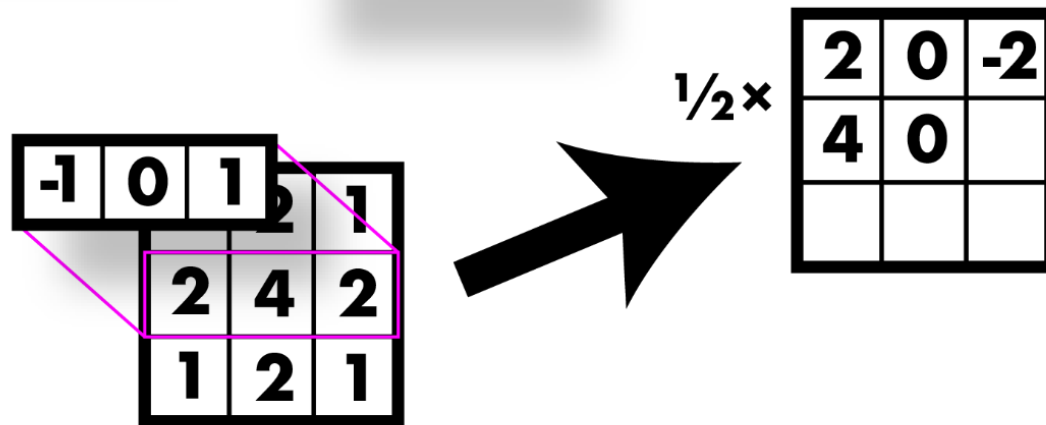
$$\frac{1}{2} \times \left( \begin{bmatrix} -1 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix} \right)$$





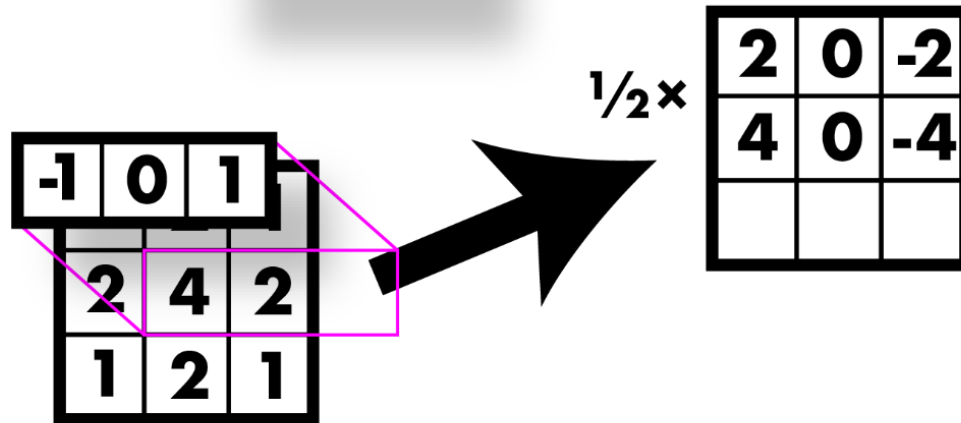
# Smooth first, then derivative

$$\frac{1}{2} \times \left( \begin{bmatrix} -1 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix} \right)$$



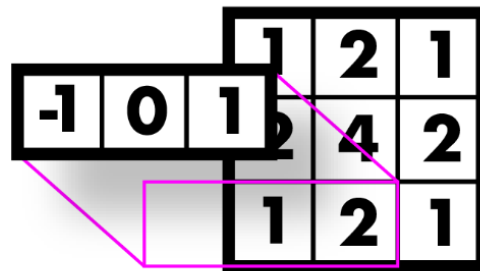
# Smooth first, then derivative

$$\frac{1}{2} \times \left( \begin{bmatrix} -1 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix} \right)$$



# Smooth first, then derivative

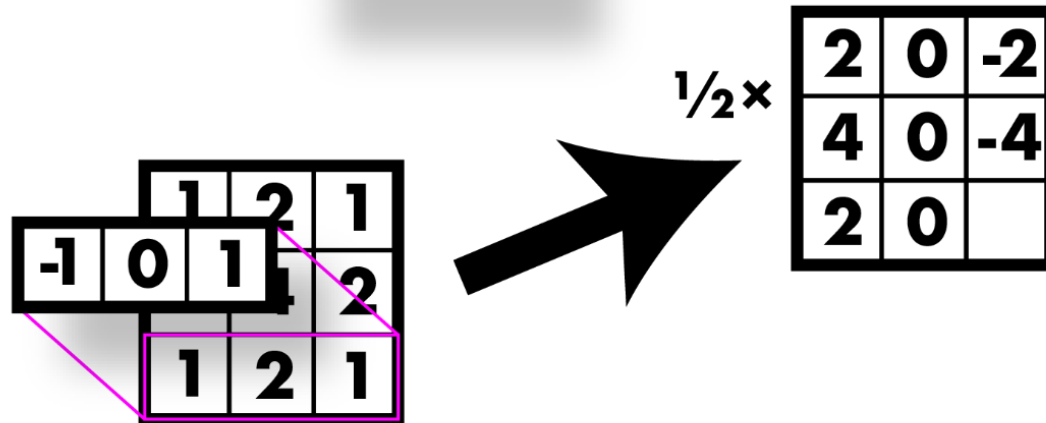
$$\frac{1}{2} \times \left( \begin{bmatrix} -1 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix} \right)$$



$$\frac{1}{2} \times \begin{bmatrix} 2 & 0 & -2 \\ 4 & 0 & -4 \\ 2 & & \end{bmatrix}$$

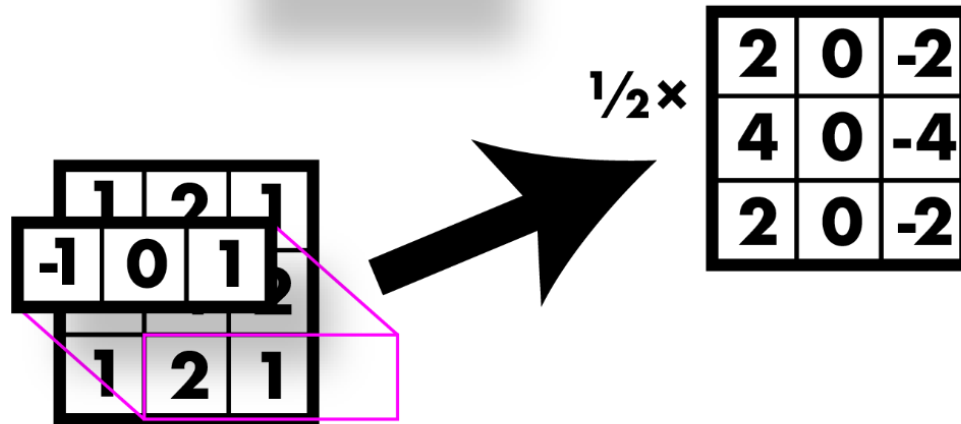
# Smooth first, then derivative

$$\frac{1}{2} \times \left( \begin{bmatrix} -1 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix} \right)$$



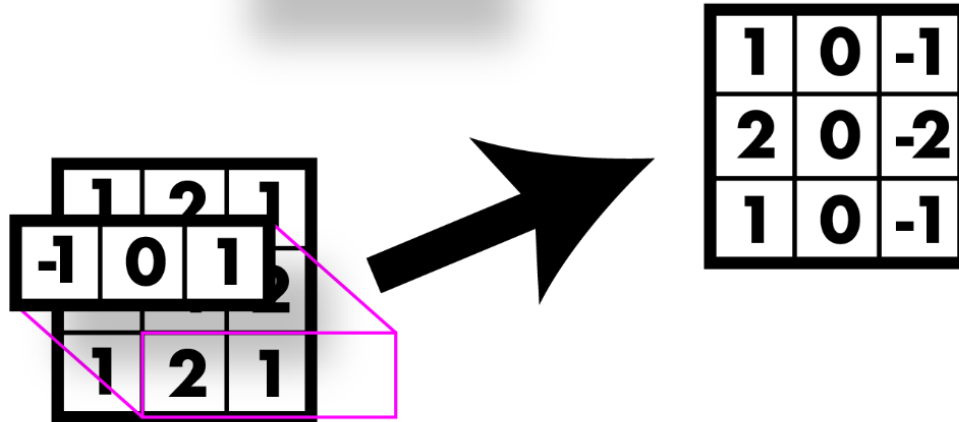
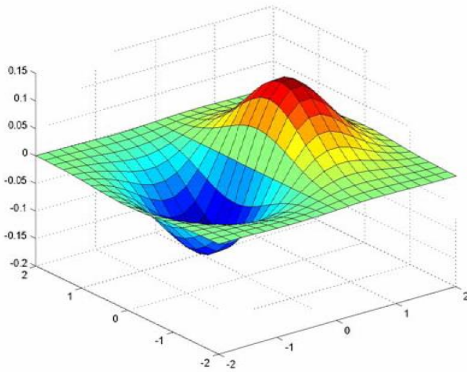
# Smooth first, then derivative

$$\frac{1}{2} \times \left( \begin{bmatrix} -1 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix} \right)$$



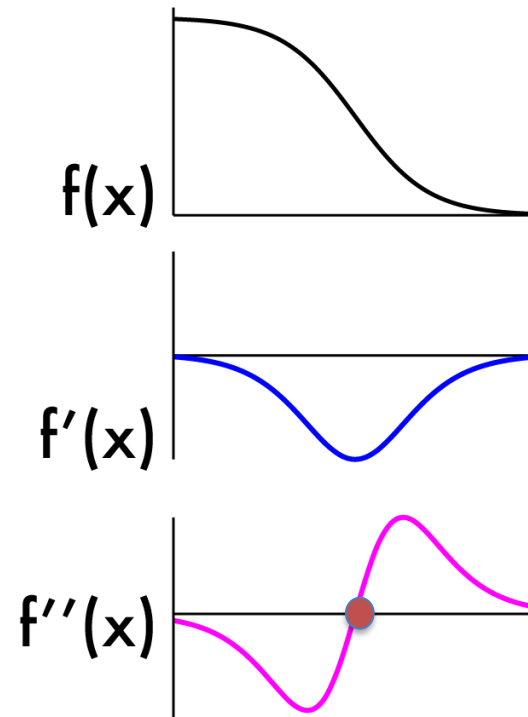
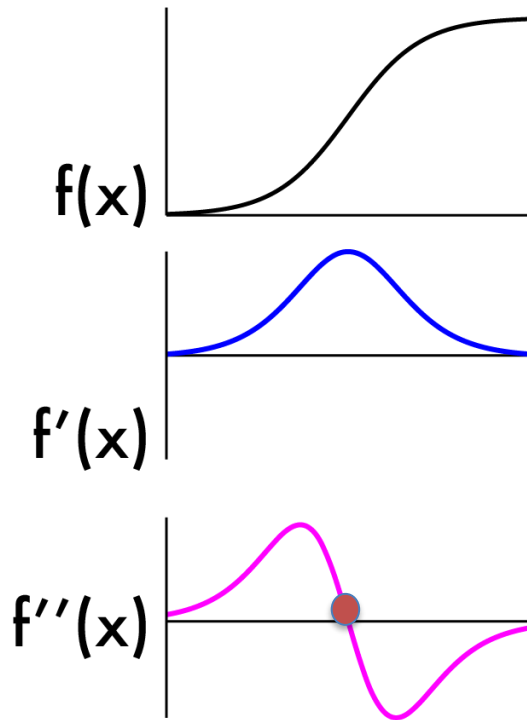
# Sobel filter! Smooth & derivative

$$\frac{1}{2} \times \left( \begin{bmatrix} -1 & 0 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix} \right)$$



# 2nd derivative!

- Crosses zero at extrema



---

# Canny Edge Detection

- Your first image processing pipeline!
  - Old-school CV is all about pipelines

## Algorithm:

- 1. Smooth image (only want “real” edges, not noise)
- 2. Calculate gradient direction and magnitude
- 3. Non-maximum suppression perpendicular to edge
- 4. Threshold into strong, weak, no edge
- 5. Connect together components



# Canny Characteristics

- The Canny operator gives single-pixel-wide images with good continuation between adjacent pixels
- It is the most widely used edge operator today; no one has done better since it came out in the late 80s. Many implementations are available.
- It is very sensitive to its parameters, which need to be adjusted for different application domains.

## Canny on Kidney



# An edge is not a line...

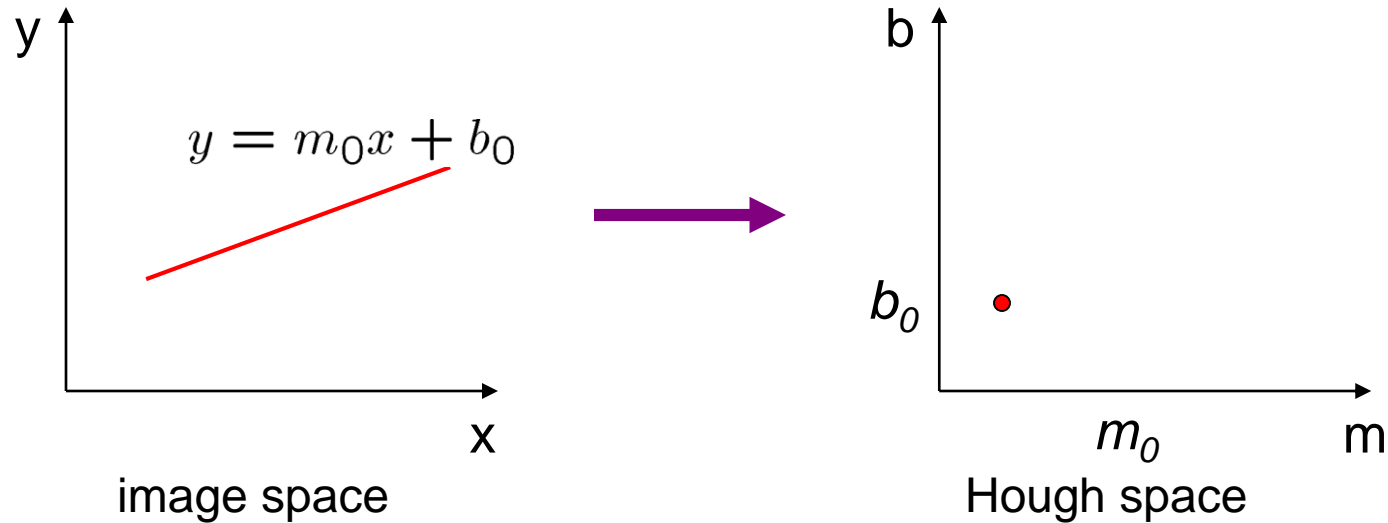


How can we detect *lines* ?

# Finding lines in an image

- Option 1:
  - Search for the line at every possible position/orientation
  - What is the cost of this operation?
- Option 2:
  - Use a voting scheme: Hough transform

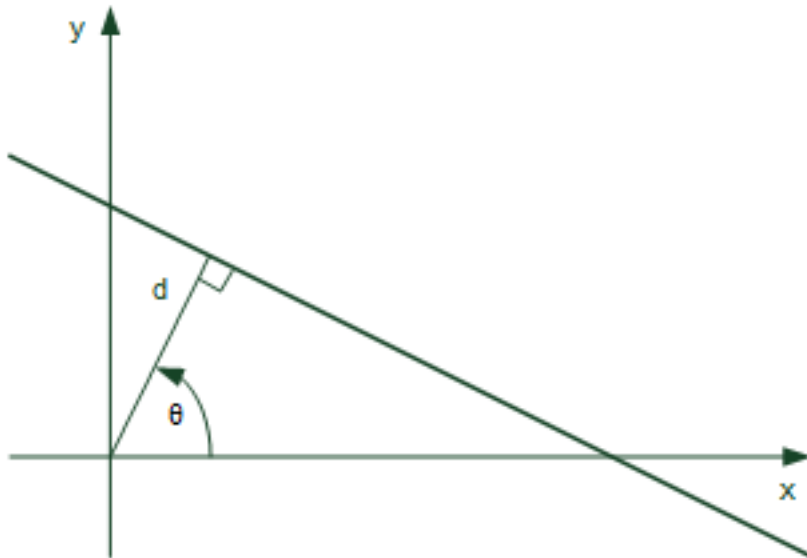
# Finding lines in an image



- Connection between image  $(x,y)$  and Hough  $(m,b)$  spaces
  - A line in the image corresponds to a point in Hough space
  - To go from image space to Hough space:
    - given a set of points  $(x,y)$ , find all  $(m,b)$  such that  $y = mx + b$

# Hough transform algorithm

- Typically use a different parameterization
$$d = x\cos\theta + y\sin\theta$$
  - $d$  is the perpendicular distance from the line to the origin
  - $\theta$  is the angle of this perpendicular with the horizontal.



# Hough transform algorithm

Array H

- Basic Hough transform algorithm
  1. Initialize  $H[d, \theta] = 0$
  2. for each edge point  $I[x, y]$  in the image

compute gradient magnitude  $m$  and angle  $\theta$

$$d = x \cos \theta + y \sin \theta$$

$$H[d, \theta] += 1$$

3. Find the value(s) of  $(d, \theta)$  where  $H[d, \theta]$  is maximum
4. The detected line in the image is given by

$$d = x \cos \theta + y \sin \theta$$



Complexity? How do you get the lines out of the matrix?

# Line segments from Hough Transform

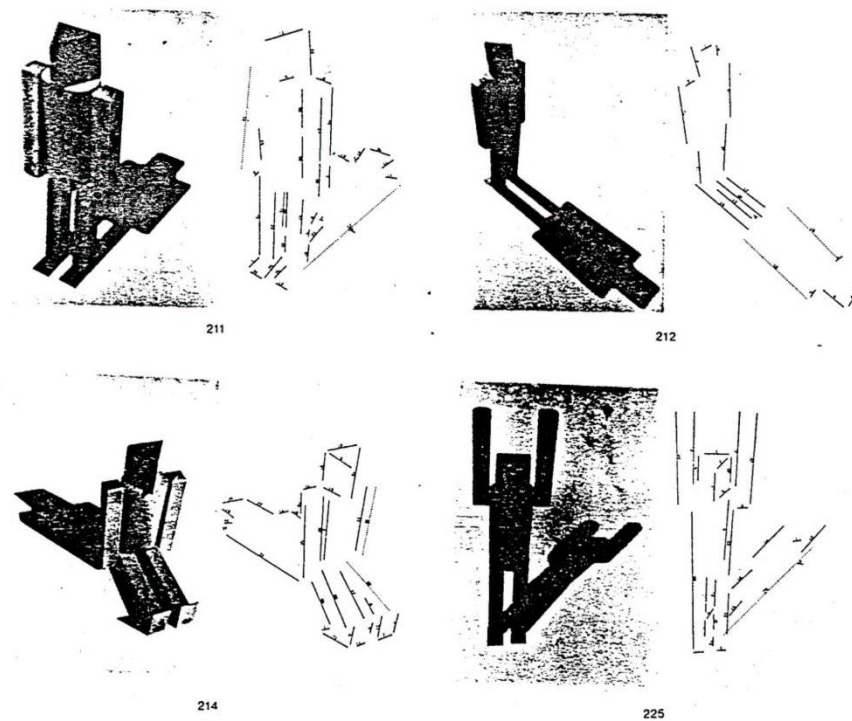


Fig.7. Puppet scenes 211, 212, 214, 225 and the edges recovered by the algorithm.



# Extensions

- Extension 1: Use the image gradient (we just did that)
- Extension 2
  - give more votes for stronger edges
- Extension 3
  - change the sampling of  $(d, \theta)$  to give more/less resolution
- Extension 4
  - The same procedure can be used with **circles**, squares, or any other shape, How?
- Extension 5; **the Burns procedure**. Uses only angle, two different quantifications, and connected components with votes for larger one.

# Finding lung nodules (Kimme & Ballard)

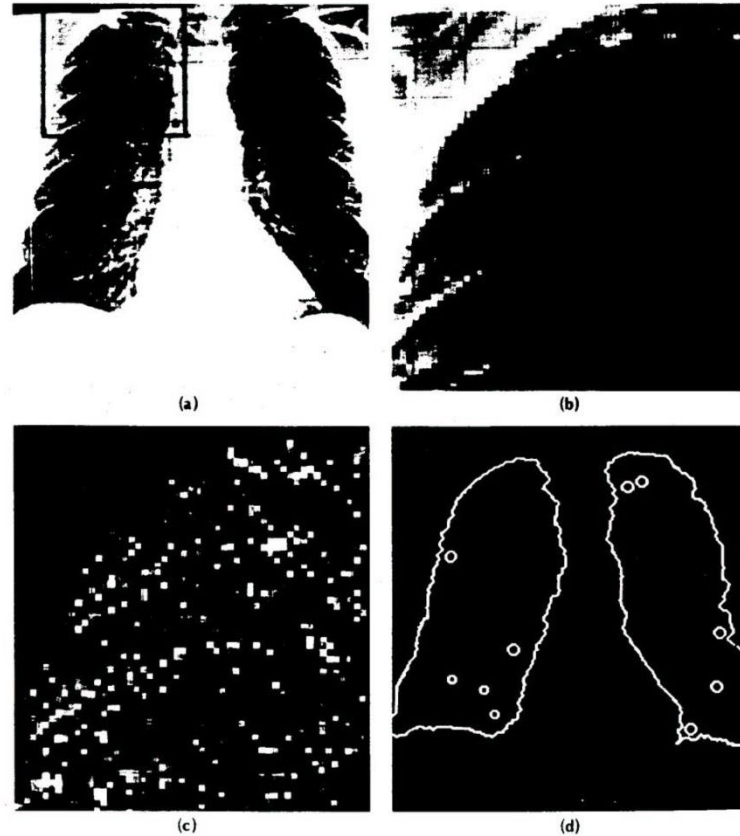


Fig. 4.7 Using the Hough technique for circular shapes. (a) Radiograph. (b) Window. (c) Accumulator array for  $r = 3$ . (d) Results of maxima detection.

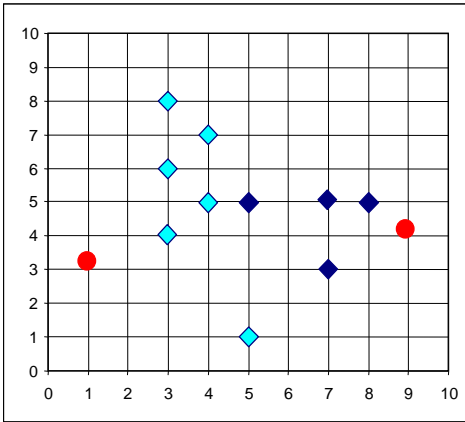
# K-Means Clustering

Form K-means clusters from a set of n-dimensional vectors

1. Set  $ic$  (iteration count) to 1
2. Choose randomly a set of  $K$  means  $m_1(1), \dots, m_K(1)$ .
3. For each vector  $x_i$  compute  $D(x_i, m_k(ic))$ ,  $k=1, \dots, K$  and assign  $x_i$  to the cluster  $C_j$  with nearest mean.
4. Increment  $ic$  by 1, update the means to get  $m_1(ic), \dots, m_K(ic)$ .
5. Repeat steps 3 and 4 until  $C_k(ic) = C_k(ic+1)$  for all  $k$ .

# Simple Example

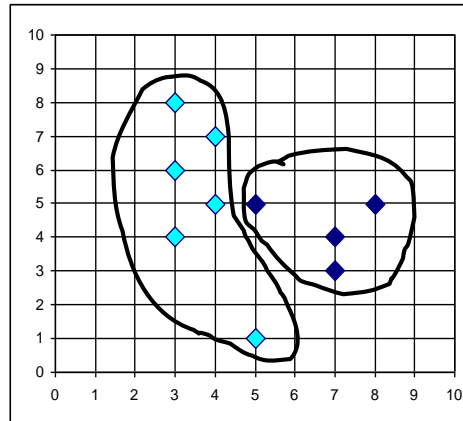
INIT.



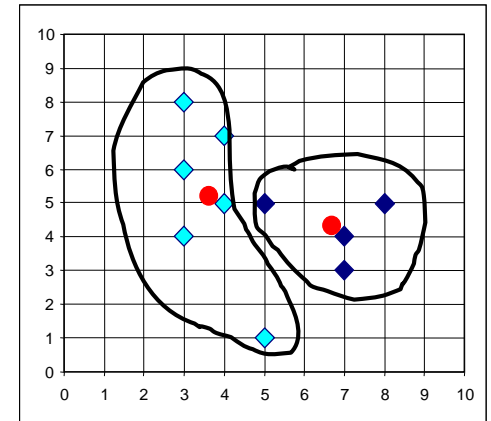
$K=2$

Arbitrarily choose  $K$  objects as initial cluster center

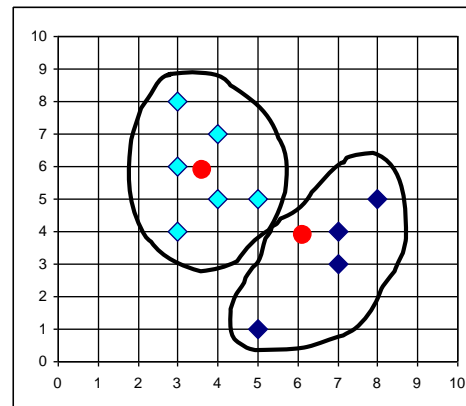
Assign each object to most similar center



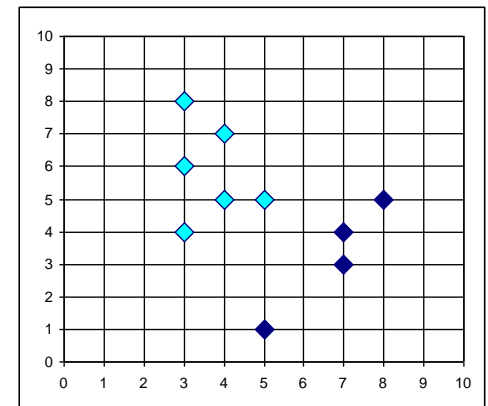
Update the cluster means



reassign



Update the cluster means



# Space for K-Means

- The example was in some arbitrary 2D space
- We don't want to cluster in that space.
- We will be clustering in gray-scale space or **color space**.
- K-means can be used to cluster in **any n-dimensional space**.

# K-Means Example 1

1. Select an image:  2. Select a processor:  3. Click

Options:  
Init Method



640\*480 (590,68): RGB(158,206,229)



Process done !

# K-Means Example 2

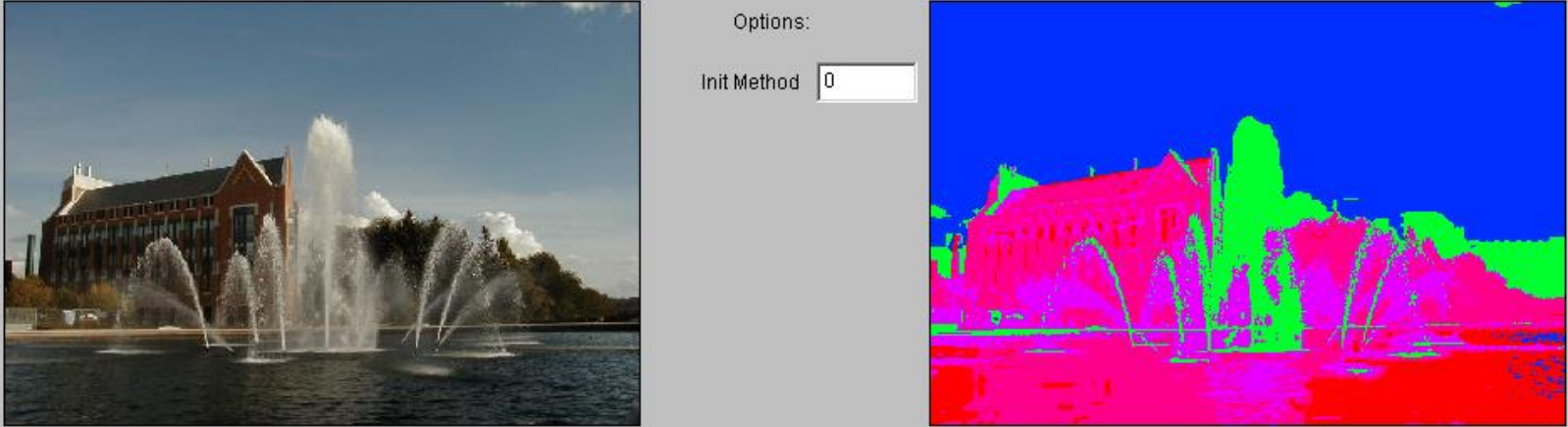
1. Select an image:  2. Select a processor:  3. Click

Options:  
Init Method

640\*480 (636,95): RGB(102,130,151)

Process done !

(590,209): RGB(0,46,255)



# K-Means Example 3

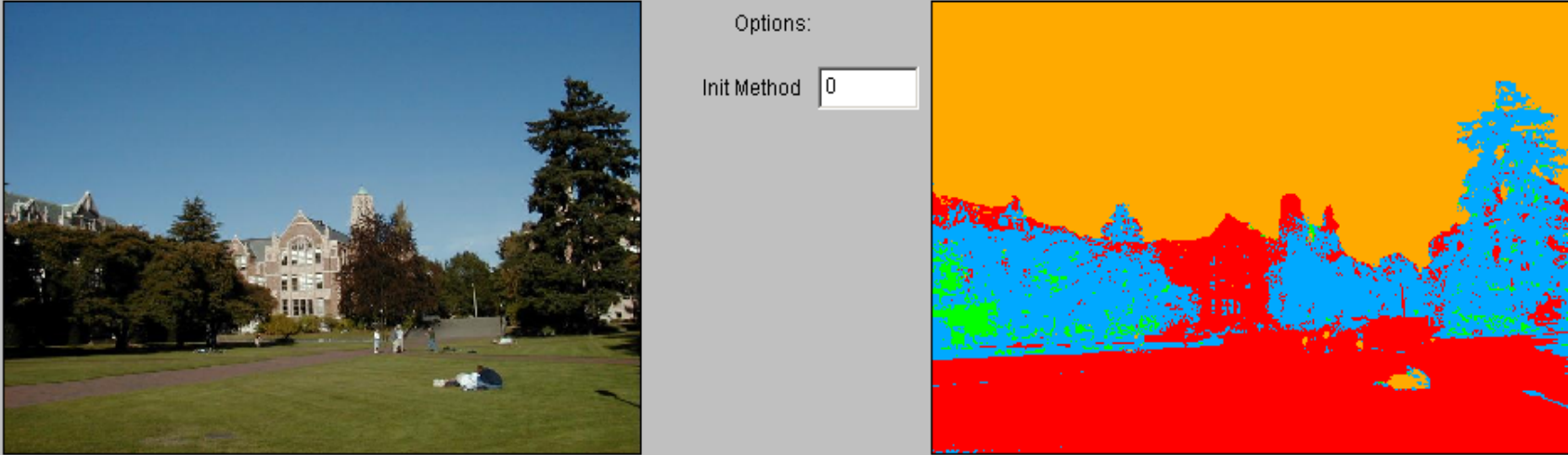
1. Select an image:  2. Select a processor:  3. Click

Options:  
Init Method

640\*480 (607,118): RGB(20,22,1)

Process done !

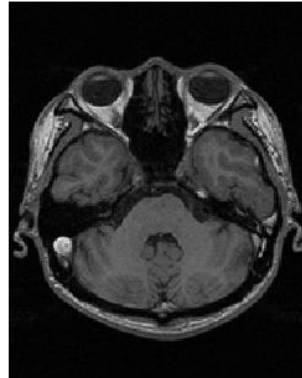
(228,26): RGB(255,170,0)



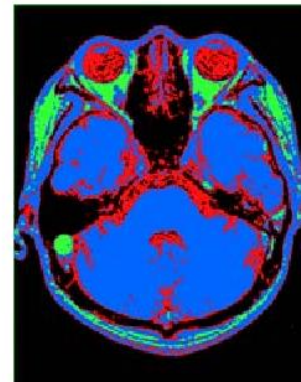


# K-Means Example 4

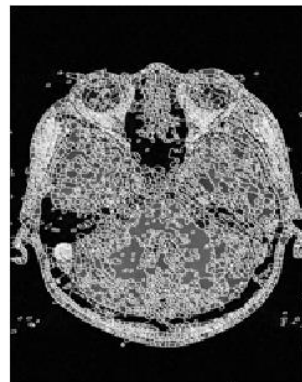
Original 2-D MR image



After K-means clustering

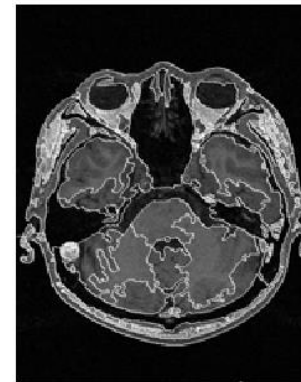


Segmentation using traditional watershed algorithm



2756 partitions

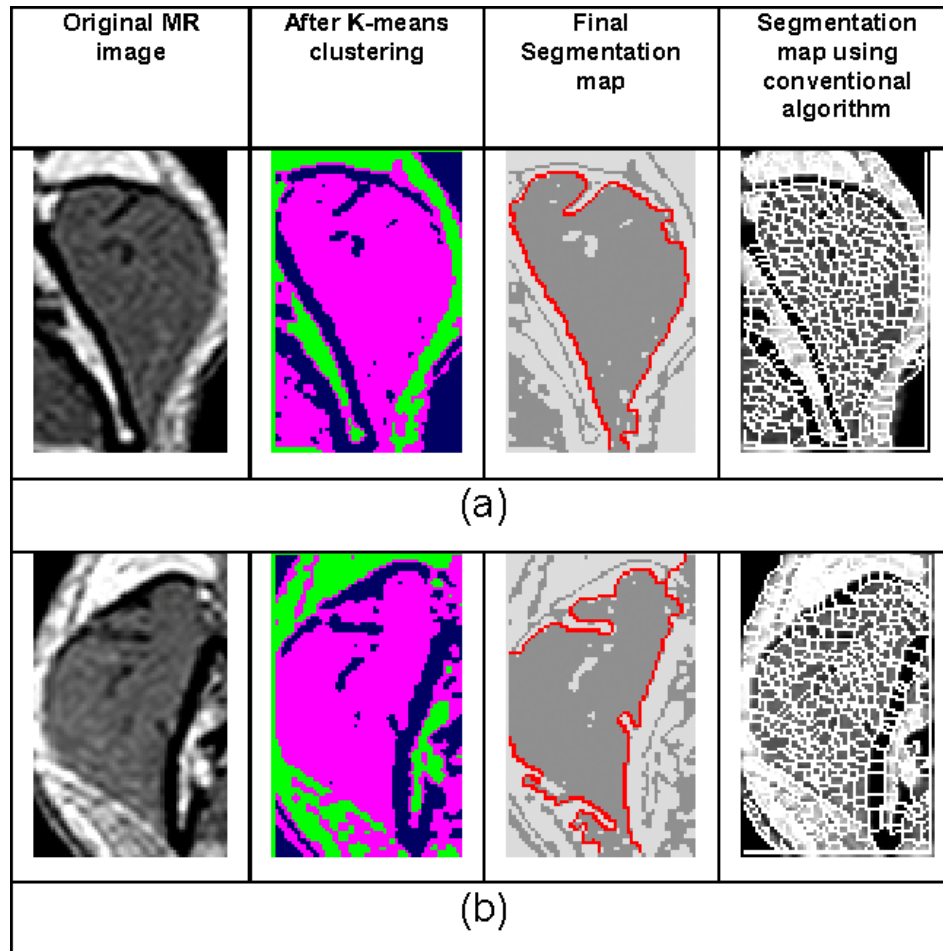
Final segmentation



172 partitions

(b)

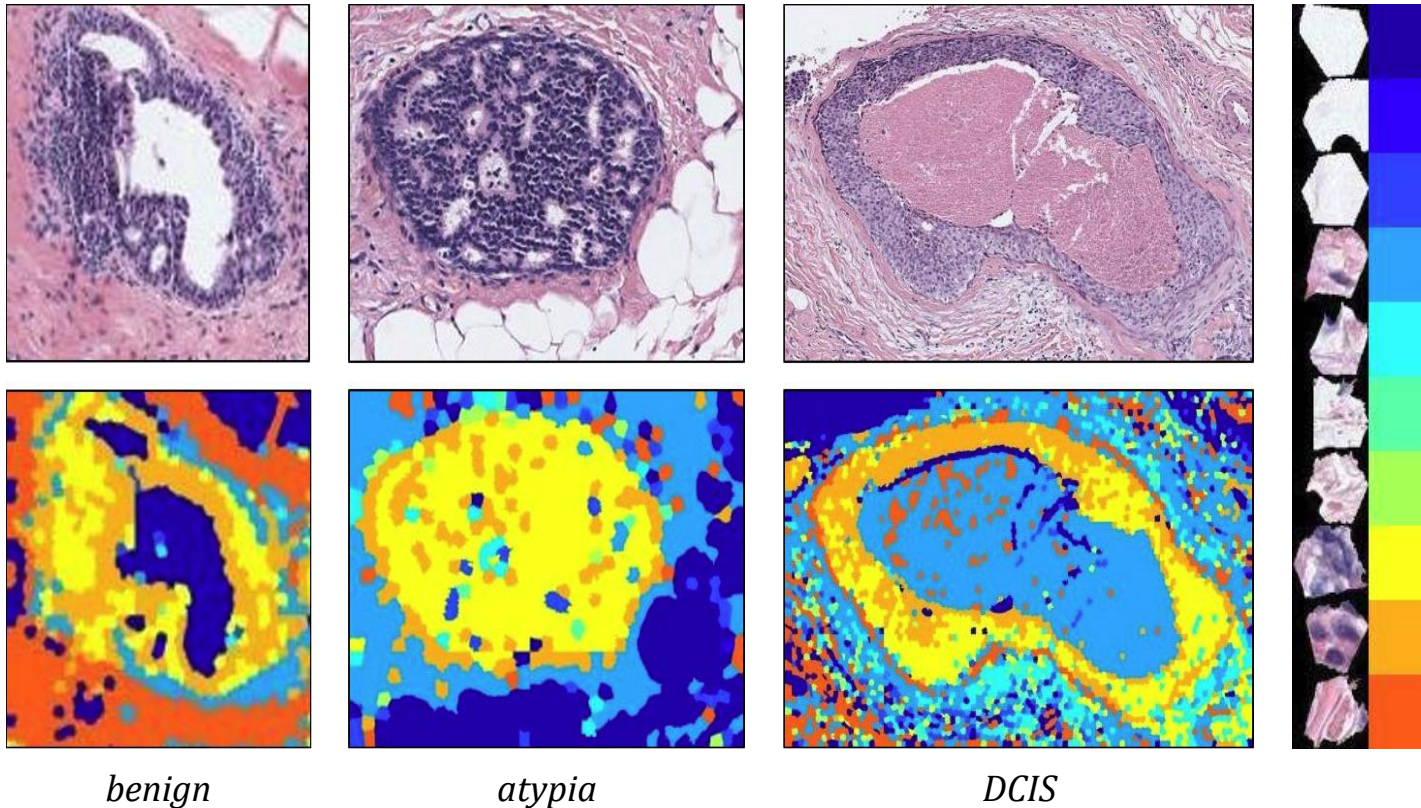
# K-Means Example 5



Published in 2006 IEEE Southwest Symposium on Image Analysis and Interpretation 2006  
 Medical Image Segmentation Using K-Means Clustering and Improved Watershed Algorithm  
 H. P. Ng, S. Ong, K. Foong, P. Goh, W. Nowinski

# K-Means Example 5

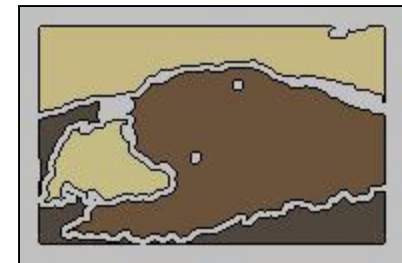
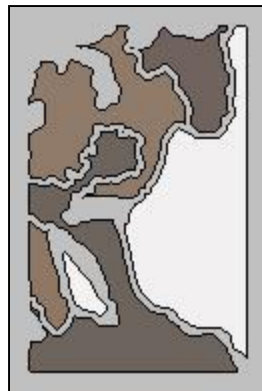
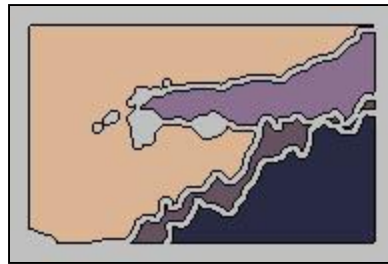
- Superpixel clustering in breast biopsy images



# K-means Variants

- Different ways to initialize the means
- Different stopping criteria
- Dynamic methods for determining the right number of clusters ( $K$ ) for a given image
- The EM Algorithm: a probabilistic formulation of K-means

# Blobworld: Sample Results using color, texture, and EM



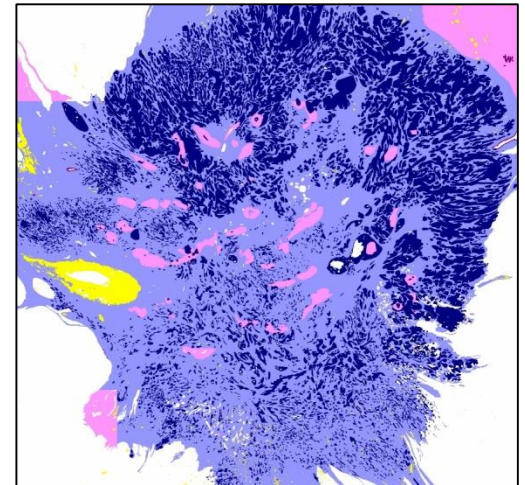
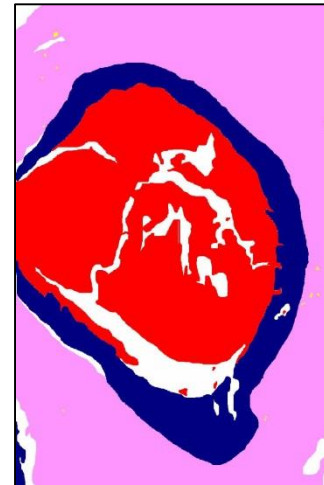
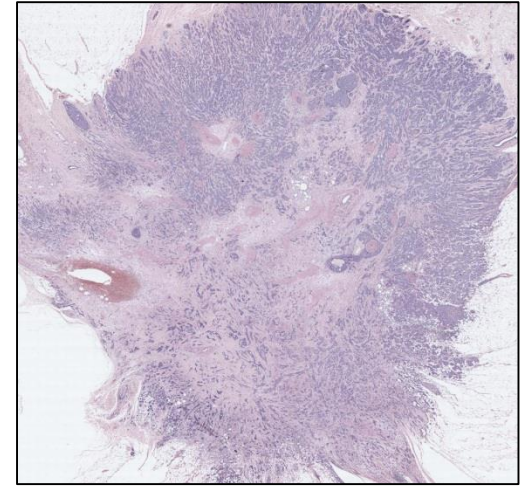
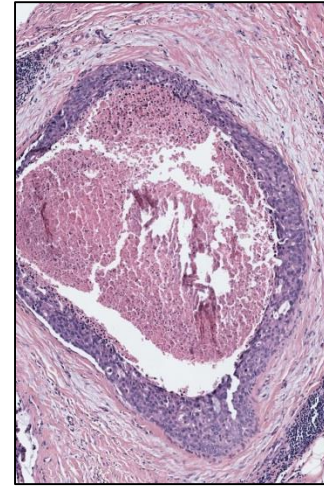
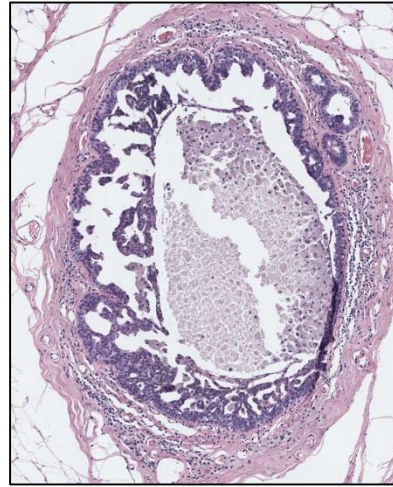
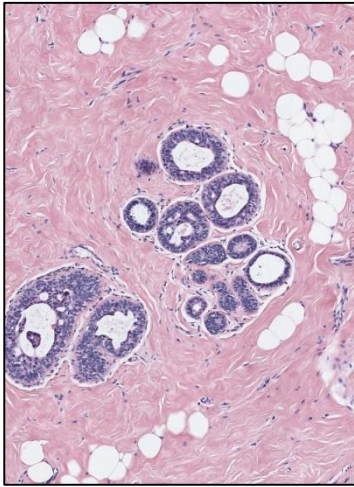
# Semantic Segmentation

- Instead of grouping pixels based on color, texture or whatever properties
- Teach a classifier what important regions look like, so it can find them.
- This is usually done via deep learning, which we will discuss later in the course.
- But here's a preview.



# Training Labels

- background    ■ benign epithelium    ■ normal stroma    ■ secretion    ■ necrosis  
■ malignant epithelium    ■ desmoplastic stroma    ■ blood

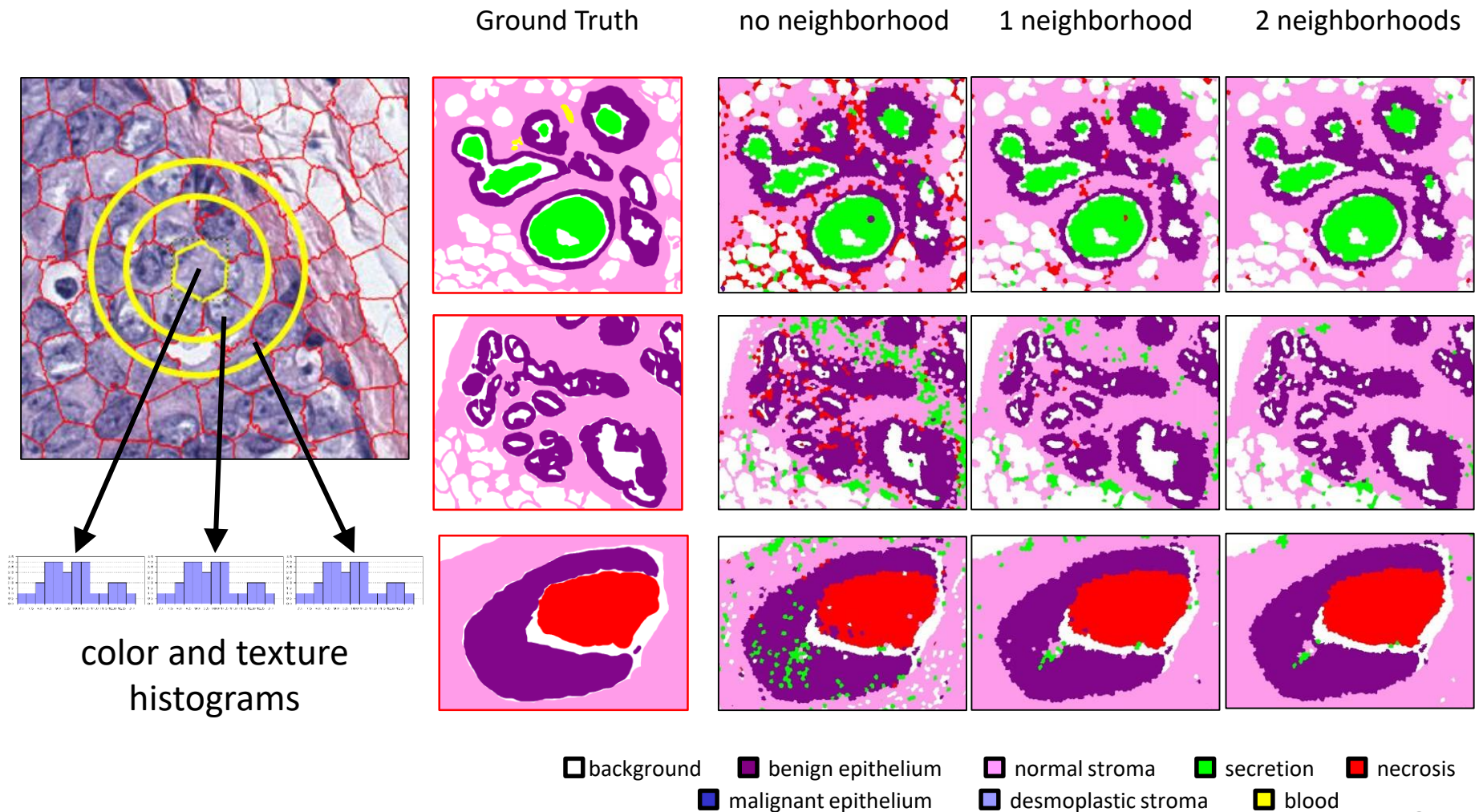


# Meaning of Labels

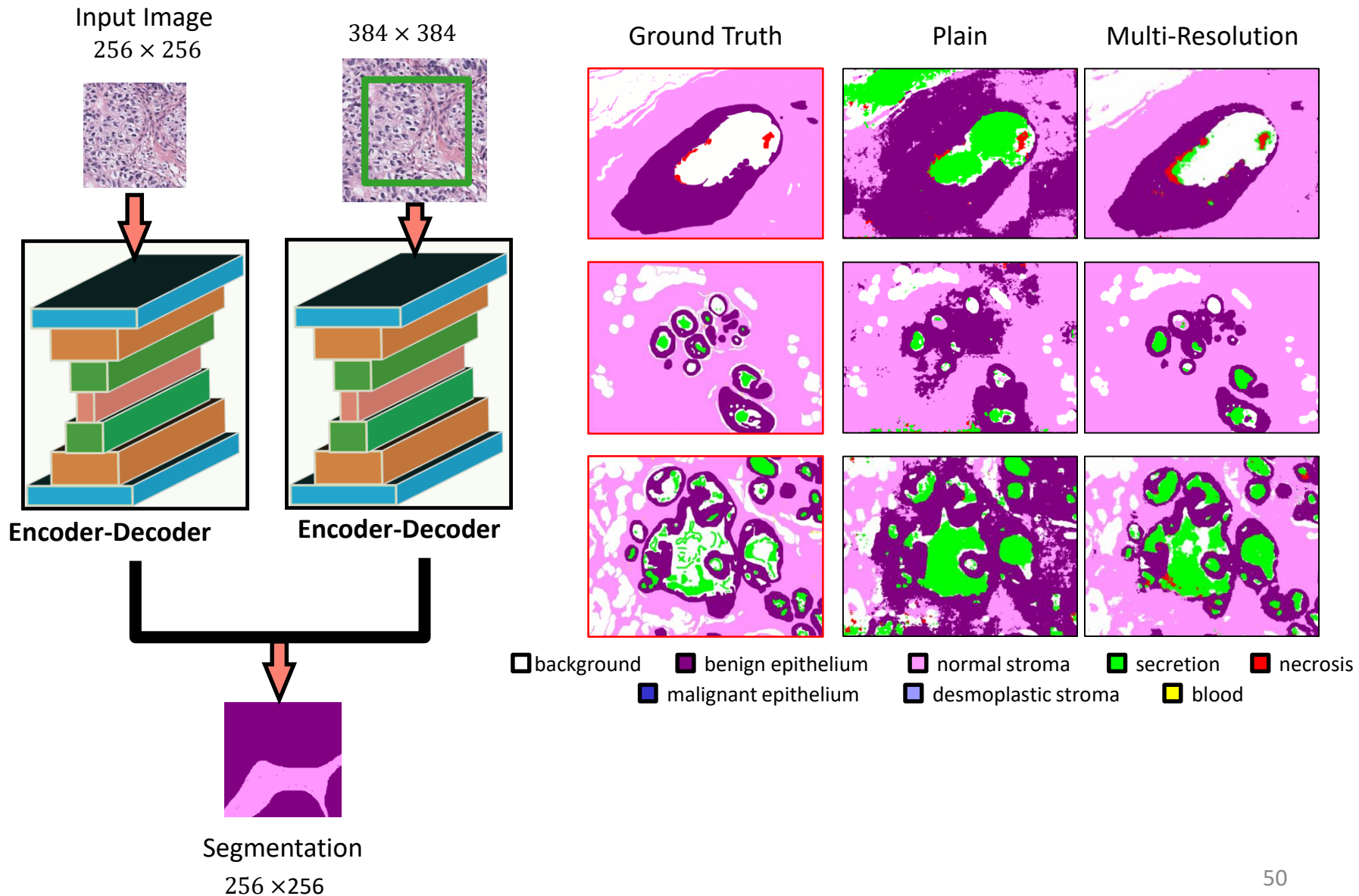
- **Benign Epithelium**: epithelial cells from the benign and atypia categories
- **Malignant Epithelium**: epithelial cells from DCIS and invasive cancer
- **Normal Stroma**: normal connective tissue
- **Desmoplastic Stroma**: stroma associated with a tumor
- **Secretion**: benign substance filling the ducts
- **Necrosis**: dead cells at the center of the ducts in DCIS and invasive cases
- **Blood**: blood cells
- **Background**: empty areas inside ducts



# Supervoxel + SVM-based Segmentation



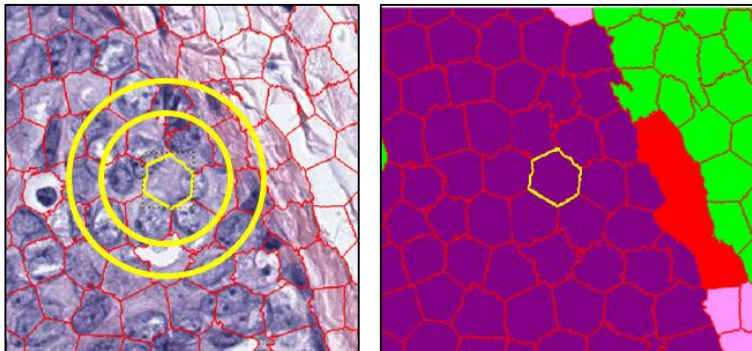
# CNN-based Segmentation



# Supervised Tissue Label Segmentation

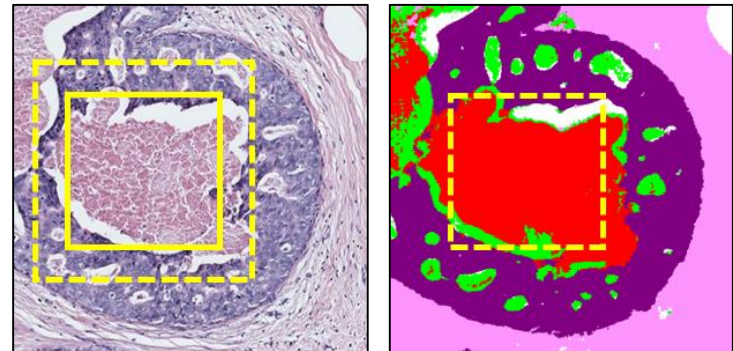
## Supersixel + SVM

- Each **supersixel** is assigned a class label.
- Context: Two circular neighborhoods
- Relatively simple model
- Faster to train (~3 hours)



## CNN

- Each **pixel** is assigned a class label.
- Context: 256x256 and 384x384 pixel patches
- More complex model
- ~1 week to train on special hardware



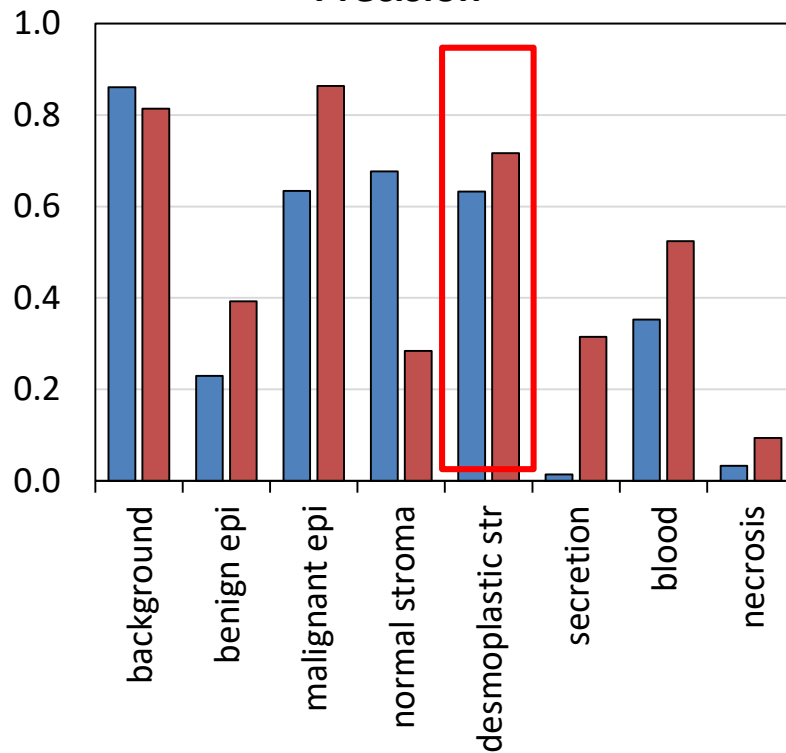
# Results

Mean  $F_1$ -score

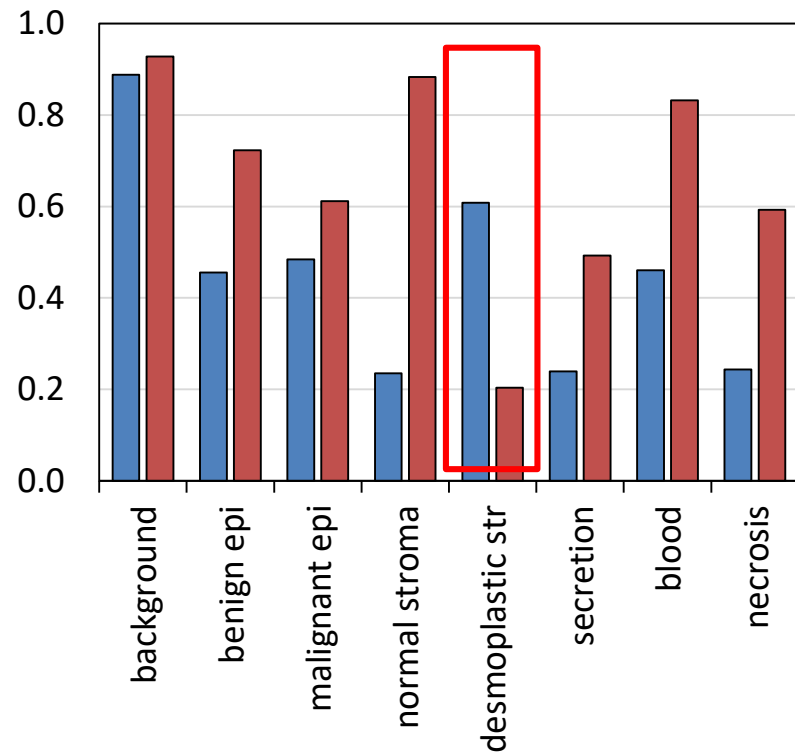
SP+SVM	0.40
CNN	0.50

■ SP+SVM ■ CNN

Precision

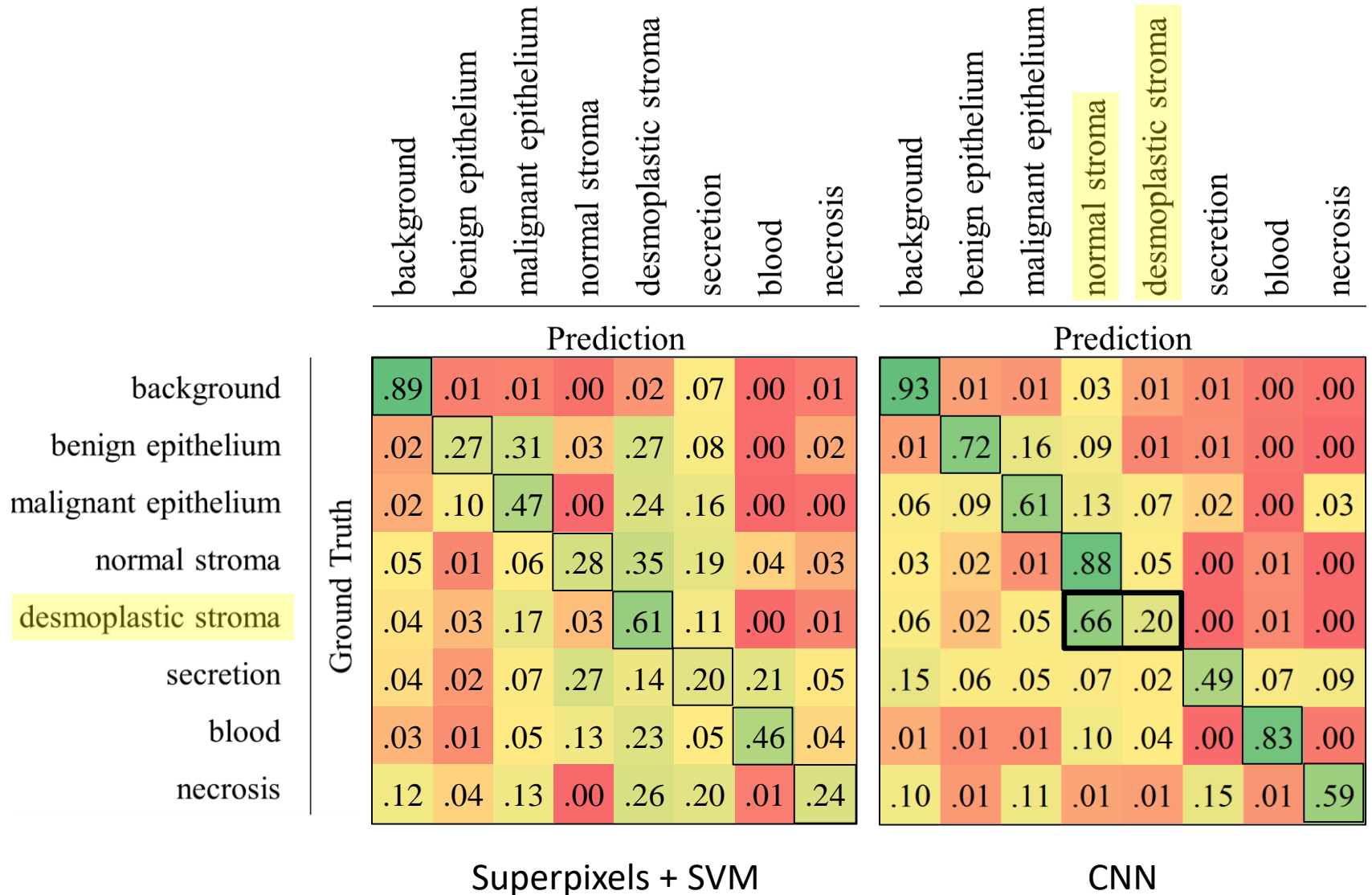


Recall





# Confusion Matrices



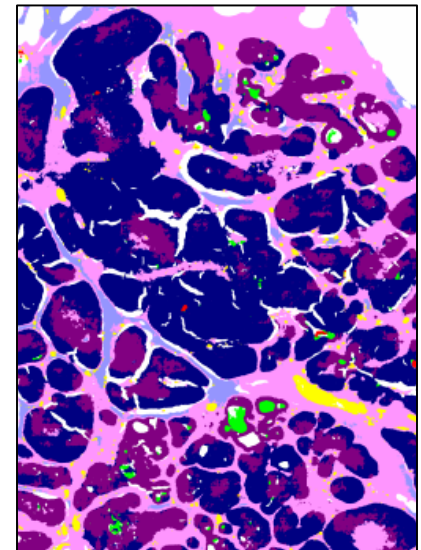
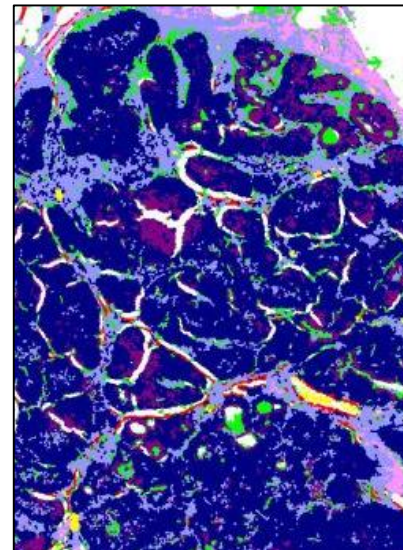
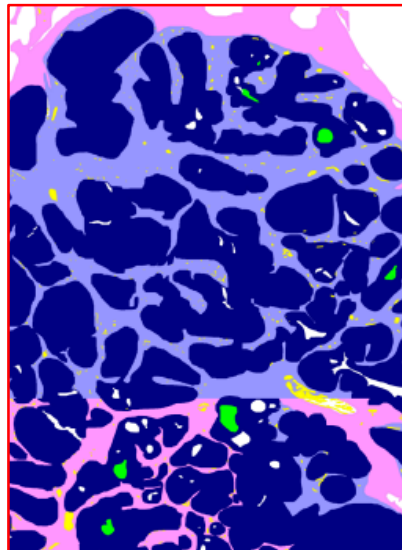
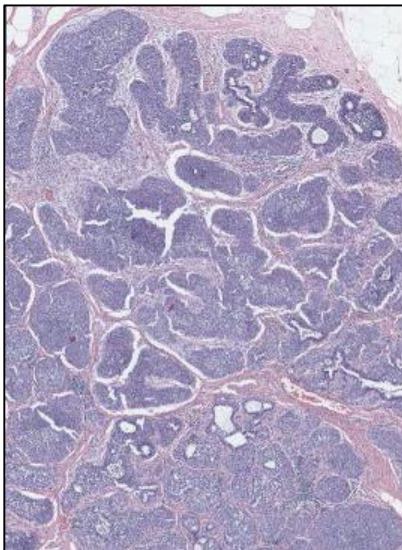
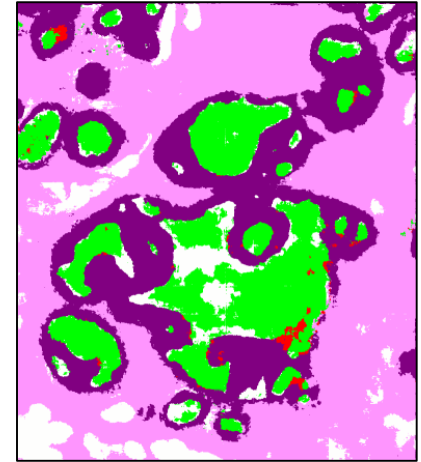
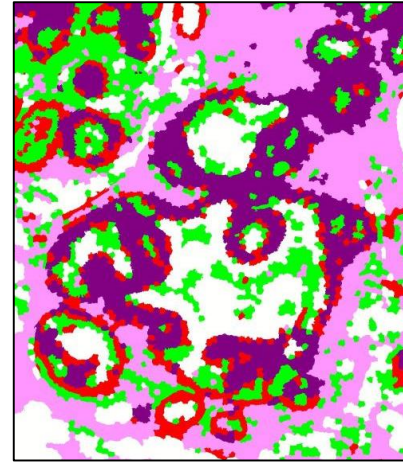
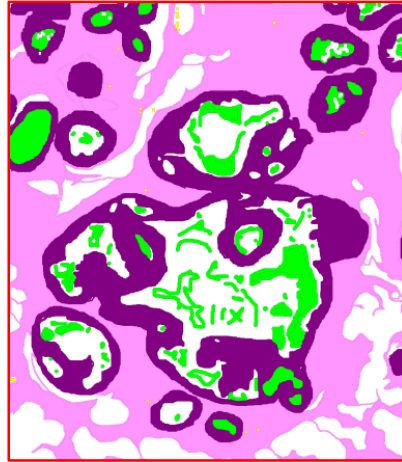
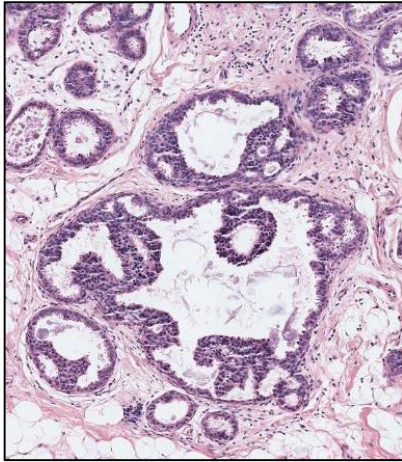
# Segmentation Results

RGB

Ground Truth Labels

SVM Predictions

CNN Predictions



□ background   ■ benign epi   ■ normal stroma   ■ secretion   ■ necrosis   ■ malignant epi   ■ desmoplastic stroma   ■ blood

# Segmentation Summary

- Tissue-label segmentation is a useful abstraction.
- We developed a set of 8 tissue labels and collected pixel-label data from a pathologist on 58 ROIs.
- We trained two models: SVM and CNN
- CNNs performed significantly better than SVMs both quantitatively and qualitatively.