



Chapter 9

Morphological Image Processing

IVPL



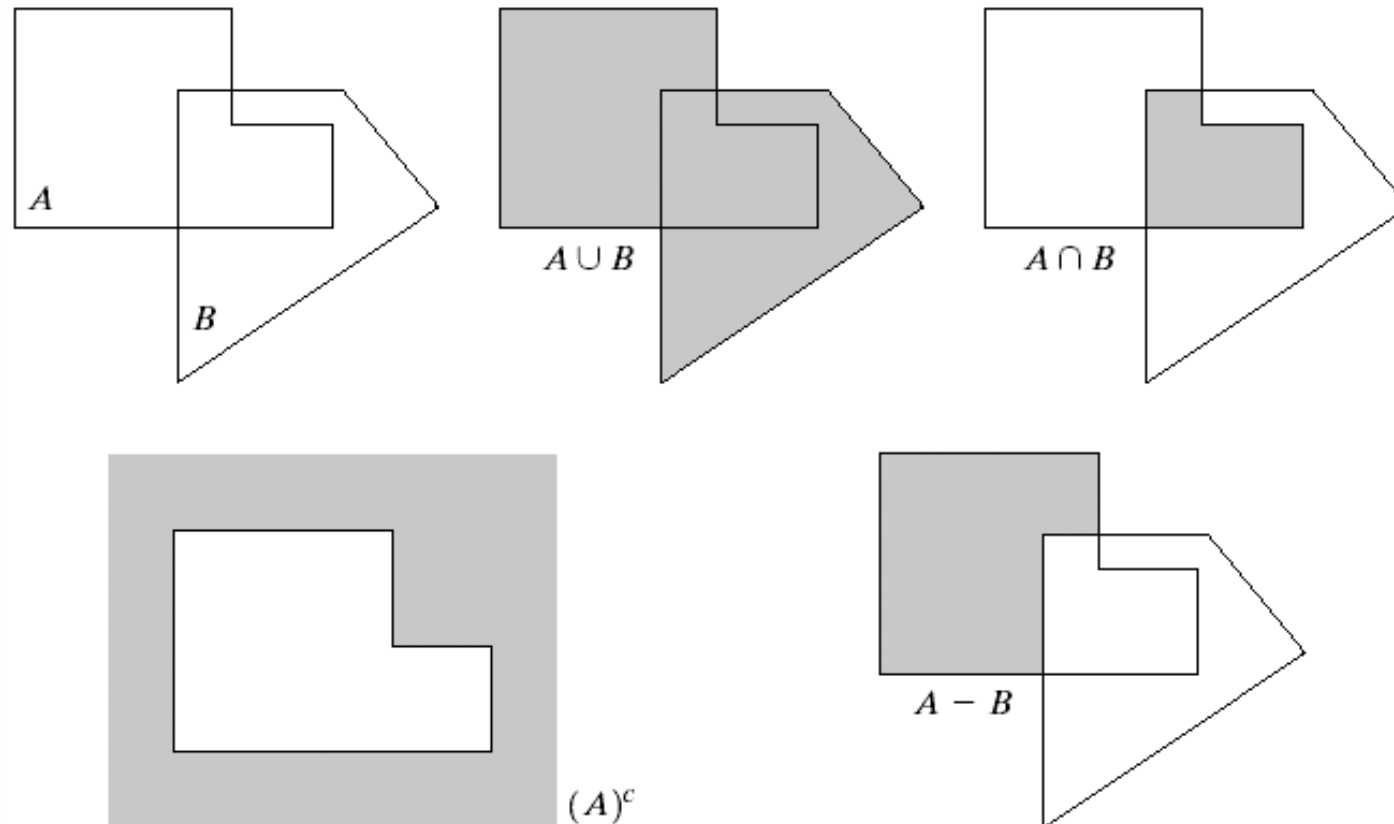


Preview

- Morphology 型態學
 - About the form and structure of animals and plants
- Mathematical morphology
 - Using set theory
 - Extract image component
 - Representation and description of region shape
- Sets in math. Morphology represent objects in an image
 - Example
 - Binary image: the elements of a set is the coordinate (x,y) of the pixels, in \mathbf{Z}^2
 - Gray-level image: the element of a set is the triple, $(x, y, \text{gray-value})$, in \mathbf{Z}^3



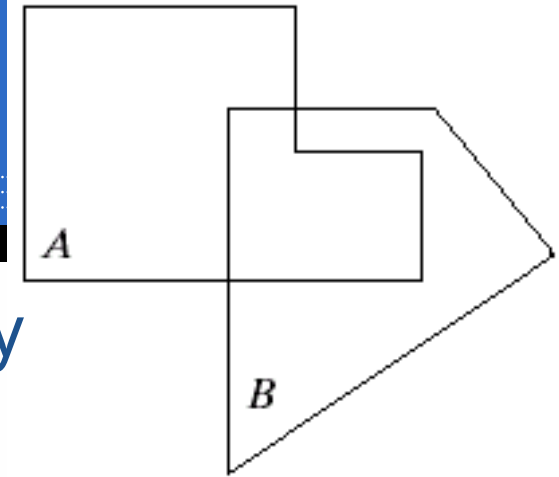
Basic Concepts



a	b	c
d	e	

FIGURE 9.1

(a) Two sets A and B . (b) The union of A and B . (c) The intersection of A and B . (d) The complement of A . (e) The difference between A and B .

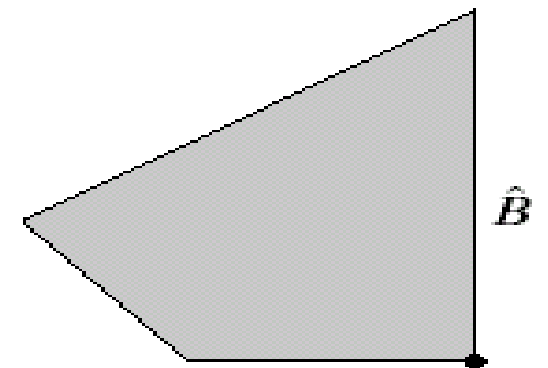
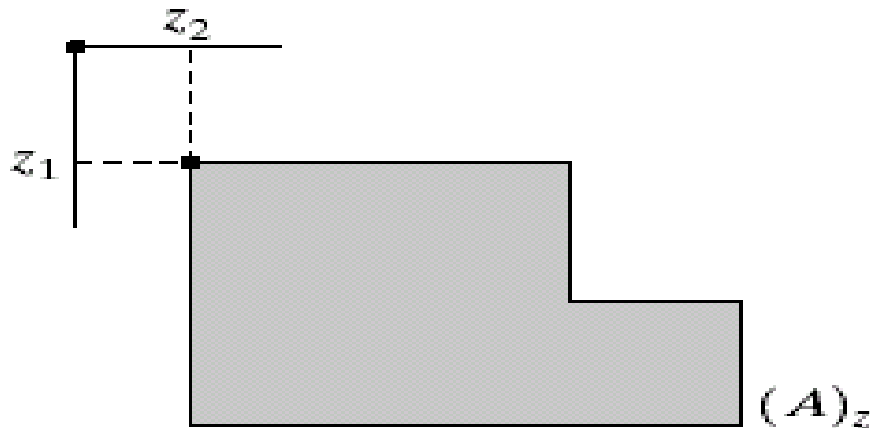


Special set operations for morphology

translation

reflection

$$(A)_z = \{c \mid c = a + z, \text{ for } a \in A\} \quad \hat{B} = \{w \mid w = -b, \text{ for } b \in B\}$$





Logic Operations

TABLE 9.1

The three basic logical operations.

p	q	p AND q (also $p \cdot q$)	p OR q (also $p + q$)	NOT (p) (also \bar{p})
0	0	0	0	1
0	1	0	1	1
1	0	0	1	0
1	1	1	1	0

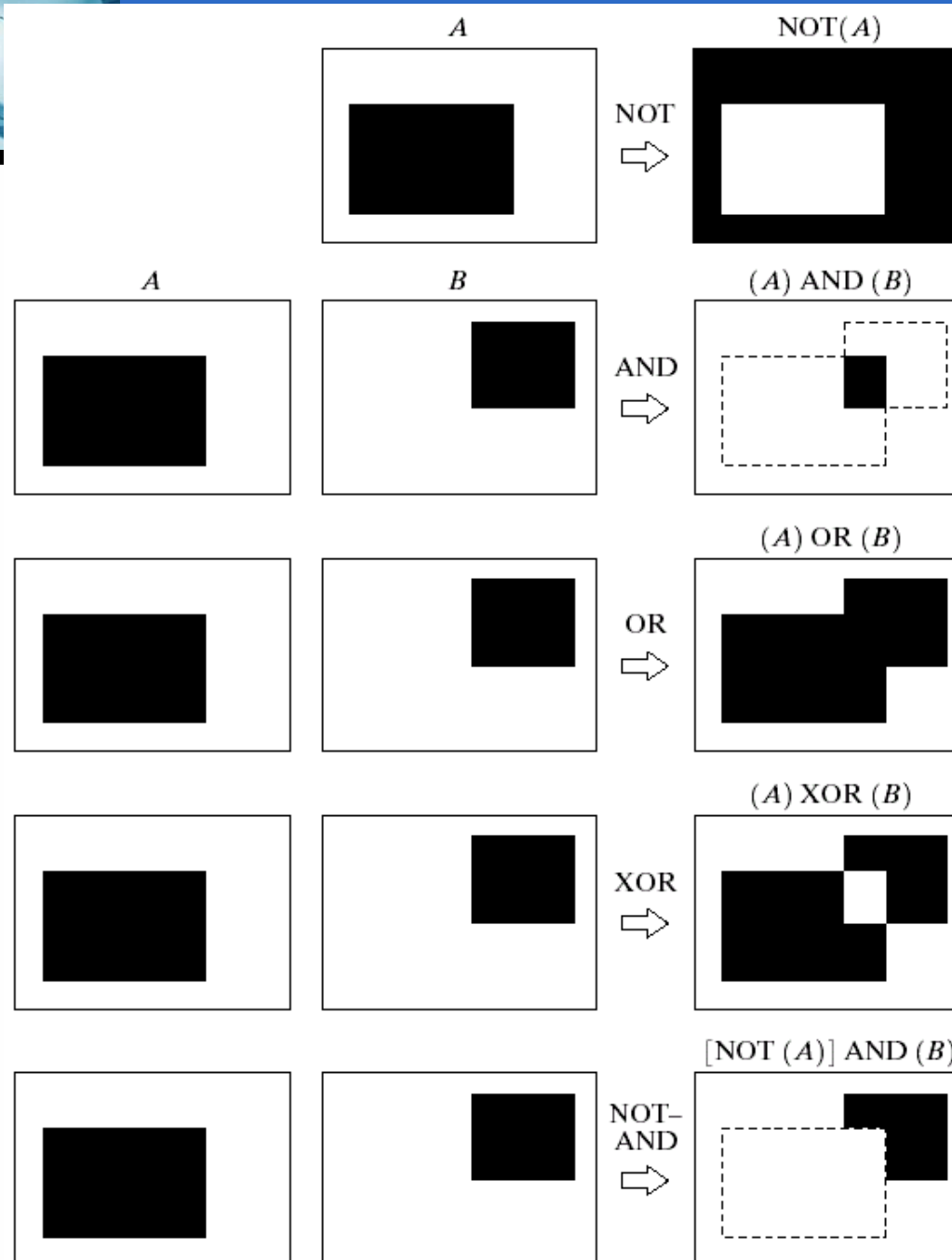


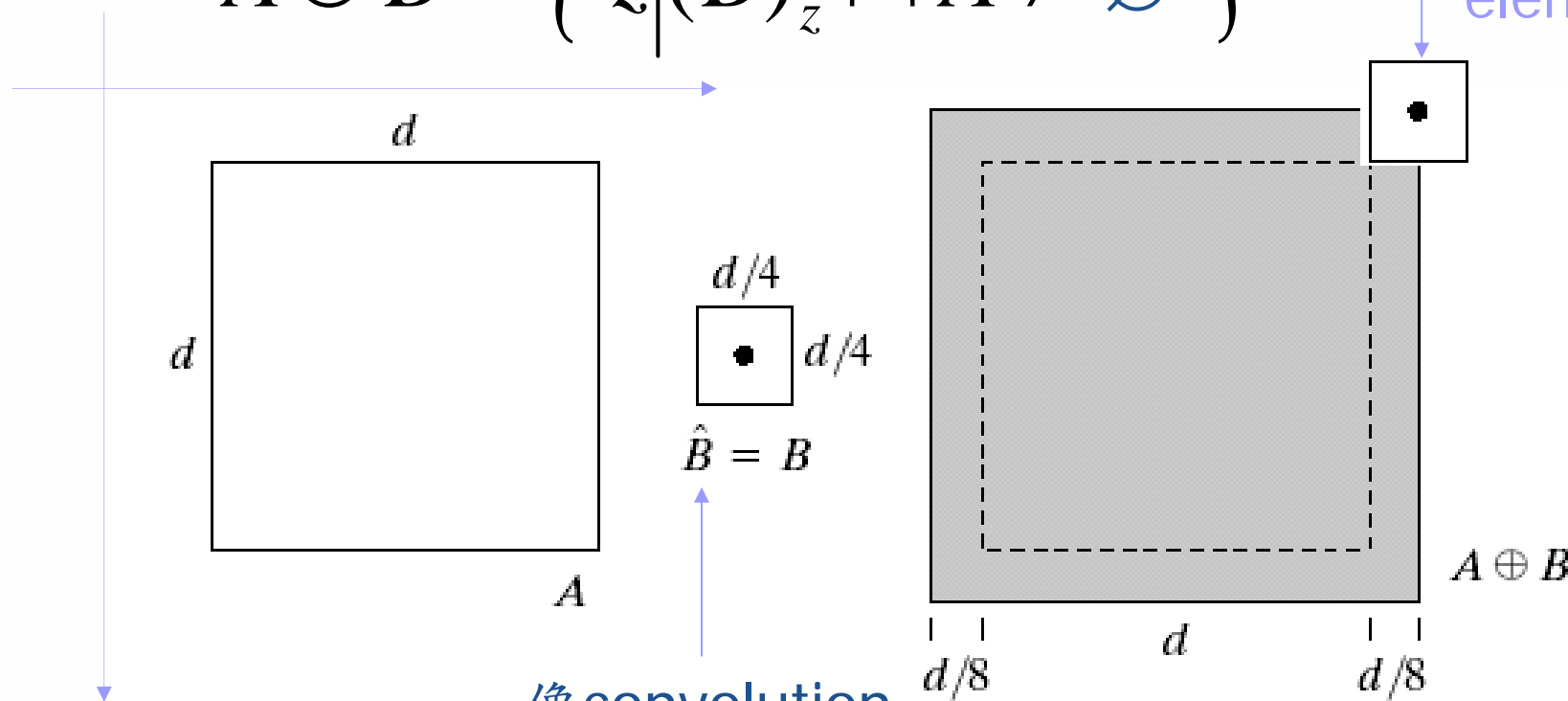
FIGURE 9.3 Some logic operations between binary images. Black represents binary 1s and white binary 0s in this example.



Dilation

$$A \oplus B = \left\{ z \mid (\hat{B})_z \cap A \neq \emptyset \right\}$$

B: structuring element

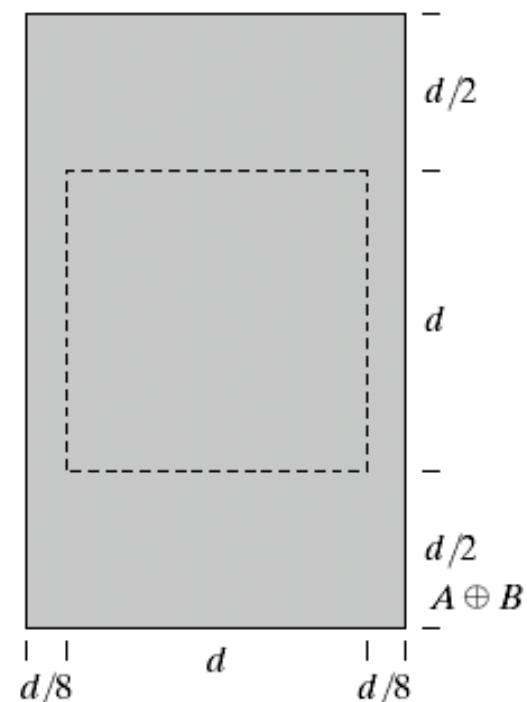
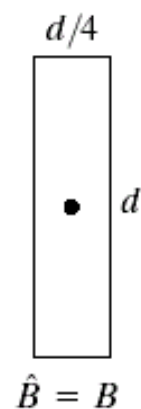
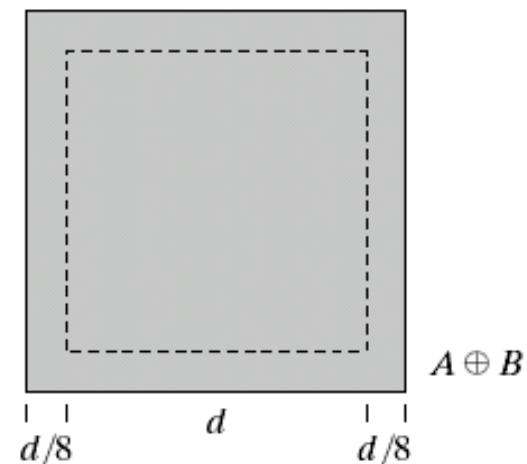
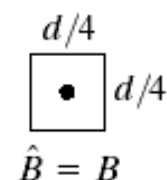
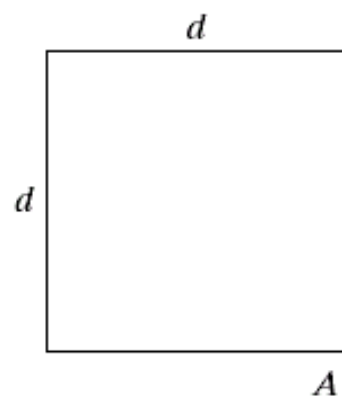


像convolution
中filter翻轉

a	b	c
d		e

FIGURE 9.4

- (a) Set A .
- (b) Square structuring element (dot is the center).
- (c) Dilation of A by B , shown shaded.
- (d) Elongated structuring element.
- (e) Dilation of A using this element.



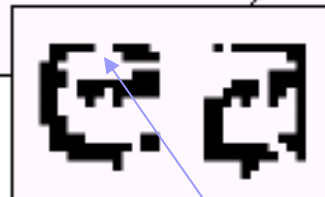


Application of dilation: bridging gaps in images

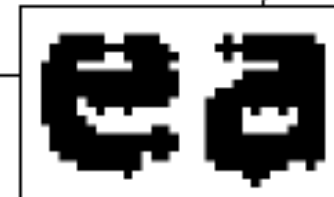
0	1	0
1	1	1
0	1	0

Structuring
element

Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.



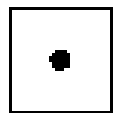
Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.



max. gap=2 pixels

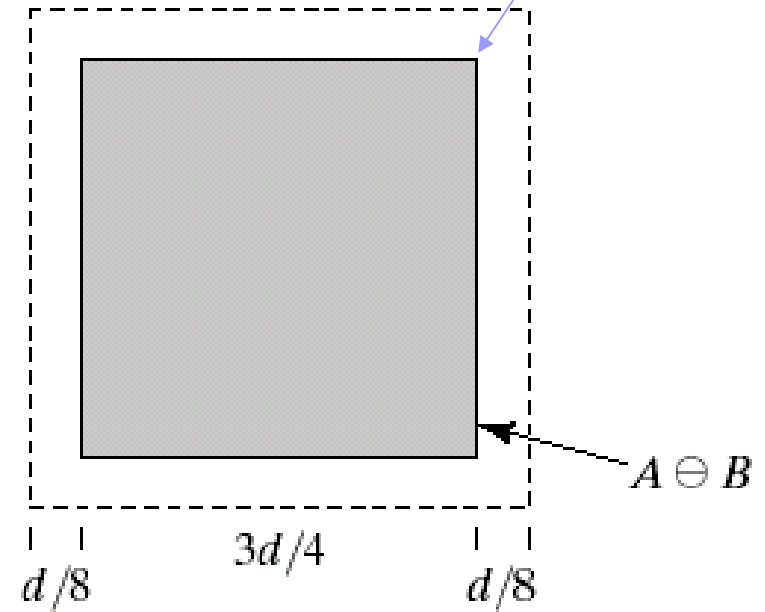
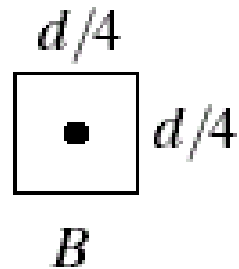
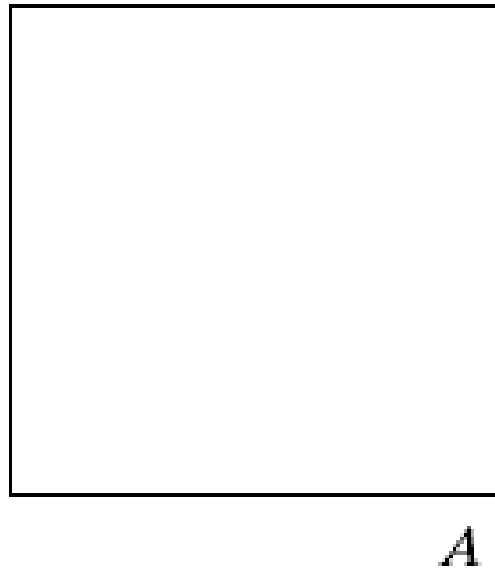


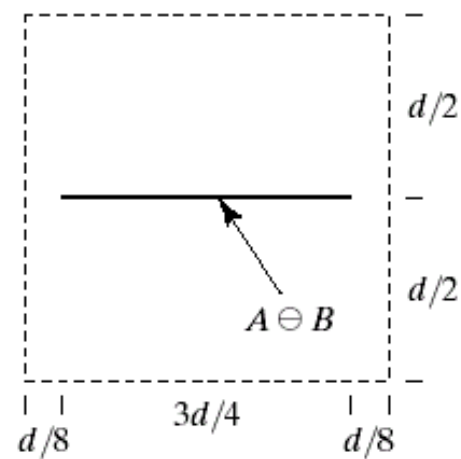
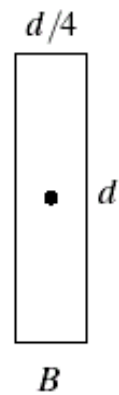
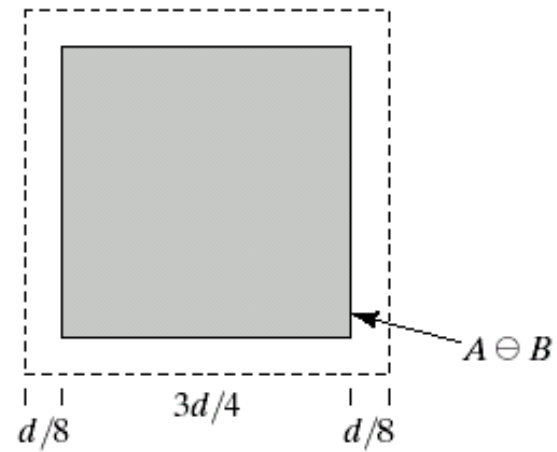
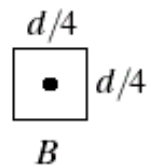
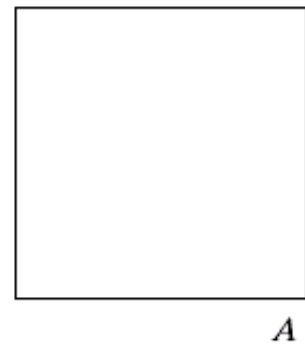
Erosion 腐蝕



$$A \ominus B = \left\{ z \mid (B)_z \subseteq A \right\}$$

z : displacement





a	b	c
d		e

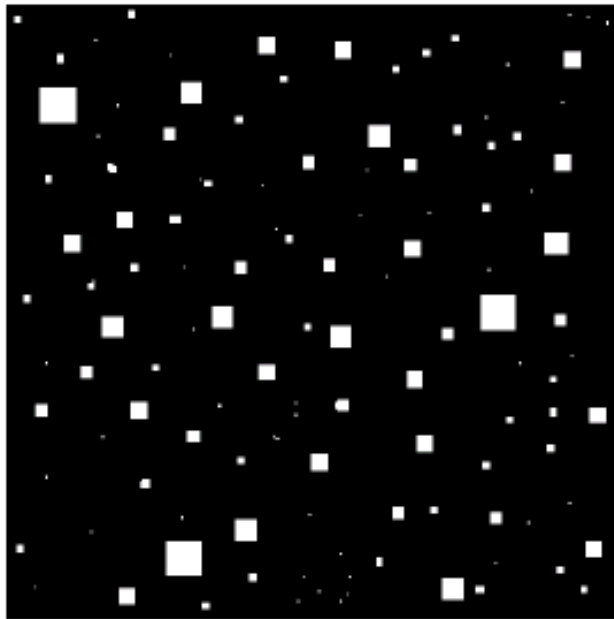
FIGURE 9.6 (a) Set A. (b) Square structuring element. (c) Erosion of A by B , shown shaded. (d) Elongated structuring element. (e) Erosion of A using this element.



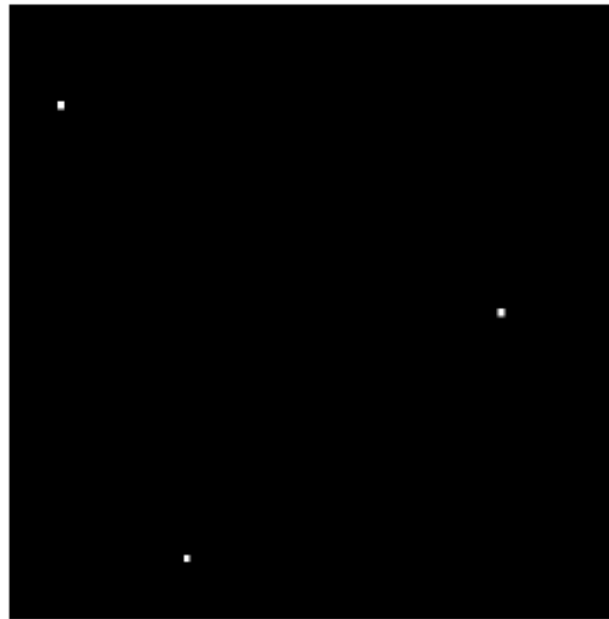
Application of erosion: eliminate irrelevant detail

Squares of size
1,3,5,7,9,15 pels

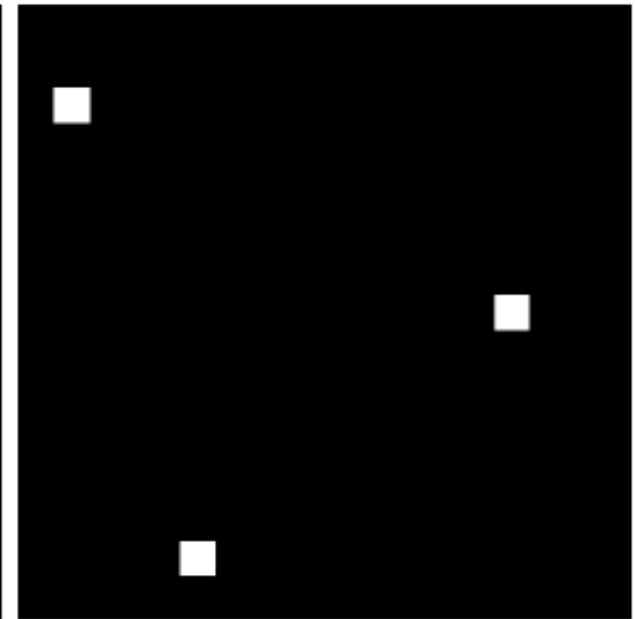
Erode with
13x13 square



original image



erosion



dilation



Dilation and erosion are **duals**

$$(A \ominus B)^c = \left\{ z \mid (B)_z \subseteq A \right\}^c$$

$$= \left\{ z \mid (B)_z \cap A^c = \emptyset \right\}^c$$

$$= \left\{ z \mid (B)_z \cap A^c \neq \emptyset \right\}$$

$$= A^c \oplus \hat{B}$$

$$A \oplus B = \left\{ z \mid (\hat{B})_z \cap A \neq \emptyset \right\}$$



9.3 Opening and Closing

- Opening — \circ

$$A \circ B = (A \ominus B) \oplus B.$$

- Closing - \bullet

$$A \bullet B = (A \oplus B) \ominus B.$$

- Duals

$$(A \bullet B)^c = (A^c \circ \hat{B}).$$





Opening

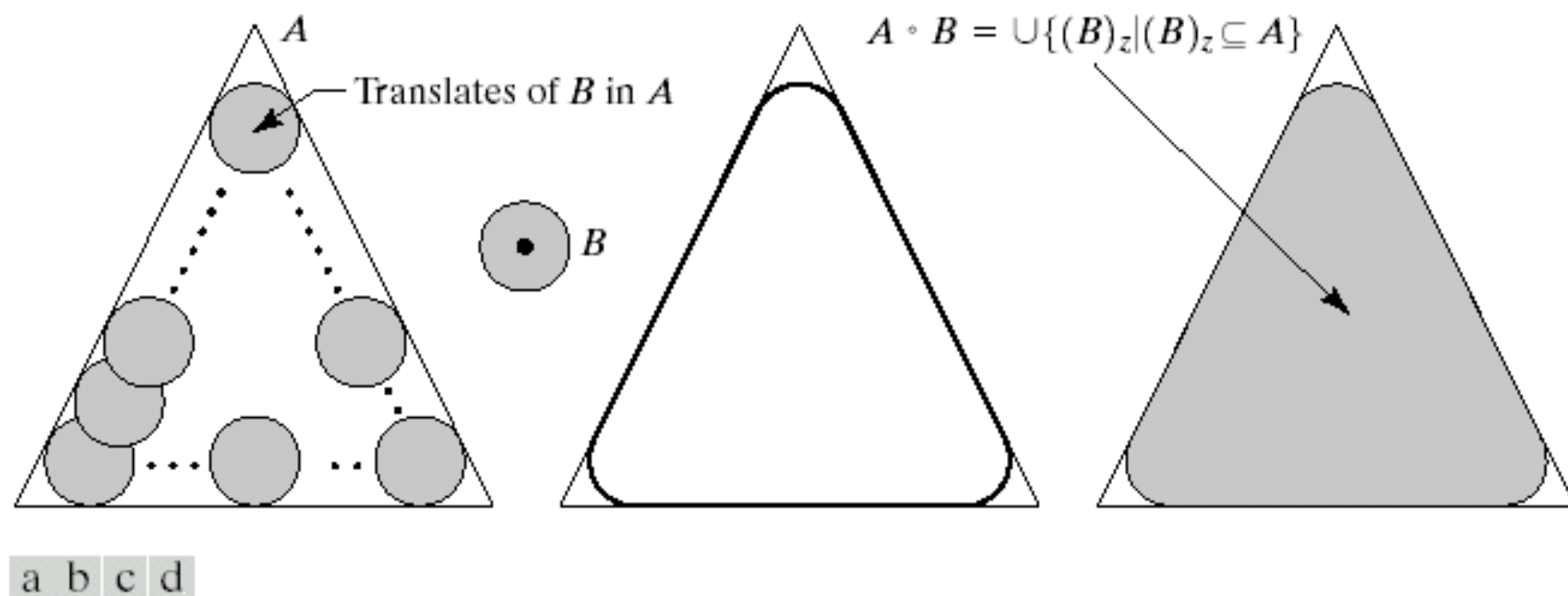
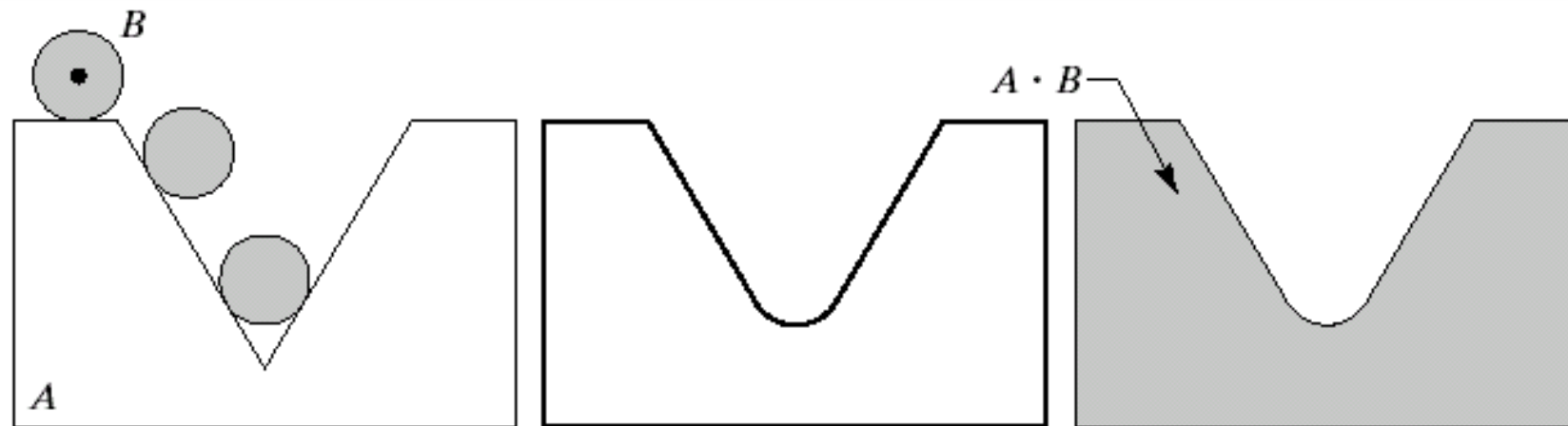


FIGURE 9.8 (a) Structuring element B “rolling” along the inner boundary of A (the dot indicates the origin of B). (c) The heavy line is the outer boundary of the opening. (d) Complete opening (shaded).



Closing



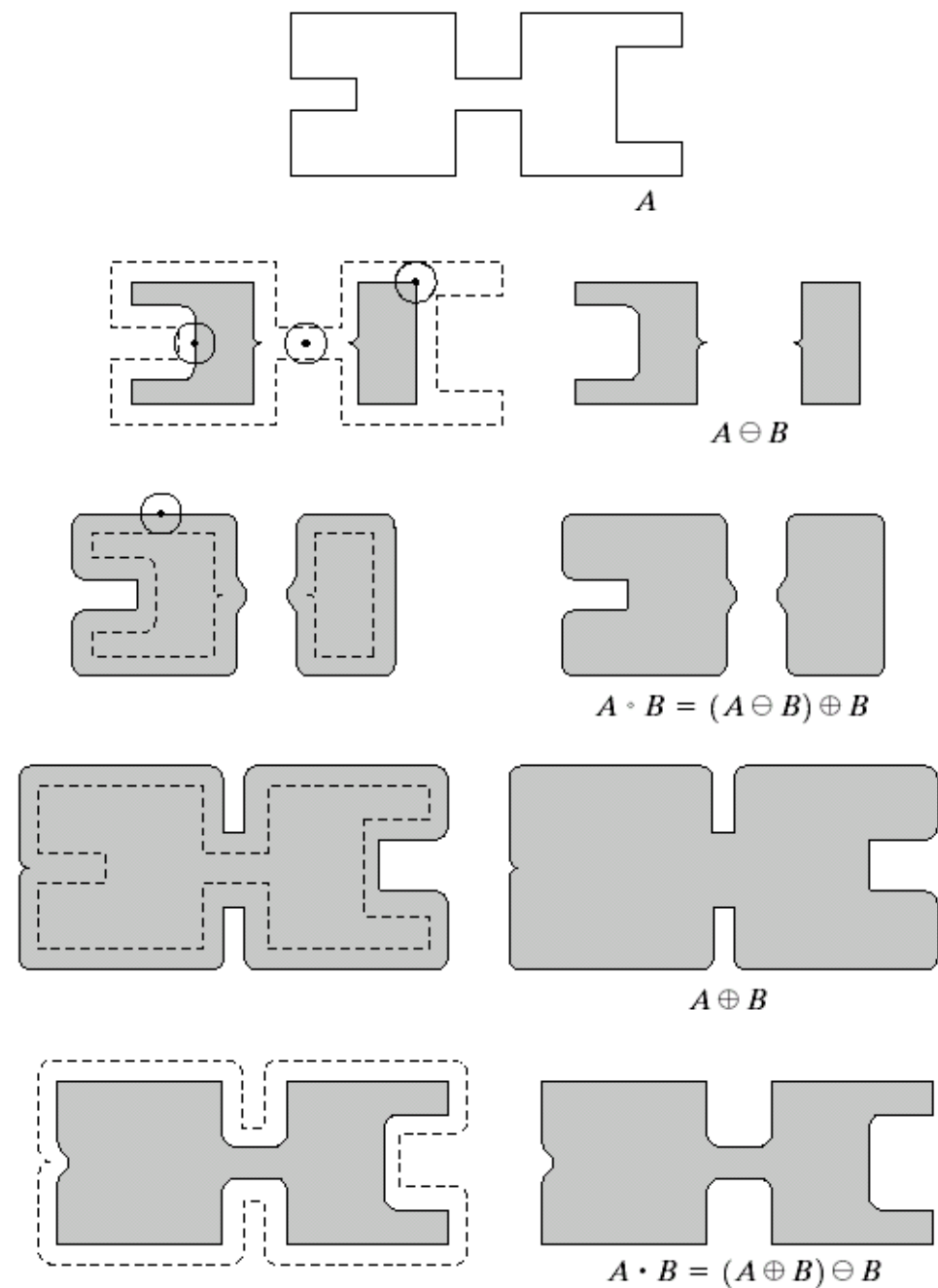
a b c

FIGURE 9.9 (a) Structuring element B “rolling” on the outer boundary of set A . (b) Heavy line is the outer boundary of the closing. (c) Complete closing (shaded).



a
b c
d e
f g
h i

FIGURE 9.10
Morphological opening and closing. The structuring element is the small circle shown in various positions in (b). The dark dot is the center of the structuring element.





Noisy image



A

$$A \ominus B$$

$$B = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$


opening

Remove outer noise



$$(A \ominus B) \oplus B = A \circ B$$

$$(A \circ B) \oplus B$$

$$[(A \circ B) \oplus B] \ominus B = (A \circ B) \cdot B$$

closing

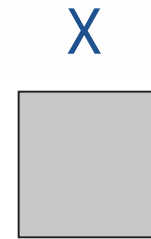
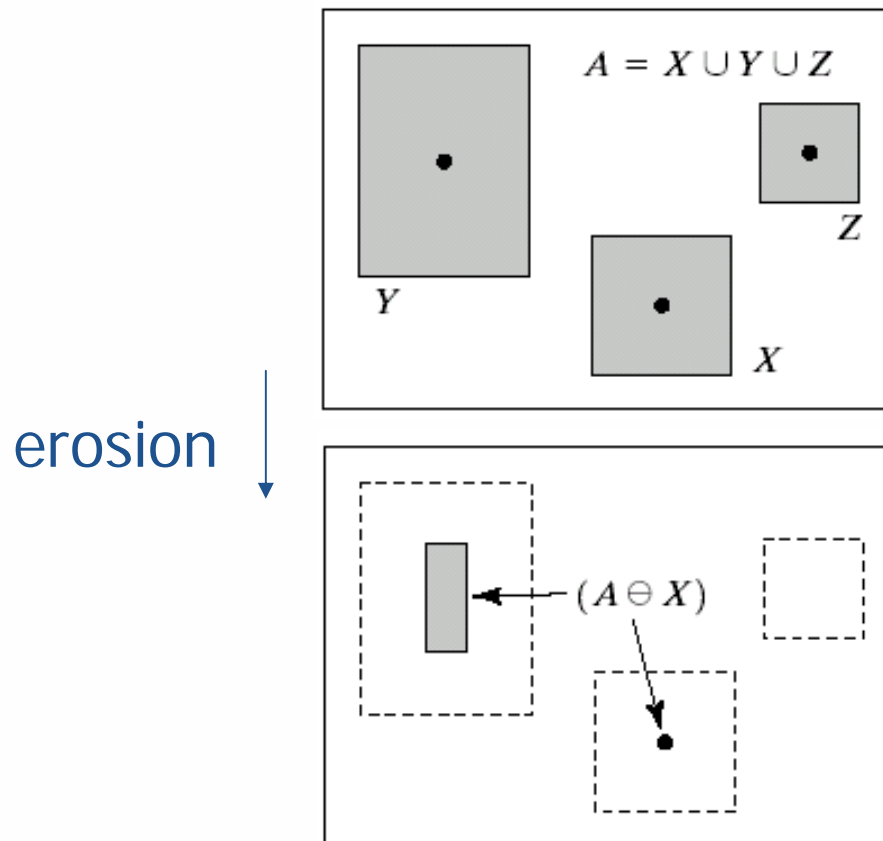
Remove inner noise





Hit-or-miss transformation

- Find the location of certain shape

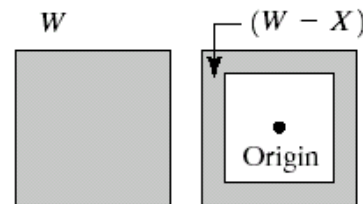
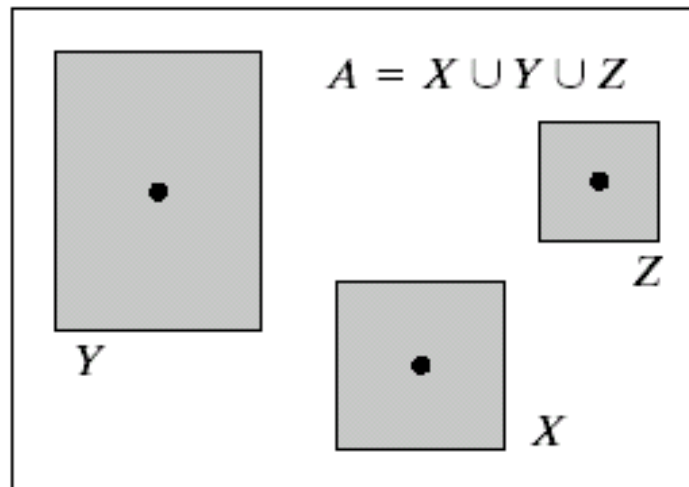


Find the set of pixels that
contain shape W

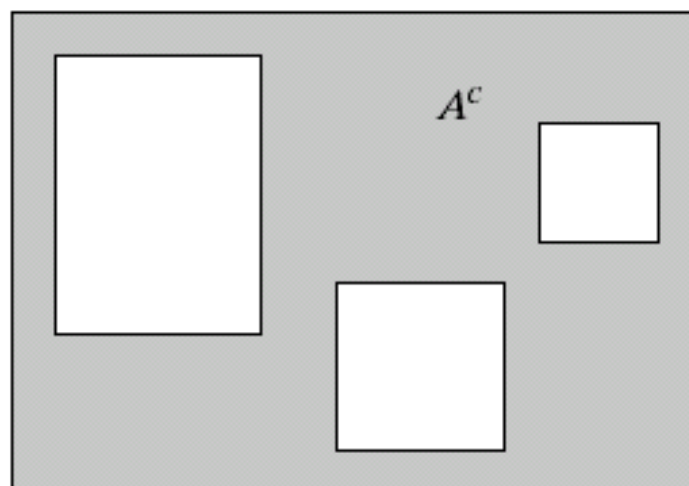
如何只找到相符形狀中心點？



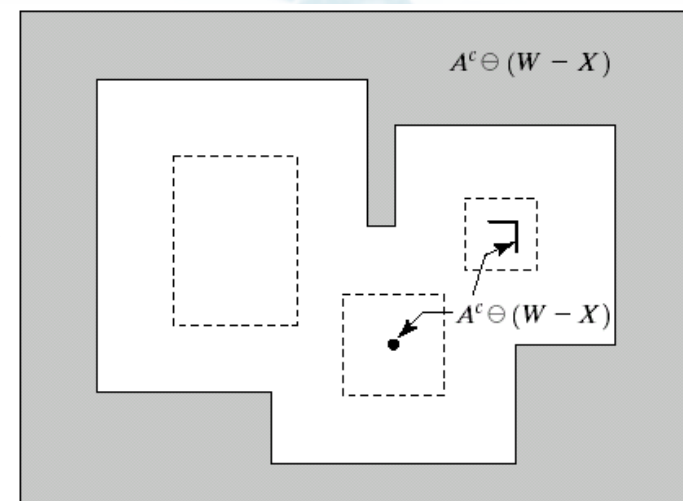
Hit-or-miss transformation (cont.)



Detect object via background



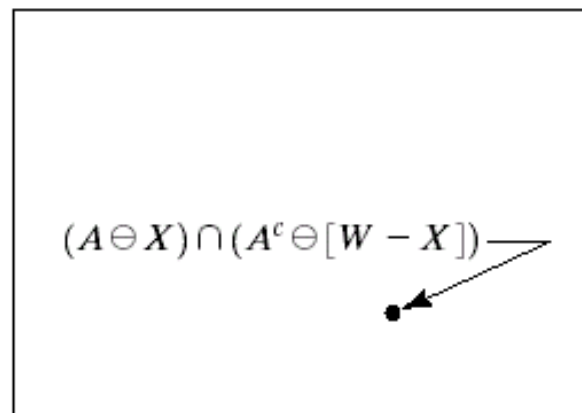
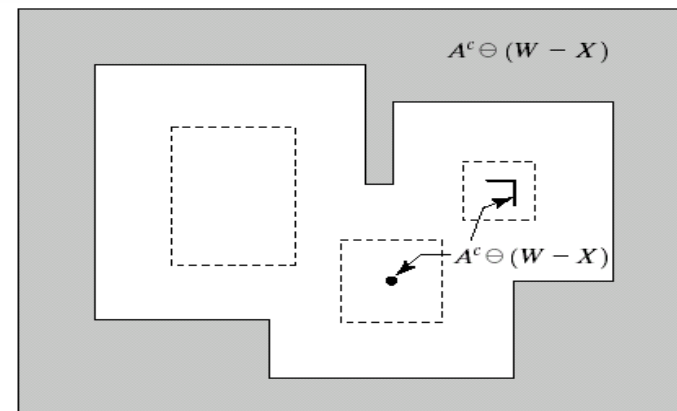
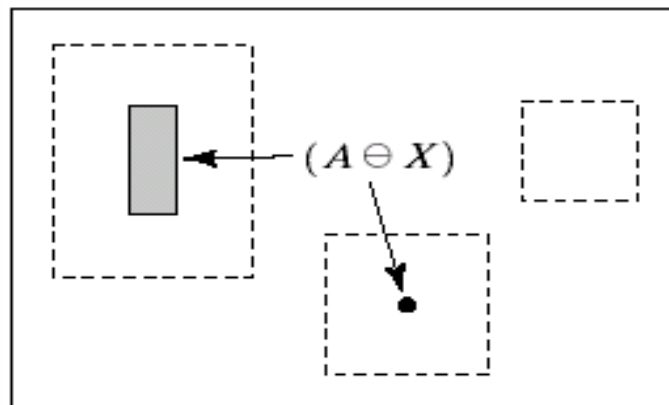
Erosion
with $(W - X)$





Hit-or-miss transformation (cont.)

- Eliminate un-necessary parts





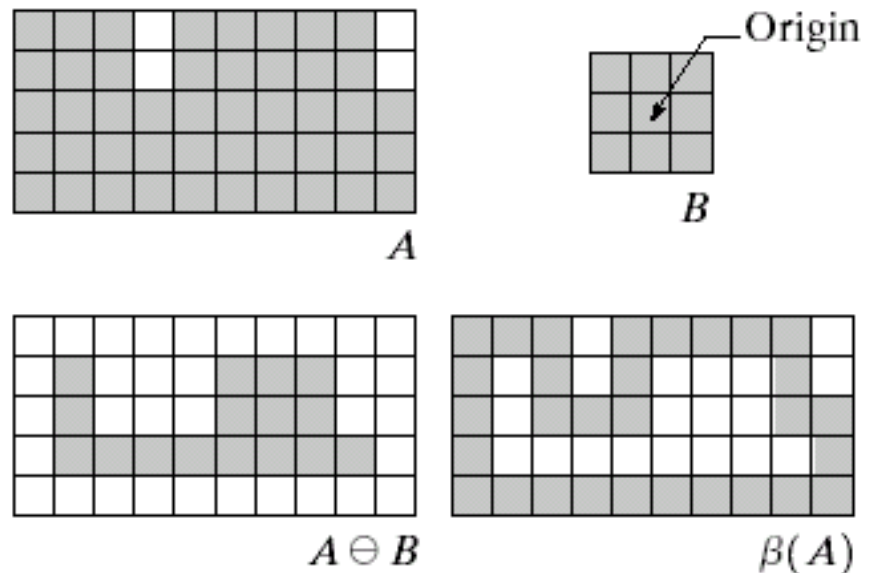
9.5 Morphological Algorithms

■ Boundary Extraction

$$\beta(A) = A - (A \ominus B)$$

a	b
c	d

FIGURE 9.13 (a) Set A . (b) Structuring element B . (c) A eroded by B . (d) Boundary, given by the set difference between A and its erosion.





Example 9.5



a b

FIGURE 9.14

(a) A simple binary image, with 1's represented in white. (b) Result of using Eq. (9.5-1) with the structuring element in Fig. 9.13(b).



Region filling

- Idea: place a point inside the region, then dilate that point iteratively



$$X_0 = p$$

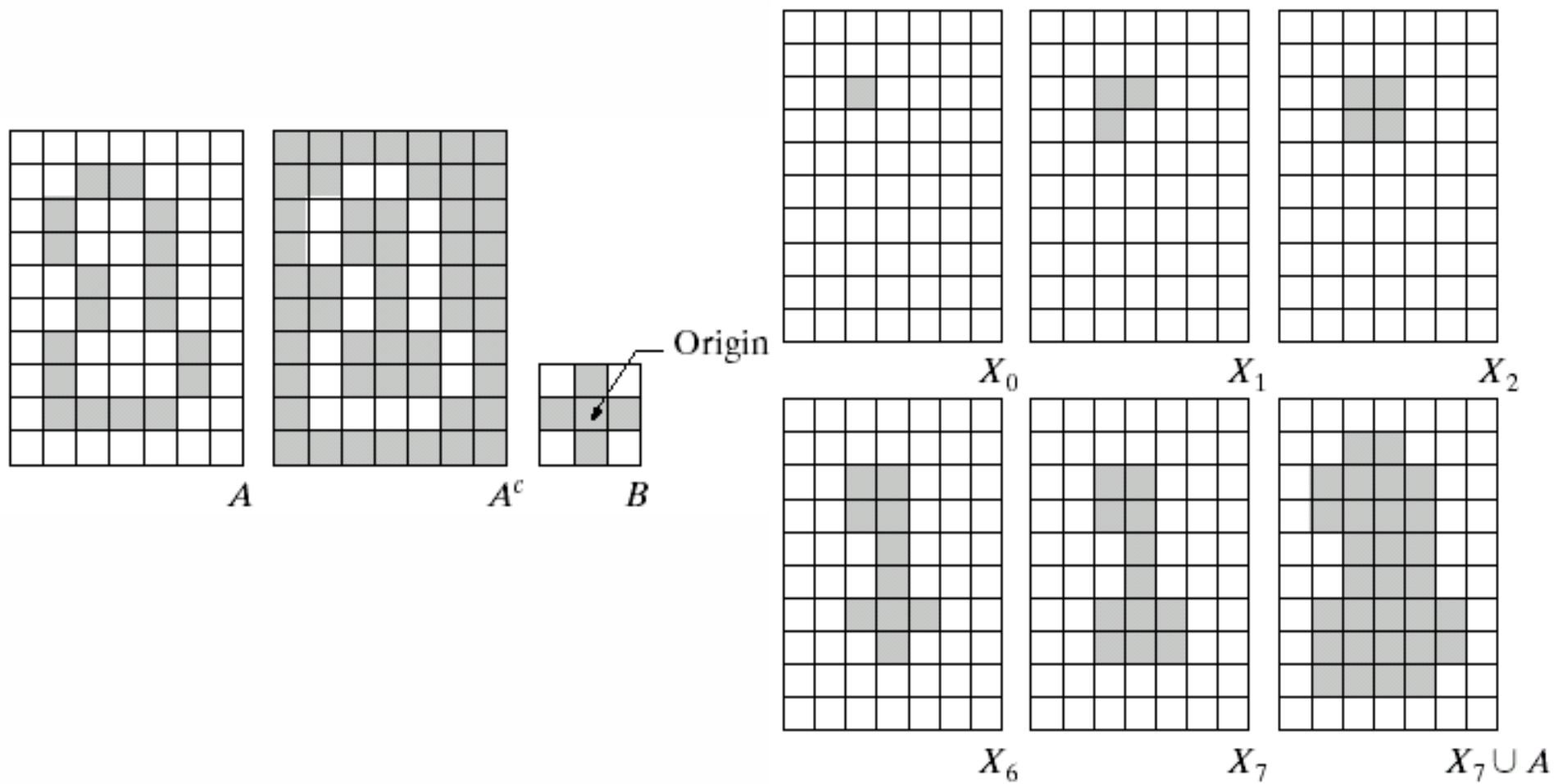
$$X_k = (X_{k-1} \oplus B) \cap A^c, k = 1, 2, 3, \dots$$

Until $X_k = X_{k-1}$

Bound the growth



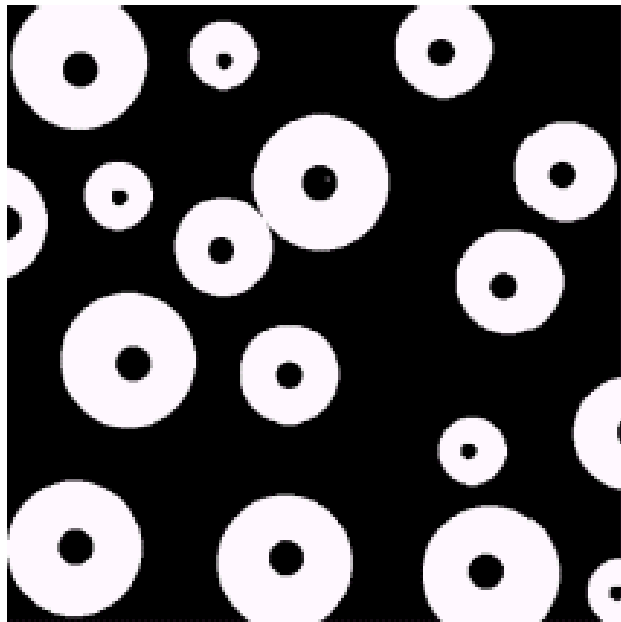
Region filling (cont.)



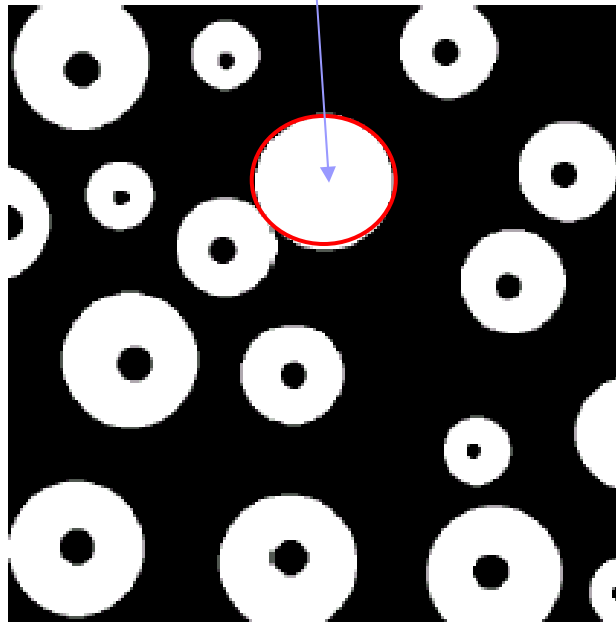


Application: region filling

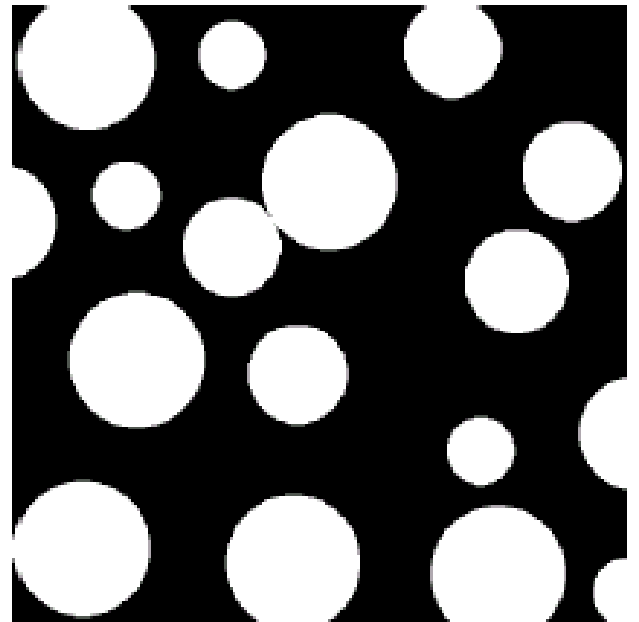
Original image



The first filled
region



Fill all regions





Extraction of connected components

- Idea: start from a point in the connected component, and dilate it iteratively

$$X_0 = p$$

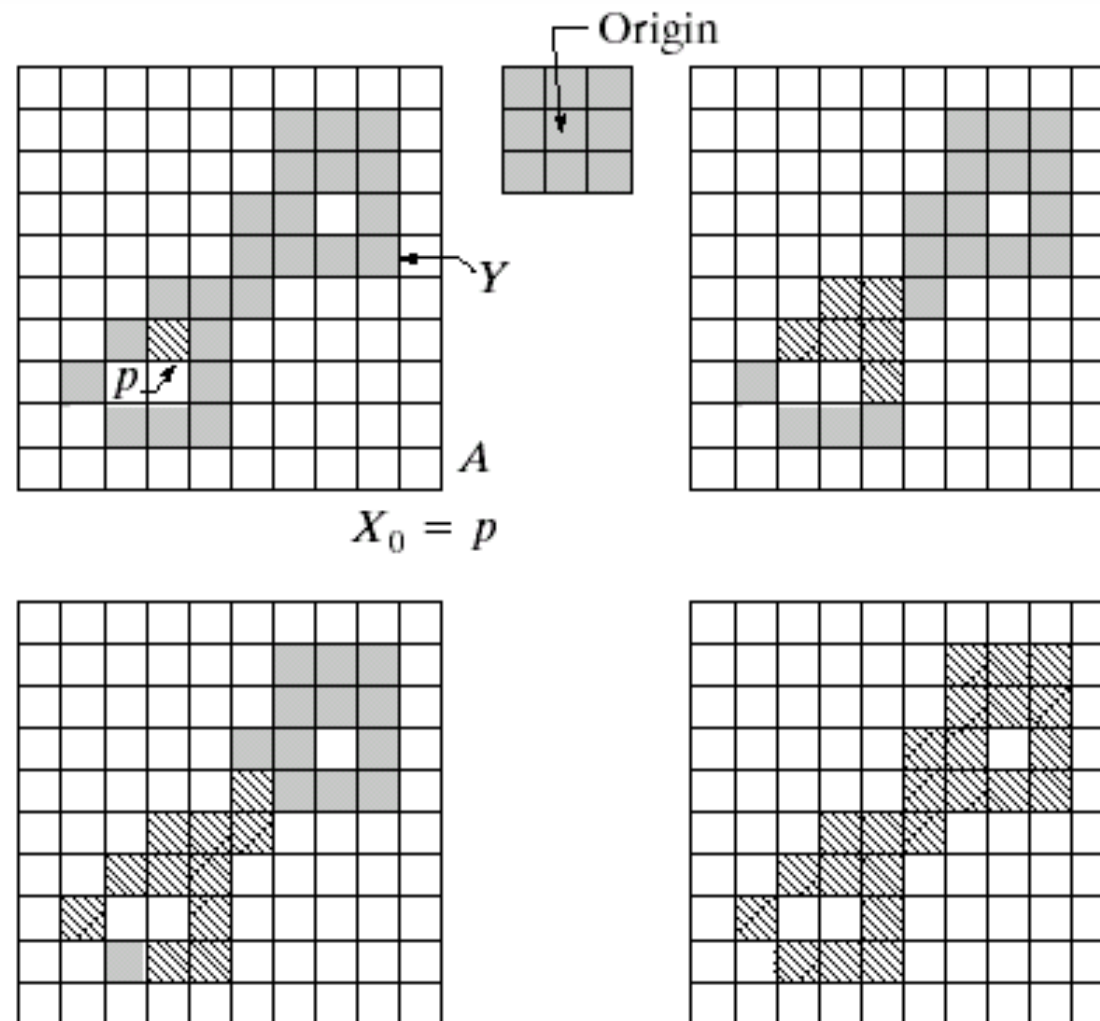
$$X_k = (X_{k-1} \oplus B) \cap A, \quad k = 1, 2, 3, \dots$$

Until $X_k = X_{k-1}$





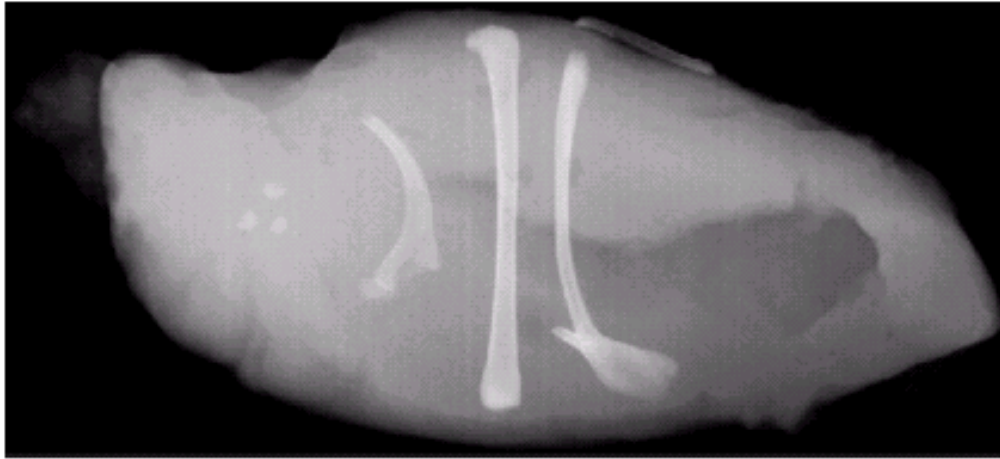
Extraction of connected components (cont.)





original

雞肉



thresholding



erosion



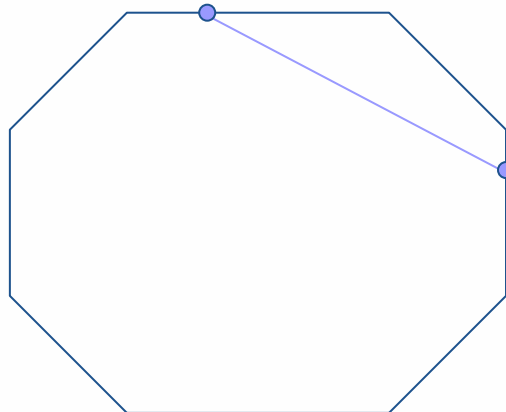
去除小雜訊

Connected component	No. of pixels in connected comp
01	11
02	9
03	9
04	39
05	133
06	1
07	1
08	743
09	7
10	11
11	11
12	9
13	9
14	674
15	85



Convex hull

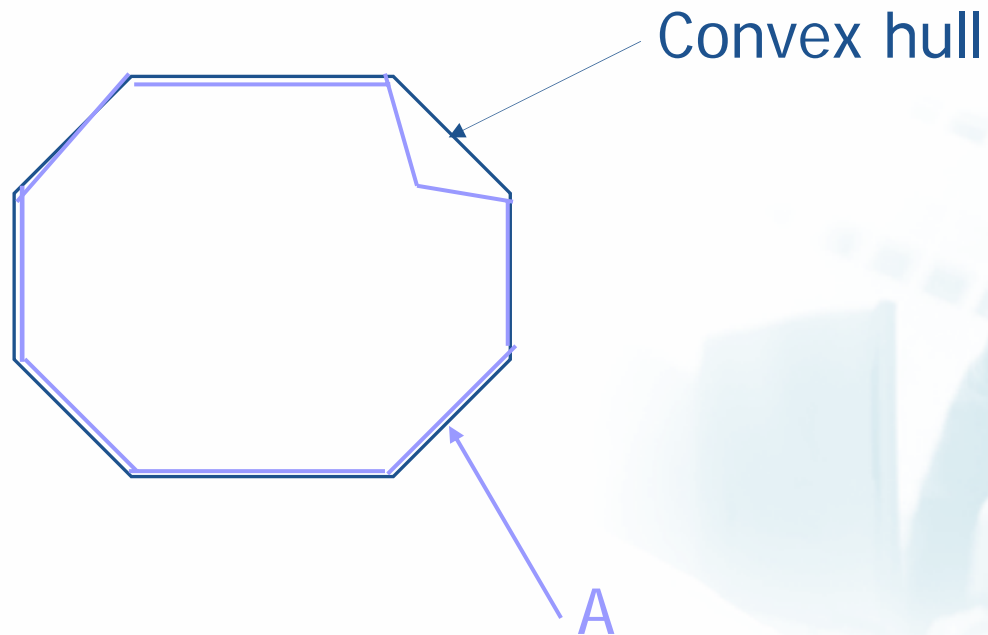
- A set is **convex** if
 - A line join two points in A lies entirely within A





Convex hull (cont.)

- Convex hull of an arbitrary set A
 - The smallest convex set containing A





Convex hull algorithm

- Idea: find points within line segments

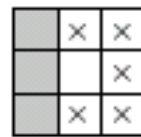
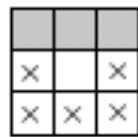
$$X_0 = A \quad B^i : \text{structuring elements}$$

$$X_k^i = (X_{k-1}^i \circledast B^i) \cup A, \quad k = 1, 2, 3, \dots$$

$$\text{Until } X_k^i = X_{k-1}^i$$

$$C(A) = \bigcup_i X_{conv}^i$$

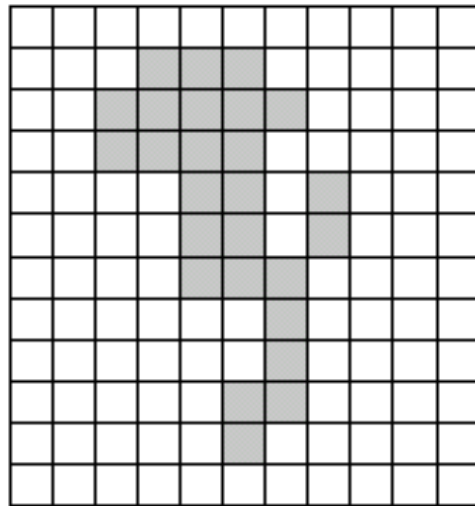
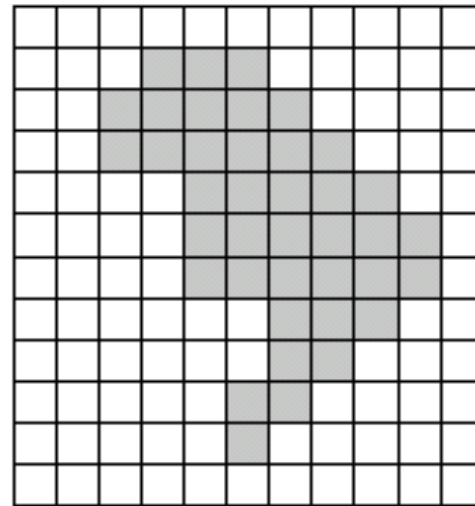
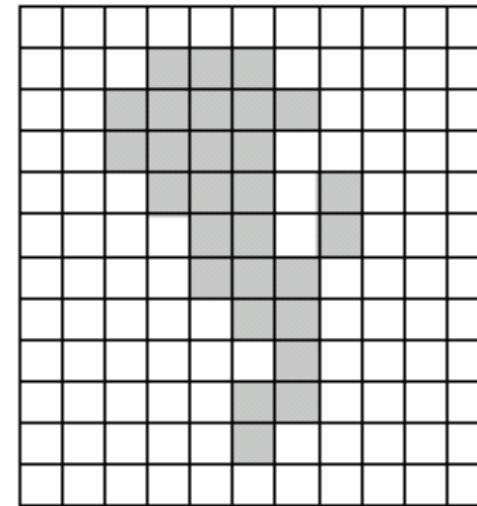
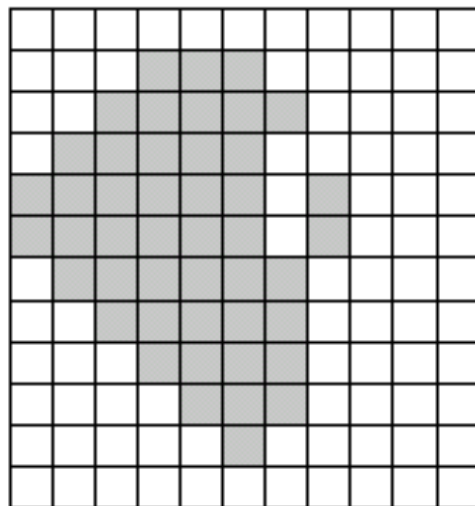
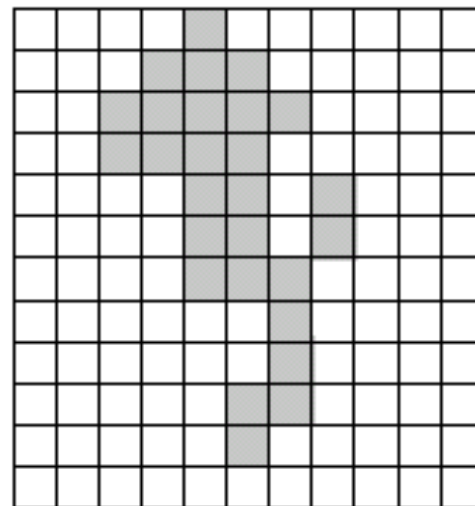
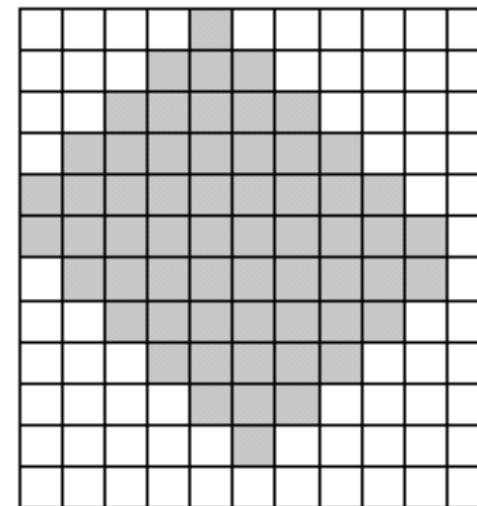
Hit-or-miss trans., no background match is required = erosion?


 B^1

 B^2

 B^3

 B^4

Don't care

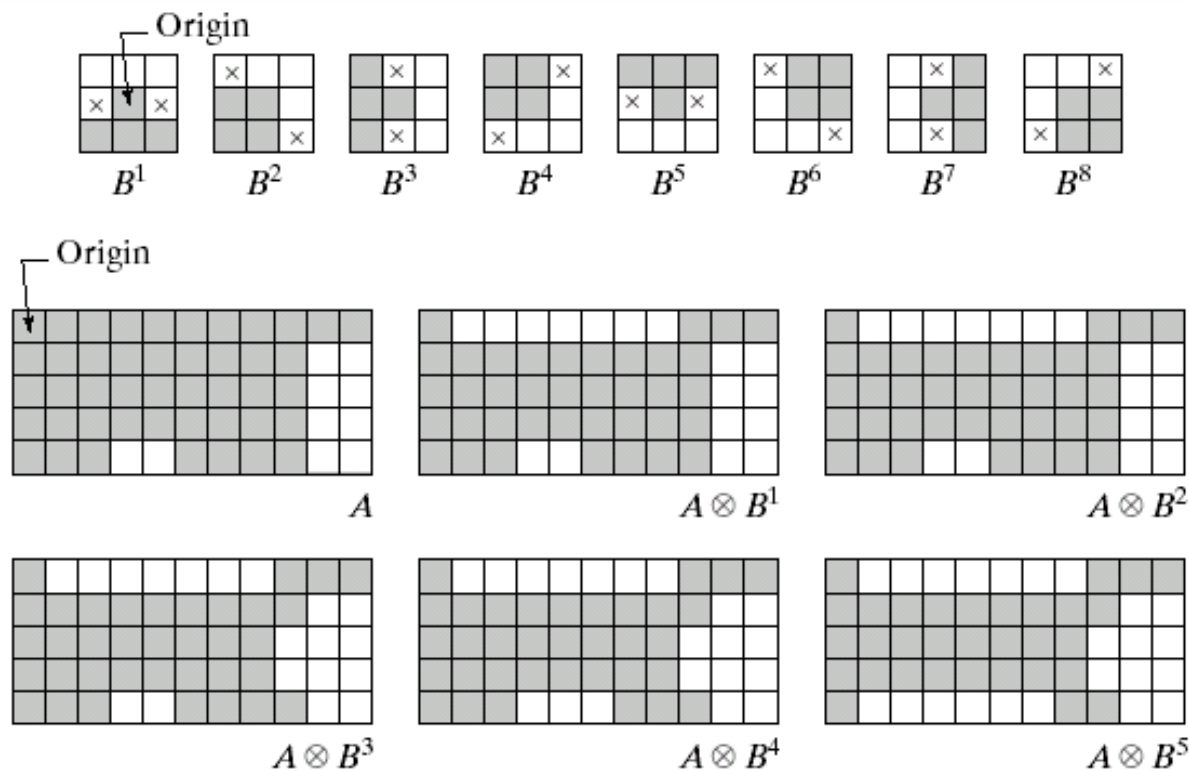

 $X_0^1 = A$

 X_4^1

 X_2^2

 X_8^3

 X_2^4

 $C(A)$



Thinning 細化

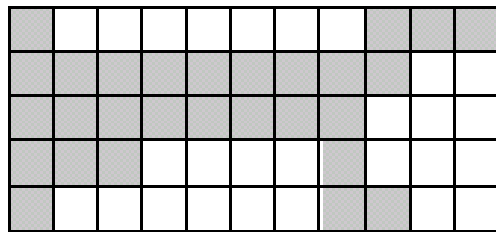
$$A \otimes B = A - (A \circledast B)$$

$$\{B\} = \{B^1, B^2, B^3, \dots, B^n\}$$

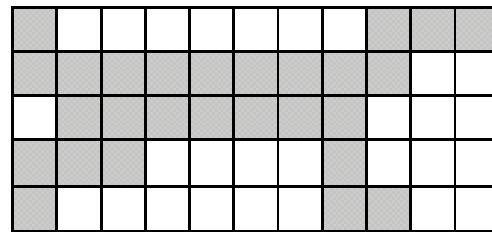




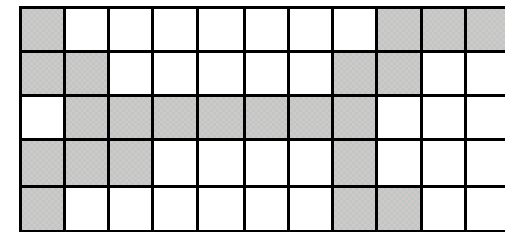
Thinning (cont.)



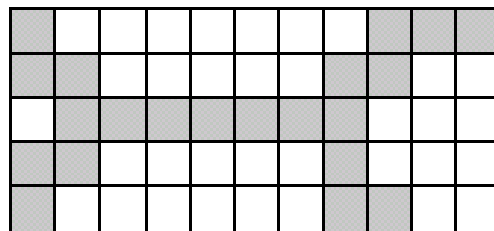
$A \otimes B^6$



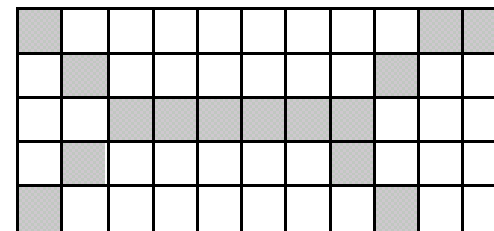
$A \otimes B^{7,8}$



$A \otimes B^{1,2,3}$



$A \otimes B^{4,5,6,7,8,1,2,3}$



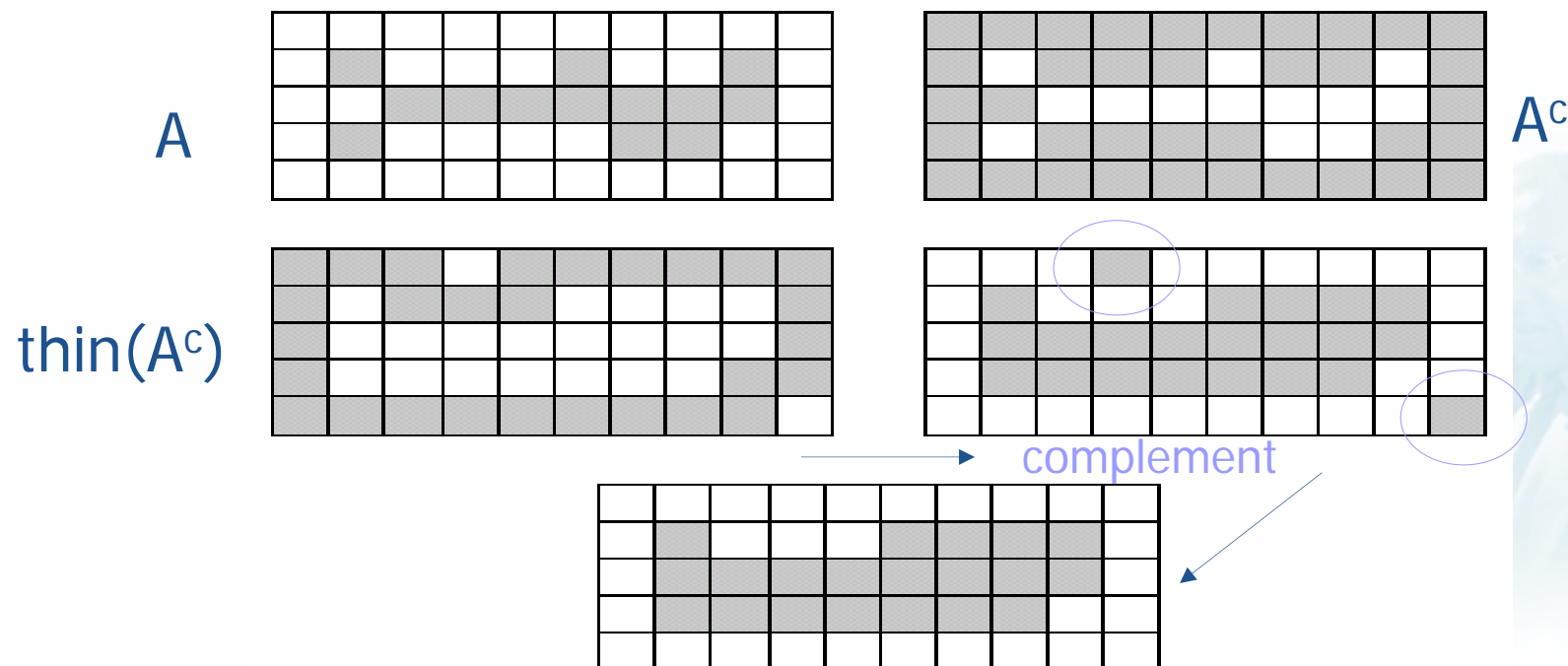
Convert to m-connectivity



Thickening

$$A \odot B = A \cup (A \circledast B)$$

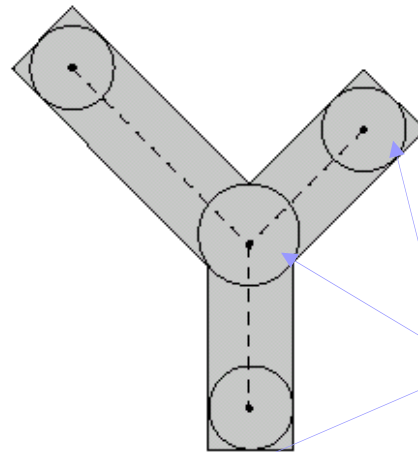
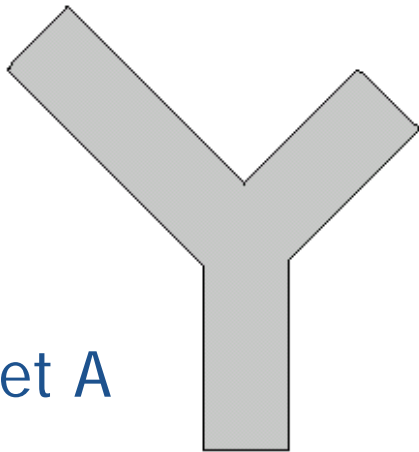
Another method: 1. Thin the background
2. Complement the result





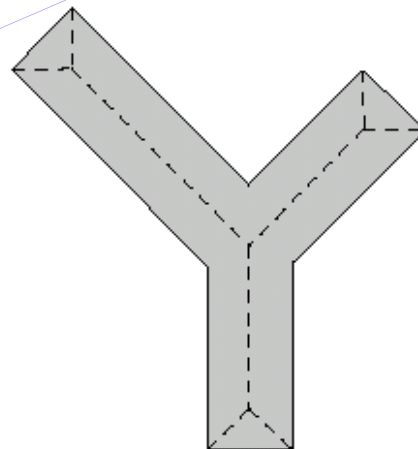
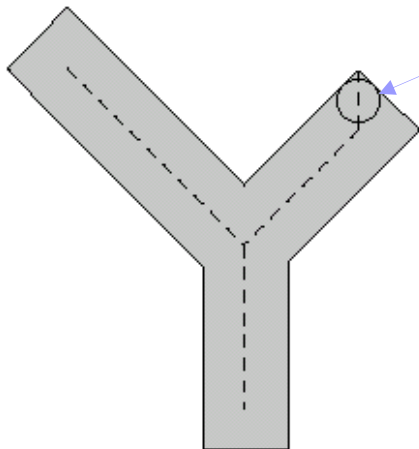
Skeletons 骨架

Set A



Maximum disk

1. The largest disk
Centered at a pixel
2. Touch the boundary
of A at two or more
places





Skeletons : algorithm

- Idea: 不斷的 erosion

$$S(A) = \bigcup_{k=0}^K S_k(A)$$

$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$

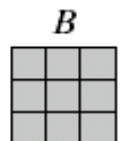
$$(A \ominus kB) = (... (A \ominus B) \ominus B) \ominus ... \ominus B$$

Erosion k 次

$$K = \max \{ k \mid (A \ominus kB) \neq \emptyset \}$$




k	$A \ominus kB$	$(A \ominus kB) \circ B$	$S_k(A)$	$\bigcup_{k=0}^K S_k(A)$	$S_k(A) \oplus kB$	$\bigcup_{k=0}^K S_k(A) \oplus kB$
0						
1						
2						



Result is not connected!



Pruning

- Clean up the **parasitic components** of the set
 - Complement step of **thinning** and **skeletons**
 - Application: hand-printed character recognition
 - Find skeleton of each character
 - Produce **spurs** during erosion by non-uniformities in the strokes
- 



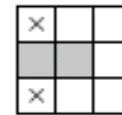
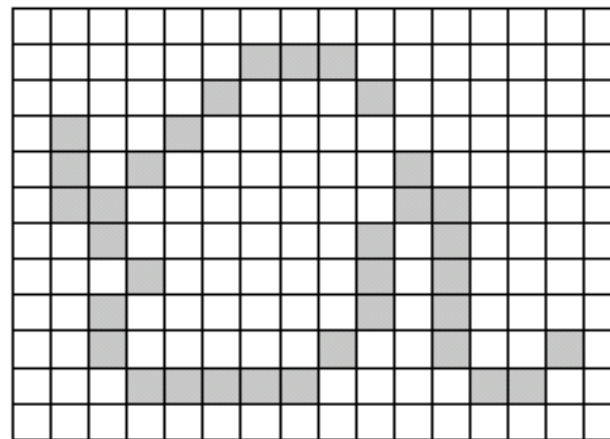
1. Detect end point iteratively

$$X = A \otimes B$$

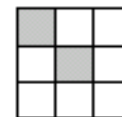
$$= A - (A \underset{\text{Hit-or-miss}}{\overset{\text{thinning}}{\star}} B)$$

Hit-or-miss

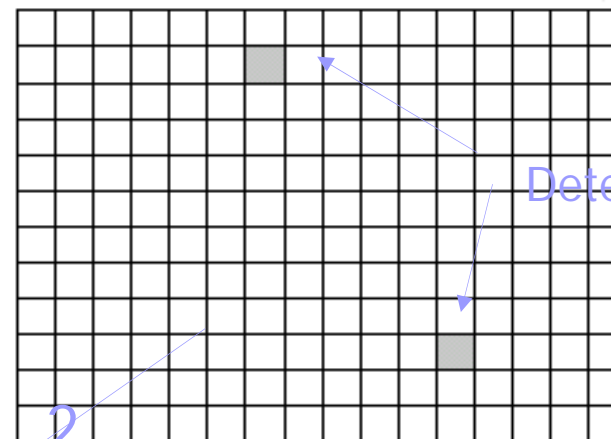
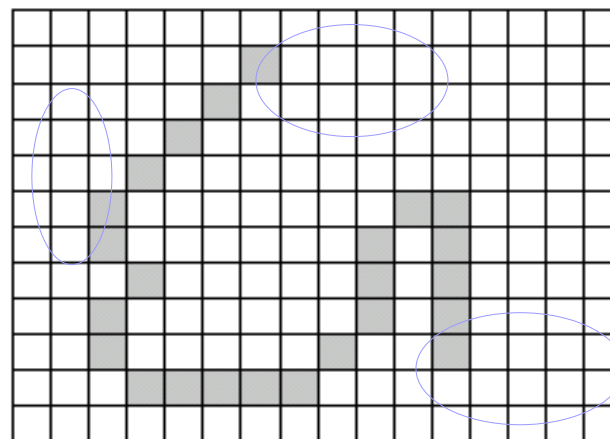
2. Dilate endpoints



B^1, B^2, B^3, B^4 (rotated 90°)

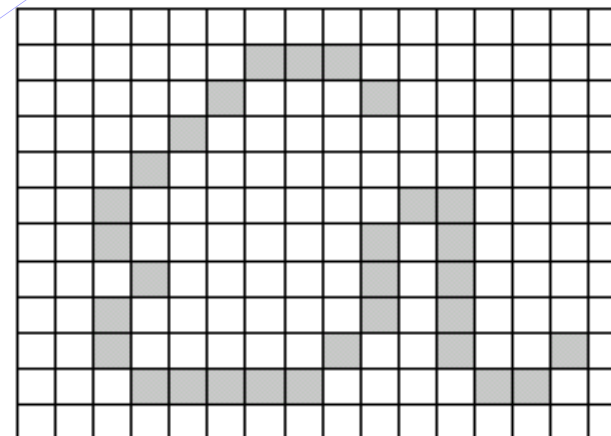
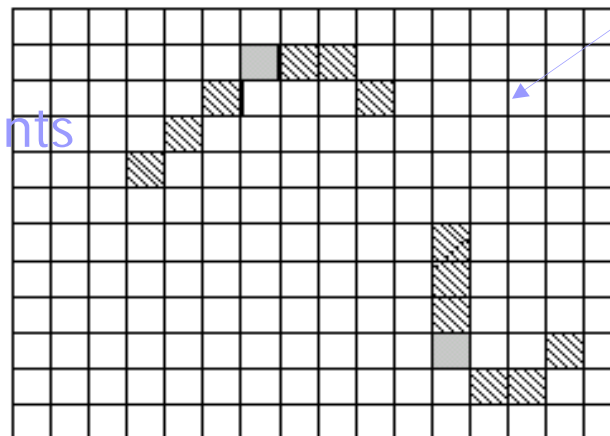


B^5, B^6, B^7, B^8 (rotated 90°)



Detect endpoints

2.



Final result



Structuring elements

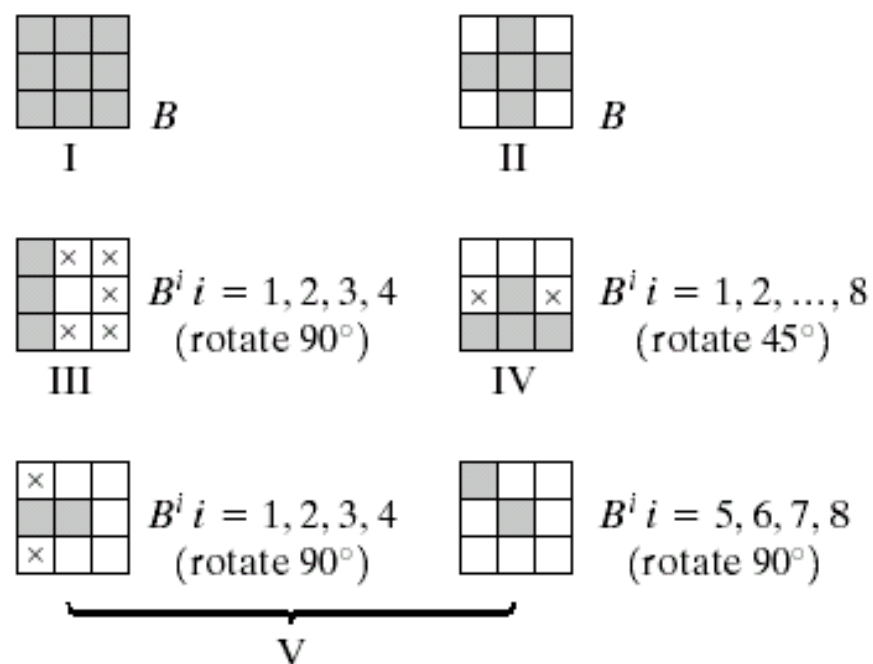


FIGURE 9.26 Five basic types of structuring elements used for binary morphology. The origin of each element is at its center and the \times 's indicate "don't care" values.



Morphological operations applied to gray-level images

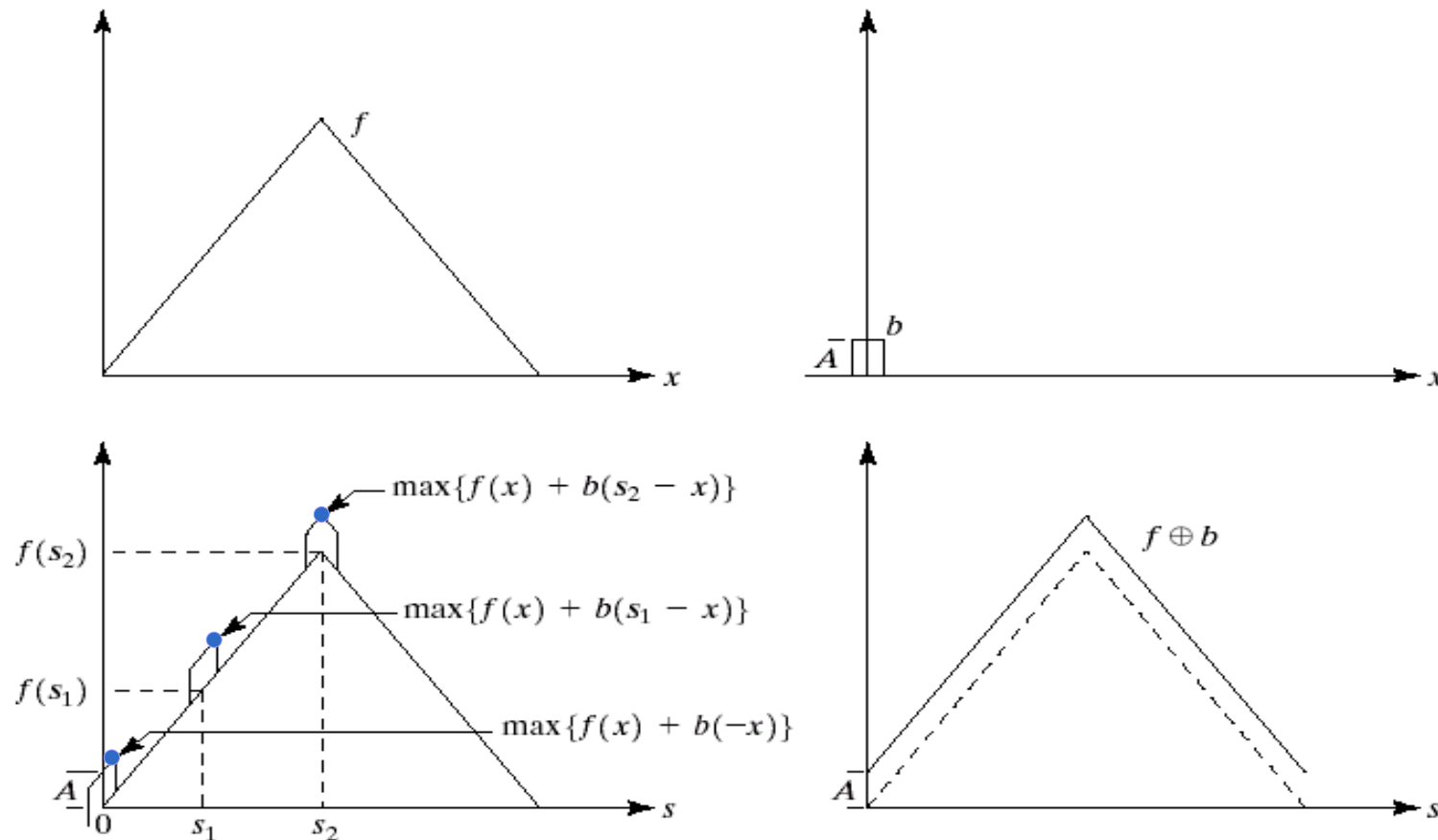
- $f(x,y) \in Z$: input image
- $b(x,y) \in Z$: structuring element



Dilation

convolution-like operation

$$(f \oplus b)(s, t) = \max \{ f(s - x, t - y) + b(x, y) \mid (s - x, t - y) \in D_f; (x, y) \in D_b \}$$





Dilation (cont.)

1. Image appears brighter
2. Size of dark regions become smaller



original

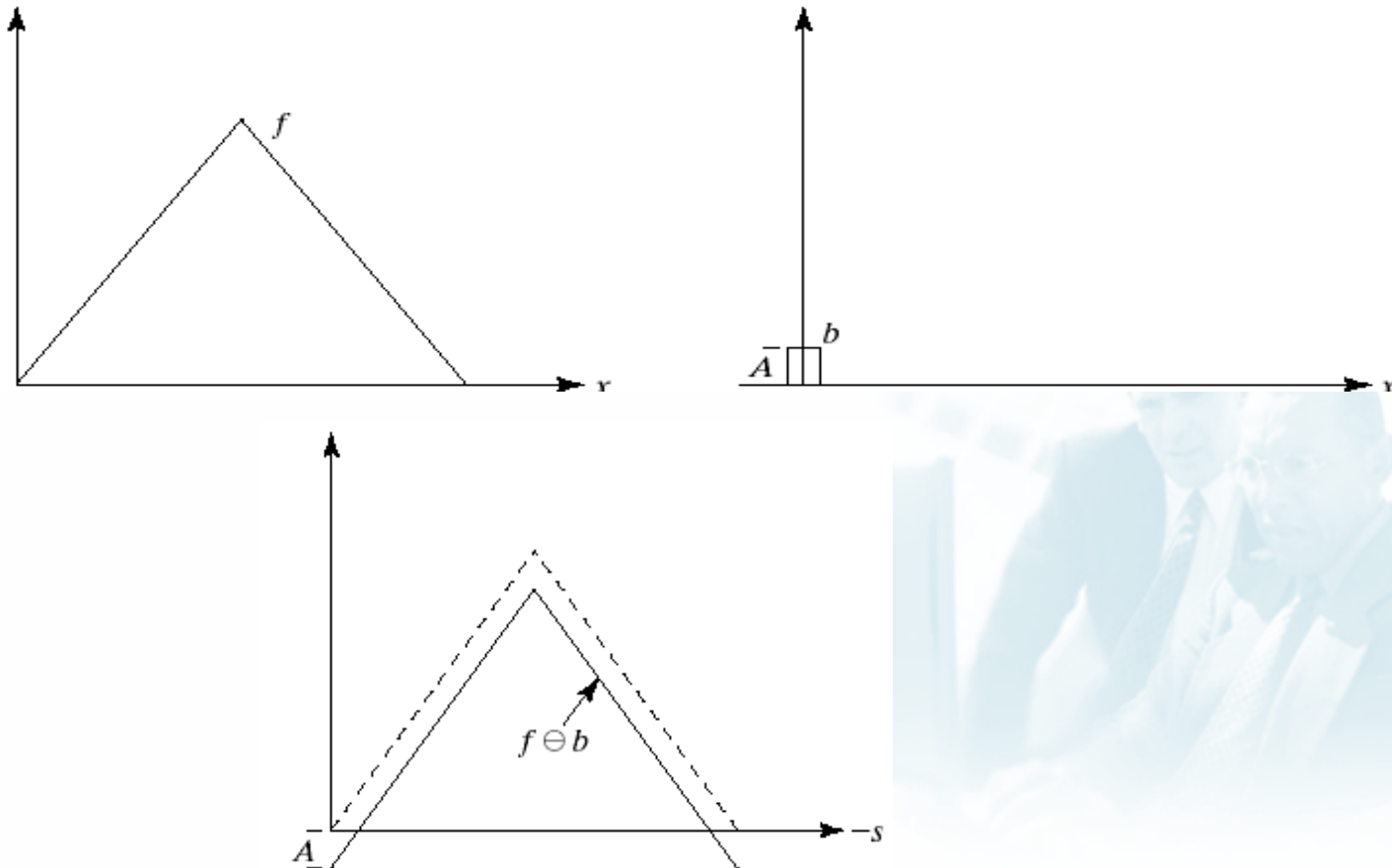


Dilated with 5x5 mask



Erosion

$$(f \ominus b)(s, t) = \min \{ f(s + x, t + y) - b(x, y) \mid (s + x, t + y) \in D_f; (x, y) \in D_b \}$$





Erosion (cont.)

1. Image appears darker
2. Size of bright regions become smaller



original



eroded with 5x5 mask



Opening and closing

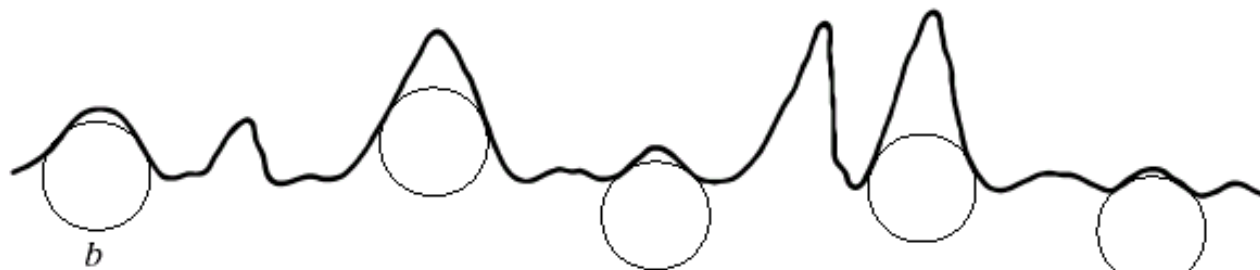
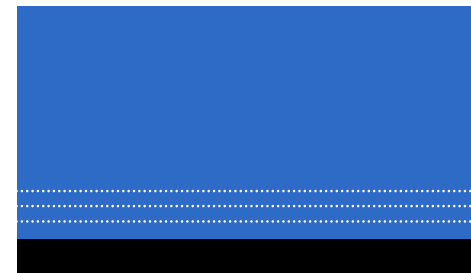
- Opening = erosion followed by dilation

$$f \circ b = (f \ominus b) \oplus b$$

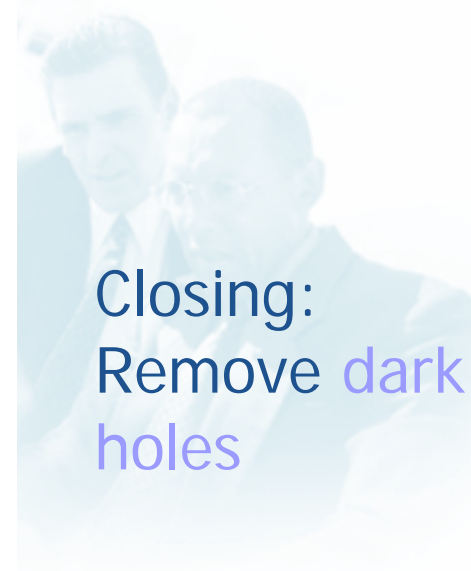
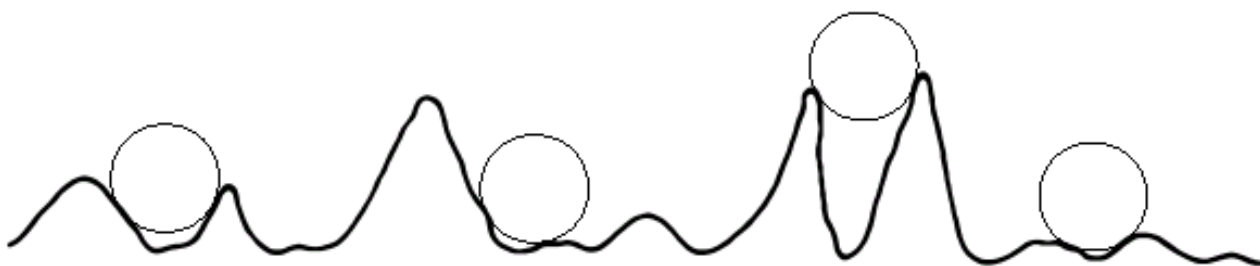
- Closing = dilation followed by erosion

$$f \bullet b = (f \oplus b) \ominus b$$





Opening:
Remove light
sparks



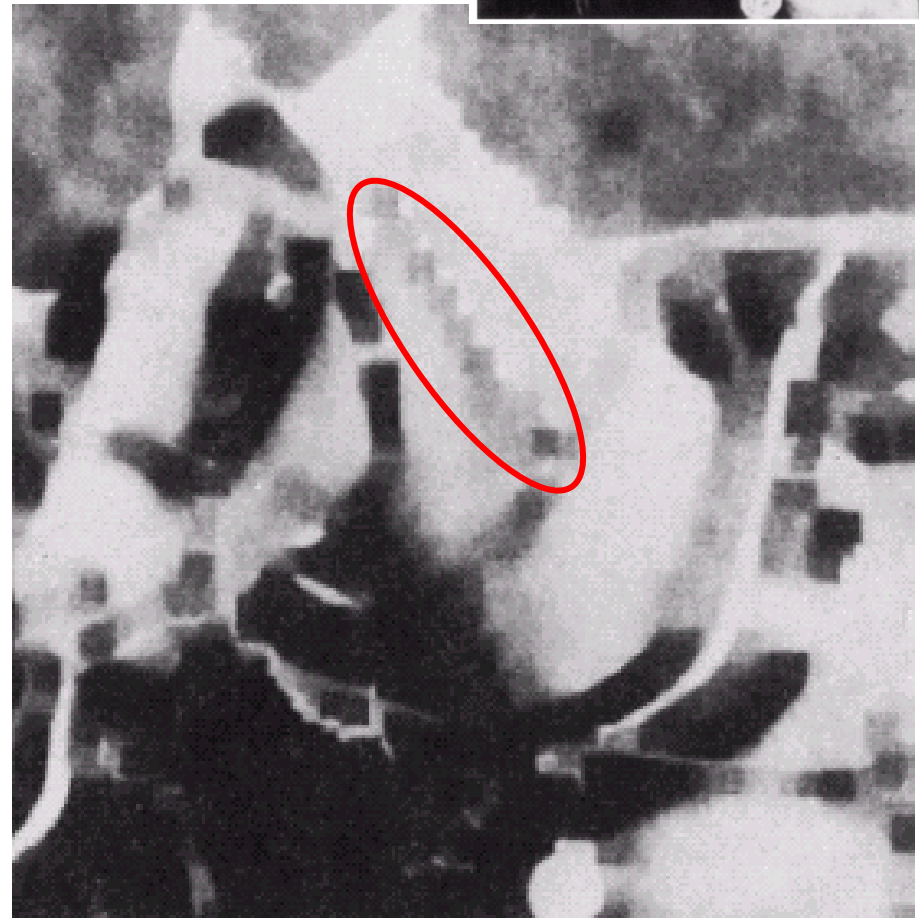
Closing:
Remove dark
holes



Example of opening and closing



opening



closing



Morphological smoothing

- Opening+closing
 - Remove both light and dark details





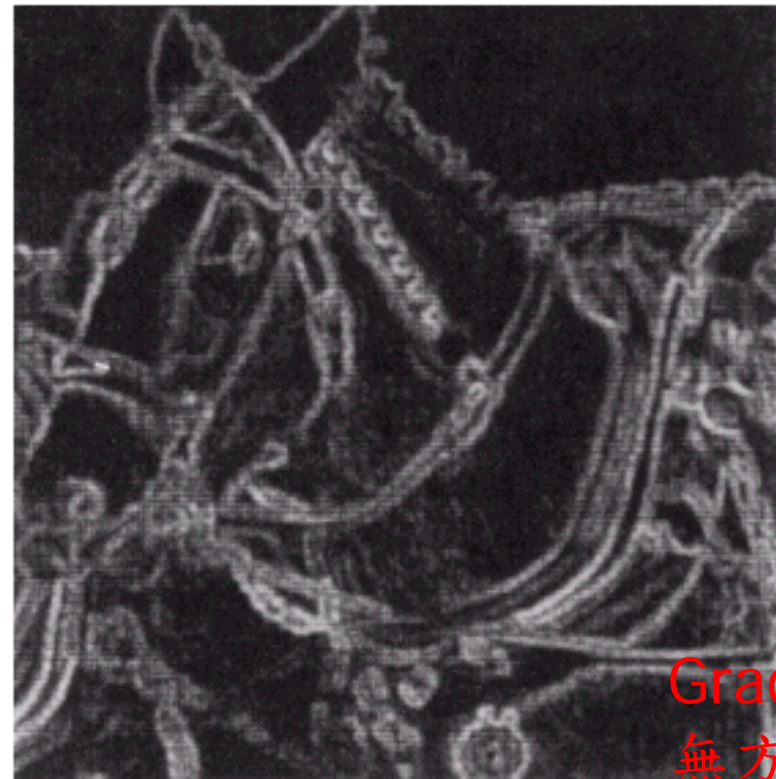
Morphological gradient

- Highlight sharp gray-level transition

$$g = (f \oplus b) - (f \ominus b)$$



original



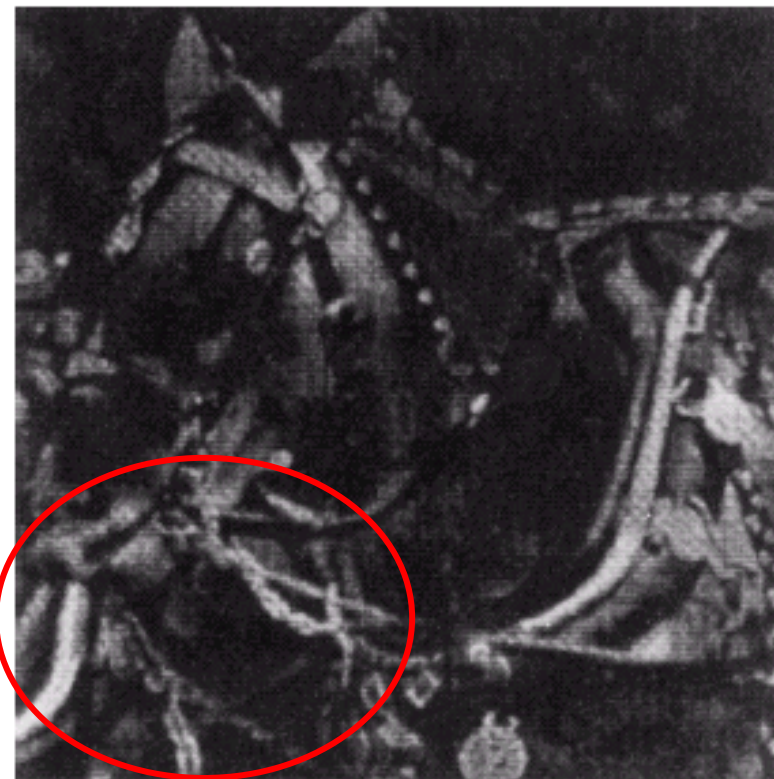
Gradient:
無方向性



Top-hat transformation

- Enhance detail in the presence of shading

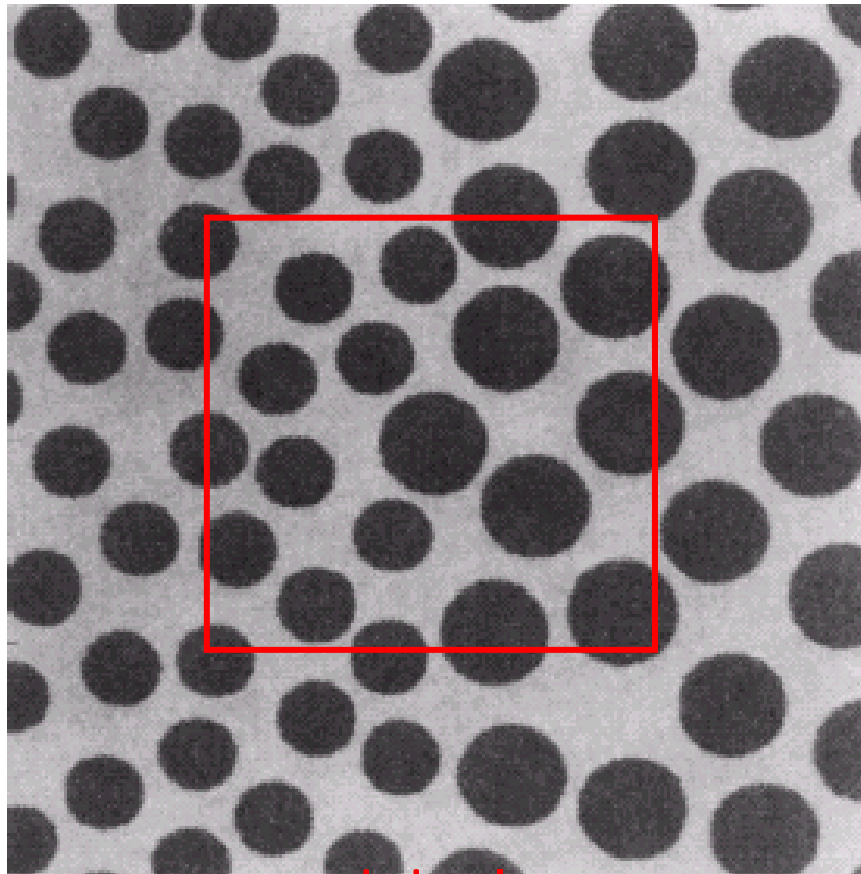
$$h = f - (f \circ b)$$



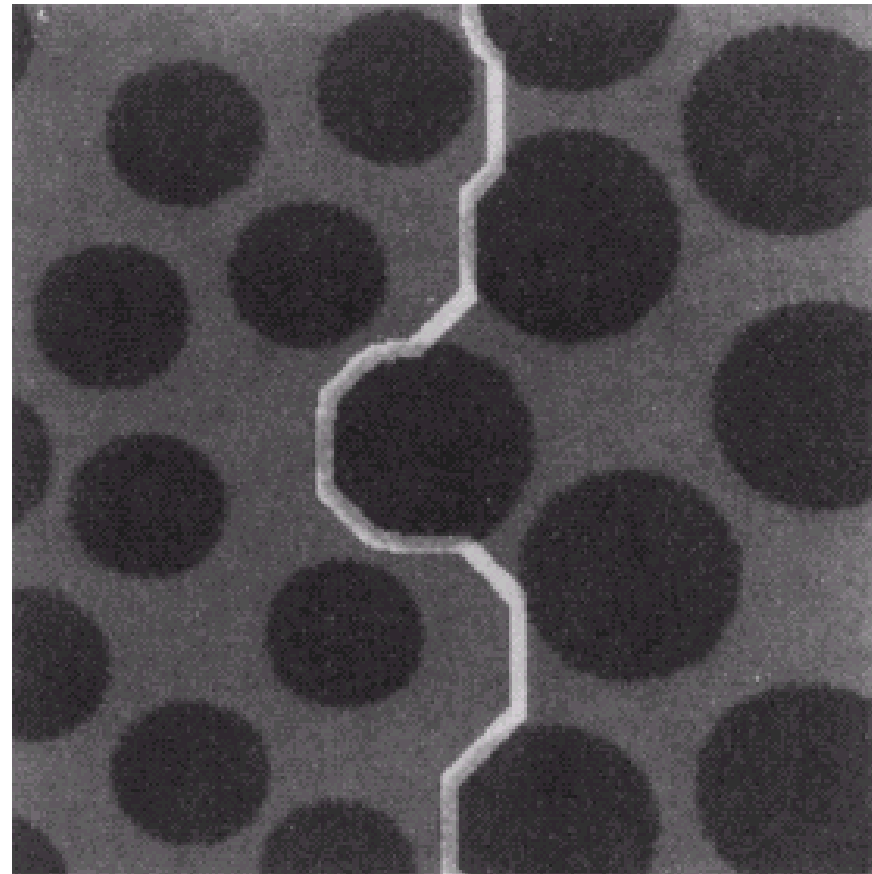


Texture segmentation

Closing with circles of different sizes to identify dark circles



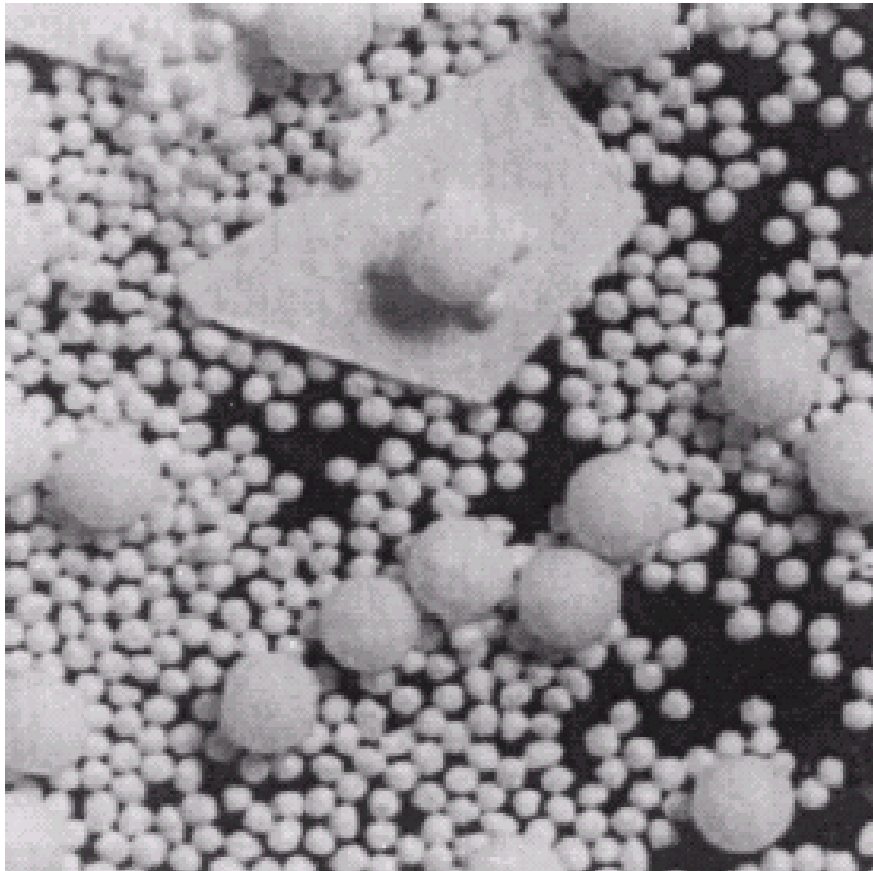
original





Granulometry

Opening with circles of different sizes to identify light circles



Size Dist'n

