

# COL783: Digital Image Processing

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# Image Segmentation: Recap

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## Boundary Features Detection

Point, Fixed Oriented Lines

Edge: Gradient, LoG, DoG, Canny

## Hough Transform

Lines Detection

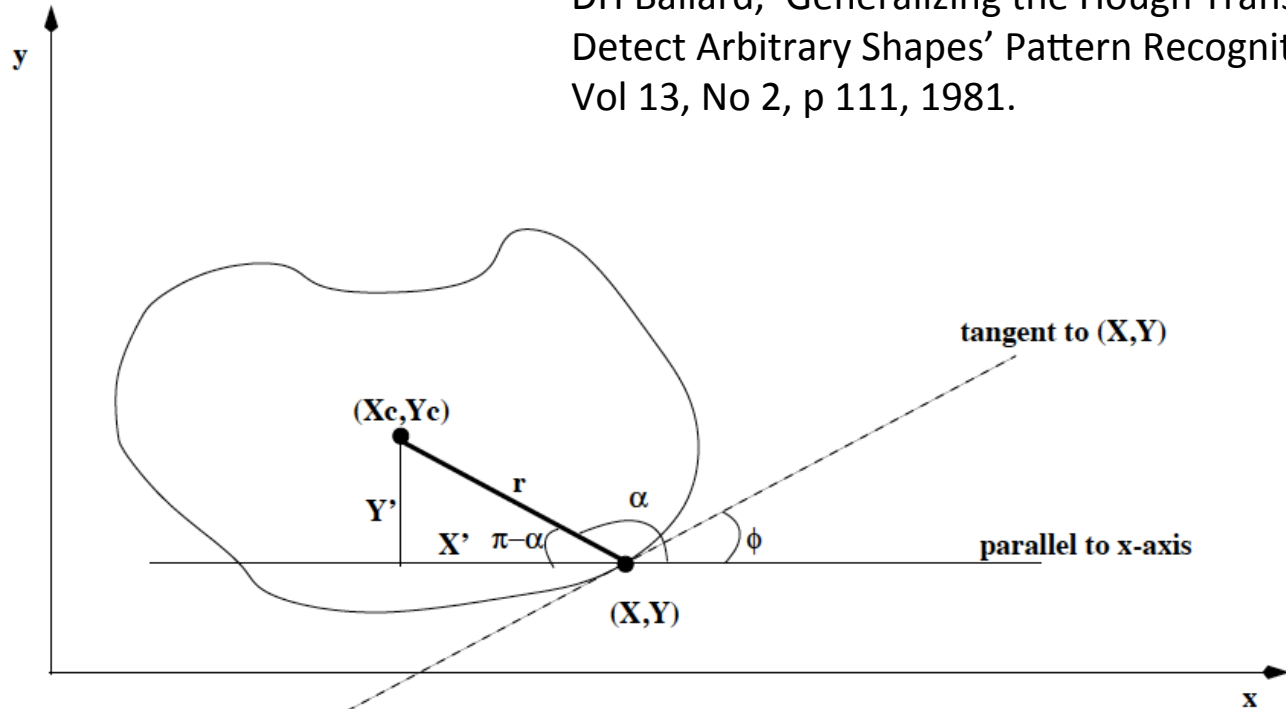
Circle

Generalized Hough Transform

# Image Segmentation

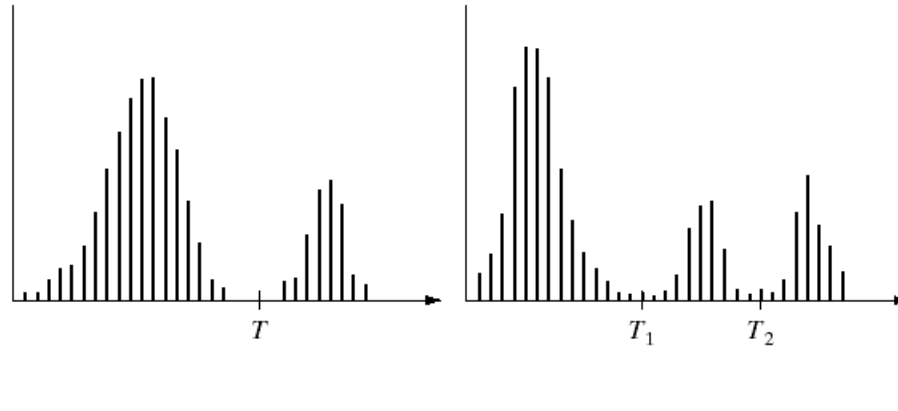
## Generalized Hough Transform (GHT)

DH Ballard, 'Generalizing the Hough Transform to Detect Arbitrary Shapes' Pattern Recognition, Vol 13, No 2, p 111, 1981.



# Image Segmentation

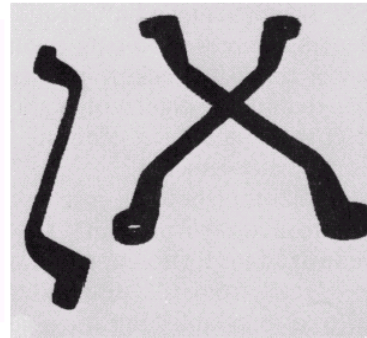
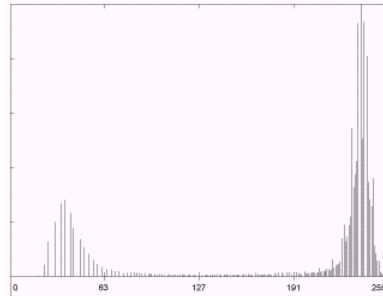
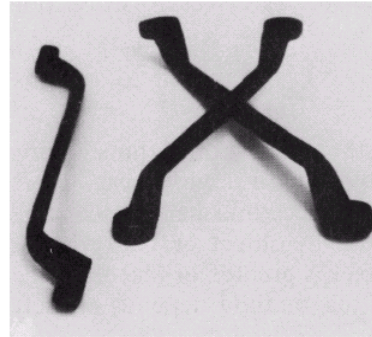
## Thresholding



**FIGURE 10.26** (a) Gray-level histograms that can be partitioned by (a) a single threshold, and (b) multiple thresholds.

# Image Segmentation

## Thresholding



a  
b c

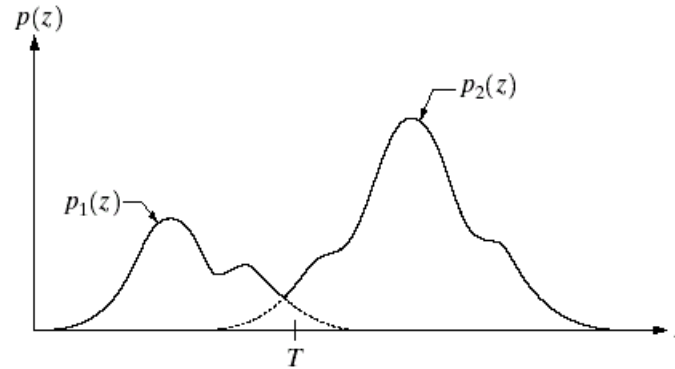
**FIGURE 10.28**

(a) Original image. (b) Image histogram. (c) Result of global thresholding with  $T$  midway between the maximum and minimum gray levels.

# Image Segmentation

## Optimal Thresholding

**FIGURE 10.32**  
Gray-level  
probability  
density functions  
of two regions in  
an image.



# Image Segmentation

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## Otsu Method

Based on minimizing the within class variance or maximizing between class variance.

Does not require knowledge of probability distributions

Works on bimodal histogram

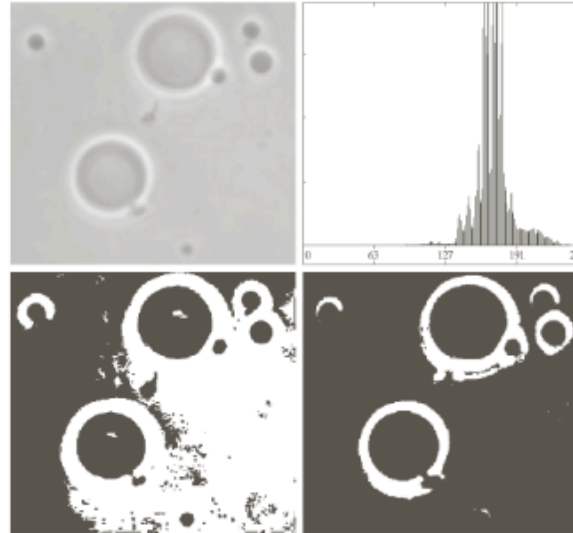
# Image Segmentation

## Otsu Method



Original image.

Global  
thresholding  
calculating  
 $T = 0.5 * (\mu_1 + \mu_2)$   
until  $\Delta T$  less than  
some  $\epsilon$



a b  
c d

FIGURE 10.39

(a) Original image.  
(b) Histogram (high peaks were clipped to highlight details in the lower values).  
(c) Segmentation result using the basic global algorithm from Section 10.3.2.  
(d) Result obtained using Otsu's method. (Original image courtesy of Professor Daniel A. Hammer, the University of Pennsylvania.)

Global  
thresholding  
using Otsu  
algorithm



# Image Segmentation

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## Region Based

a)  $\bigcup_{i=1}^n R_i = R$

b)  $R_i$  is a connected region.

c)  $R_i \cap R_j = \phi$

d)  $P(R_i) = \text{True}$

e)  $P(R_i \cup R_j) = \text{False}$

# Image Segmentation

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## Region Growing

0	0	5	6	7
1	1	5	8	7
0	1	6	7	7
2	0	7	6	6
0	1	5	6	5

image, 2 seeds

a	a	b	b	b
a	a	b	b	b
a	a	b	b	b
a	a	b	b	b
a	a	b	b	b

result for  $T = 4$

a	a	a	a	a
a	a	a	a	a
a	a	a	a	a
a	a	a	a	a
a	a	a	a	a

result for  $T = 8$

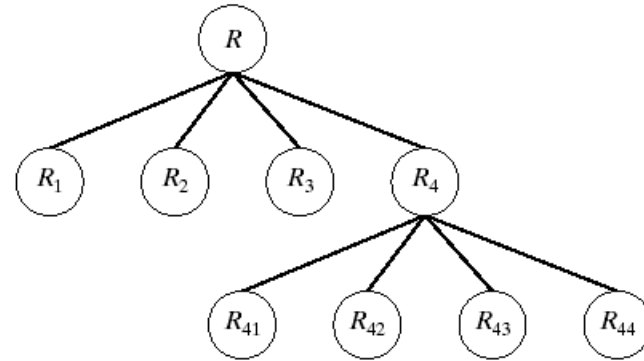
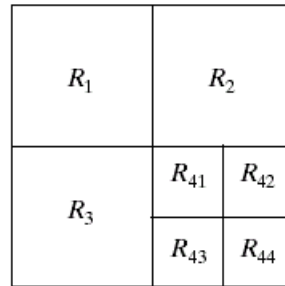
# Image Segmentation

## Region Splitting

a b

**FIGURE 10.42**

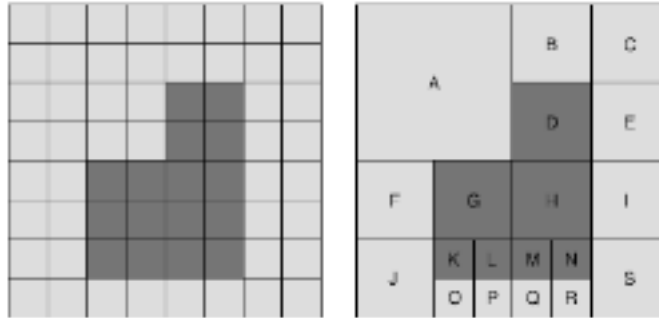
(a) Partitioned image.  
(b) Corresponding quadtree.



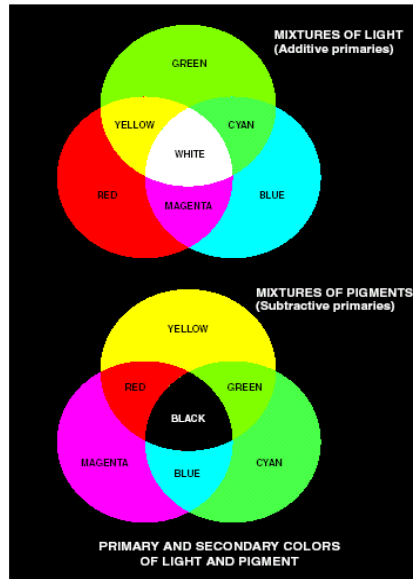
# Image Segmentation

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## Region Splitting

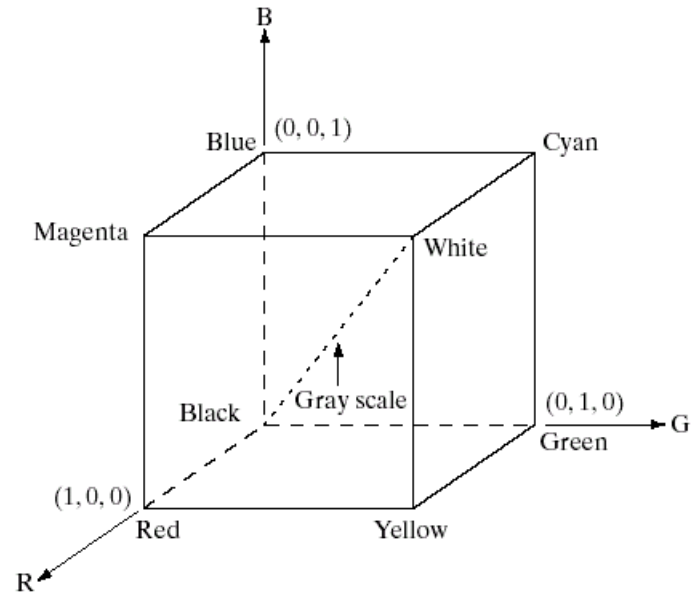


# Color Image Processing



**FIGURE 6.7**

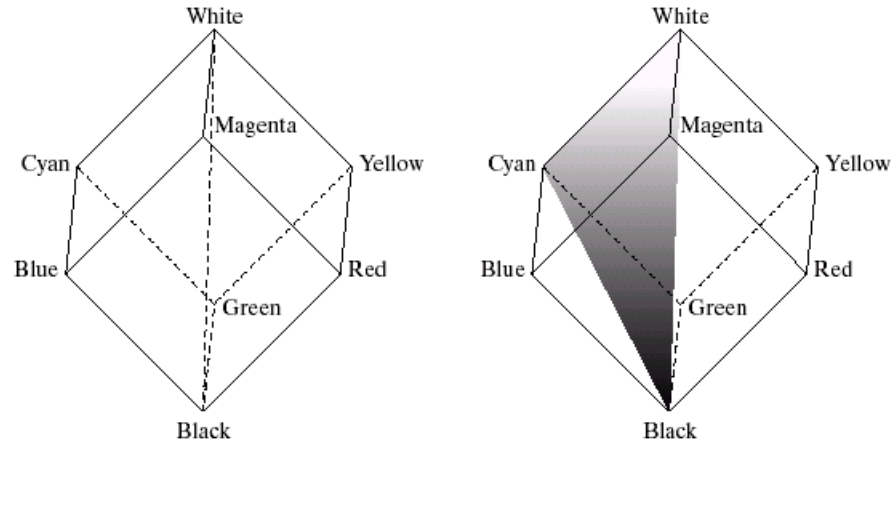
Schematic of the RGB color cube. Points along the main diagonal have gray values, from black at the origin to white at point  $(1, 1, 1)$ .



a  
b

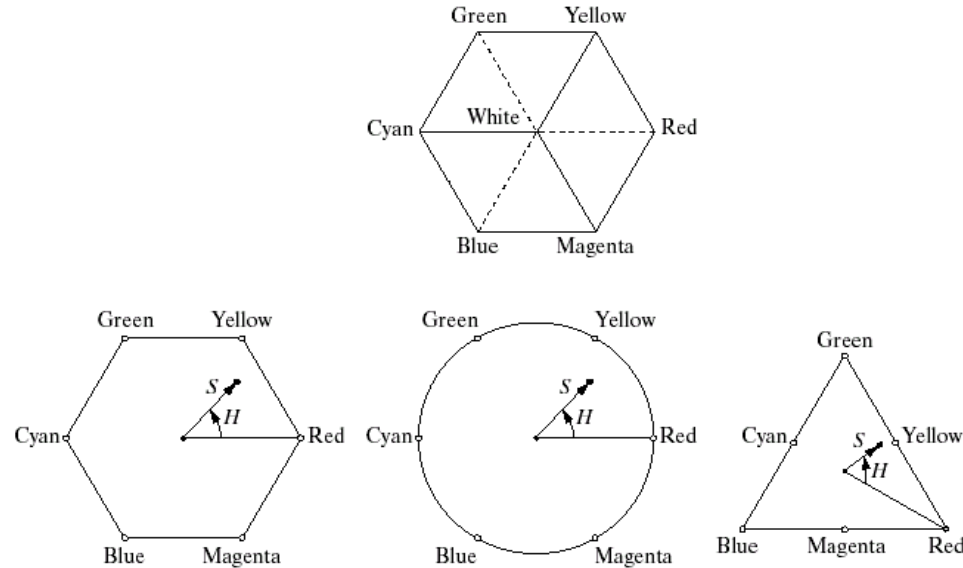
**FIGURE 6.4** Primary and secondary colors of light and pigments. (Courtesy of the General Electric Co., Lamp Business Division.)

# Color Image Processing



**FIGURE 6.12** Conceptual relationships between the RGB and HSI color models.

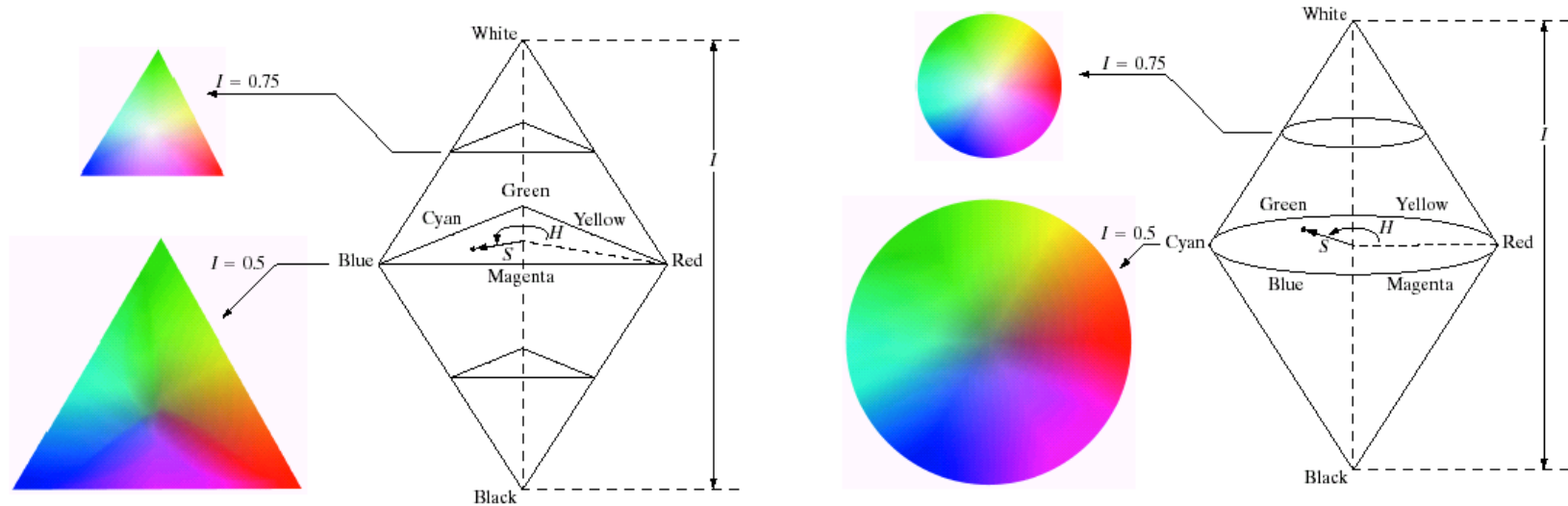
# Color Image Processing



a  
b c d

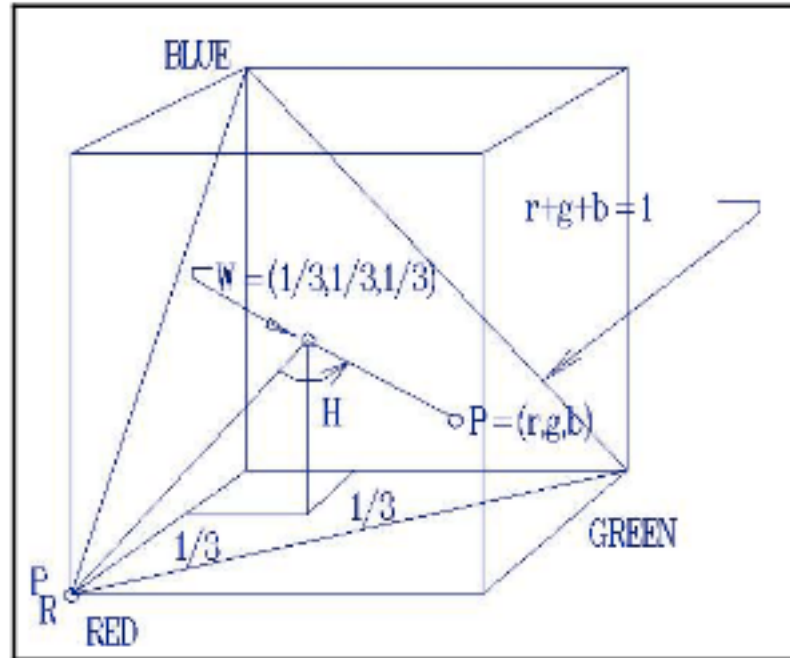
**FIGURE 6.13** Hue and saturation in the HSI color model. The dot is an arbitrary color point. The angle from the red axis gives the hue, and the length of the vector is the saturation. The intensity of all colors in any of these planes is given by the position of the plane on the vertical intensity axis.

# Color Image Processing





# Color Image Processing



# Color Image Processing

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