

Binary Image Analysis

Binary image analysis

- consists of a set of image analysis operations that are used to produce or process binary images, usually images of 0's and 1's.

0 represents the background
1 represents the foreground

```
00010010001000
00011110001000
00010010001000
```

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What kinds of operations?

- Separate objects from background and from one another
- Aggregate pixels for each object
- Compute features for each object

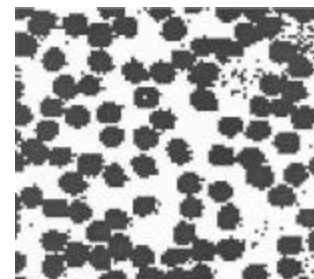
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Binary Image Analysis

- is used in a number of practical applications
 - part inspection
 - riveting
 - fish counting
 - document processing

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Example: red blood cell image



- Many blood cells are separate objects
- Many touch – bad!
- Salt and pepper noise from thresholding
- How useable is this data?

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Results of analysis

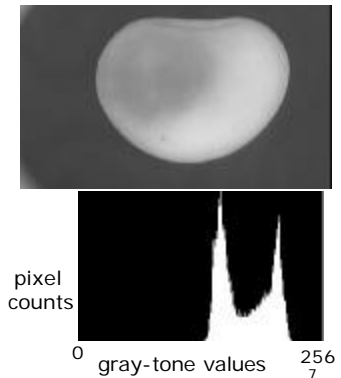
- 63 separate objects detected
- Single cells have area about 50
- Noise spots
- Gobs of cells

Object	Area	Centroid	Bounding Box	
1	383	(8.8 , 20)	[1 22 1 39]	
2	83	(5.8 , 50)	[1 11 42 55]	
3	11	(1.5 , 57)	[1 2 55 60]	
4	1	(1 , 62)	[1 1 62 62]	
5	1548	(19 , 75)	[1 40 35 100]	gobs
32	45	(43 , 32)	[40 46 29 35]	cell
33	11	(44 , 1e+02)	[41 47 98 100]	cell
34	52	(45 , 57)	[42 48 83 91]	cell
35	54	(48 , 53)	[44 52 49 57]	cell
60	44	(88 , 78)	[85 90 74 82]	
61	1	(85 , 94)	[85 95 94 94]	
62	8	(90 , 2.5)	[89 90 1 4]	
63	1	(90 , 6)	[90 90 6 4]	

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Thresholding

- Background is black
- Healthy cherry is bright
- Bruise is medium dark
- Histogram shows two cherry regions (black background has been removed)



pixel counts

0 gray-tone values 256
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Useful Operations

1. Thresholding a gray-tone image
2. Determining good thresholds
3. Connected components analysis
4. Binary mathematical morphology
5. All sorts of feature extractors (area, centroid, circularity, ...)

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Histogram-Directed Thresholding

How can we use a histogram to separate an image into 2 (or several) different regions?

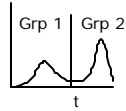


Is there a single clear threshold? 2? 3?

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Automatic Thresholding: Otsu's Method

Assumption: the histogram is bimodal



Method: find the threshold t that minimizes the weighted sum of within-group variances for the two groups that result from separating the gray tones at value t .

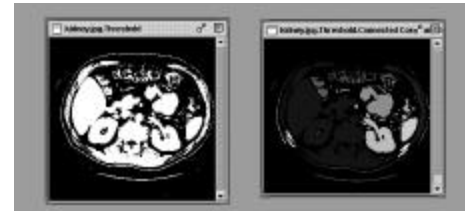
See text (at end of Chapter 3) for the recurrence relations; in practice, this operator works very well for true bimodal distributions and not too badly for others.

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Connected Components Labeling

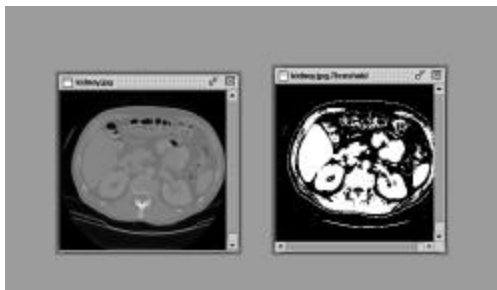
Once you have a binary image, you can identify and then analyze each **connected set of pixels**.

The connected components operation takes in a binary image and produces a **labeled image** in which each pixel has the integer label of either the background (0) or a component.



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Thresholding Example



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Methods for CC Analysis

1. Recursive Tracking (almost never used)
2. Parallel Growing (needs parallel hardware)
3. Row-by-Row (most common)
 - Classical Algorithm (see text)
 - Efficient Run-Length Algorithm (developed for speed in real industrial applications)

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Equivalent Labels

Original Binary Image

```

00011100001111100001
00011110001111100011
00011111001111100111
00011111101111100111
00011111111111100111
00011111111111100111
00011111111111111111
00011111111111111111
00011111110000011111
    
```

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Run-Length Data Structure

	0	1	2	3	4		row	scol	ecol	label				
0	1	1	1	1		Binary Image	0	U	N	U	S	E	D	0
1	1	1		1			1	0	0	1	0			
2	1	1	1		1		2	0	3	4	0			
3							3	1	0	1	0			
4			1	1	1		4	1	4	4	0			
							5	2	0	2	0			
							6	2	4	4	0			
							7	4	1	4	0			

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Equivalent Labels

The Labeling Process

```

0001110000222200003
0001111000222200033
0001111100222200333
0001111110222200333
0001111111111100333
0001111111111100333
0001111111111111111
0001111111111111111
0001111110000011111
    
```

1	≡	2
1	≡	3

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Run-Length Algorithm

```

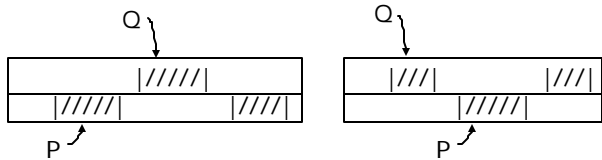
Procedure run_length_classical
{
  initialize Run-Length and Union-Find data structures
  count <- 0

  /* Pass 1 (by rows) */

  for each current row and its previous row
  {
    move pointer P along the runs of current row
    move pointer Q along the runs of previous row
  }
}
    
```

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Case 1: No Overlap



```

/* new label */
count <- count + 1
label(P) <- count
P <- P + 1

```

```

/* check Q's next run */
Q <- Q + 1

```

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Pass 2 (by runs)

```

/* Relabel each run with the name of the
equivalence class of its label */

```

```

For each run M

```

```

{
  label(M) <- find(label(M))
}

```

```

}

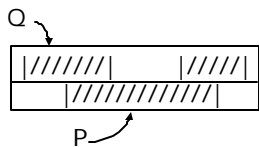
```

where union and find refer to the operations of the Union-Find data structure, which keeps track of sets of equivalent labels.

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Case 2: Overlap

Subcase 1:
P's run has no label yet



```

label(P) <- label(Q)
move pointer(s)

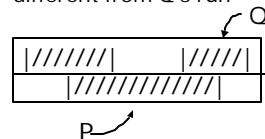
```

```

}

```

Subcase 2:
P's run has a label that is
different from Q's run



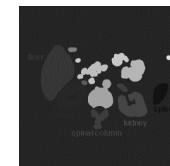
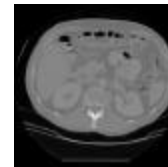
```

union(label(P),label(Q))
move pointer(s)

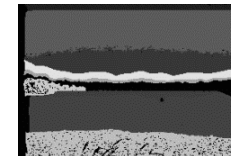
```

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Labeling shown as Pseudo-Color



connected
components
of 1's from
thresholded
image



connected
components
of cluster
labels

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Mathematical Morphology

Binary mathematical morphology consists of two basic operations

dilation and erosion

and several composite relations

closing and opening
conditional dilation

...

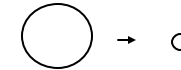
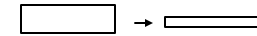
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Erosion

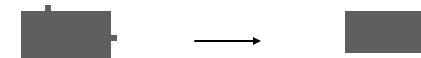
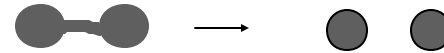
Dilation shrinks the connected sets of 1s of a binary image.

It can be used for

1. shrinking features



2. Removing bridges, branches and small protrusions



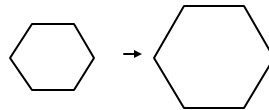
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Dilation

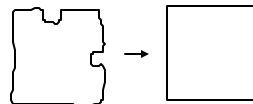
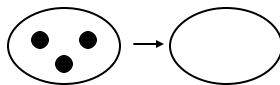
Dilation expands the connected sets of 1s of a binary image.

It can be used for

1. growing features



2. filling holes and gaps



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Structuring Elements

A structuring element is a shape mask used in the basic morphological operations.

They can be any shape and size that is digitally representable, and each has an origin.



box

box(length,width)

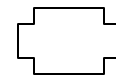


hexagon



disk

disk(diameter)



something

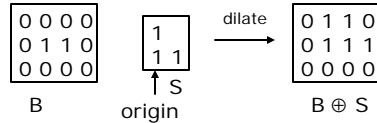
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Dilation with Structuring Elements

The arguments to dilation and erosion are

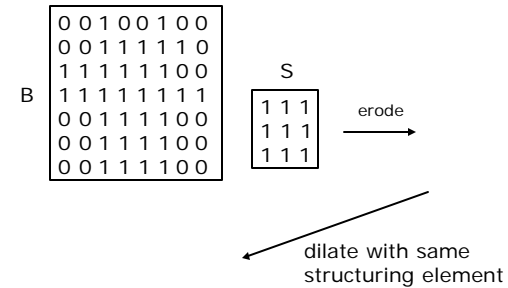
1. a binary image **B**
2. a structuring element **S**

dilate(B,S) takes binary image B, places the origin of structuring element S over each 1-pixel, and ORs the structuring element S into the output image at the corresponding position.



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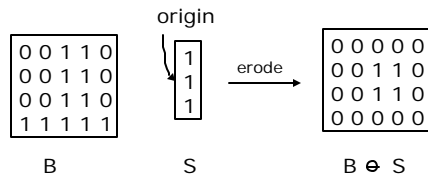
Example 1 to Try



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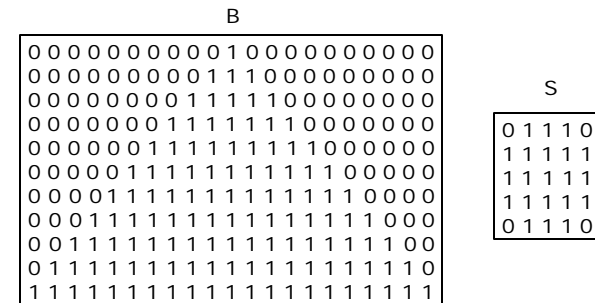
Erosion with Structuring Elements

erode(B,S) takes a binary image B, places the origin of structuring element S over every pixel position, and ORs a binary 1 into that position of the output image only if every position of S (with a 1) covers a 1 in B.



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Example 2 to Try



First erode and then dilate with the same S.

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Opening and Closing

- Closing is the compound operation of dilation followed by erosion (with the same structuring element)
- Opening is the compound operation of erosion followed by dilation (with the same structuring element)

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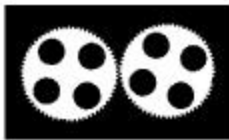
Region Properties

Properties of the regions can be used to recognize objects.

- **geometric properties (Ch 3)**
- **gray-tone properties**
- **color properties**
- **texture properties**
- **shape properties (a few in Ch 3)**
- **motion properties**
- **relationship properties (1 in Ch 3)**

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Gear Tooth Inspection



original
binary
image

How did
they do it?



detected
defects

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Geometric and Shape Properties

- area
- centroid
- perimeter
- perimeter length
- circularity
- elongation
- mean and standard deviation of radial distance
- bounding box
- extremal axis length from bounding box
- second order moments (row, column, mixed)
- lengths and orientations of axes of best-fit ellipse

Which are statistical? Which are structural?

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Region Adjacency Graph

A region adjacency graph (RAG) is a graph in which each node represents a region of the image and an edge connects two nodes if the regions are adjacent.

This is jumping ahead a little bit.

We'll consider this further for structural image analysis.