

# Milena: Write Generic Morphological Algorithms Once, Run on Many Kinds of Images

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## Context

- Software solutions for Mathematical Morphology (MM).
- Reusability, flexibility (and efficiency).

## Aim of this talk

- Think Generic!
- Advertise about a generic software framework proposal.

# Genericity in MM at a Glance

Wouldn't it be nice to be able to **implement** an algorithm like this?

```
for_all(p)
{
    sup = input(p);
    for_all(q)
        sup.take(input(q));
    output(p) = sup;
}
```

[Go to full code](#)

**Generic** code: works on every kind of compatible images.

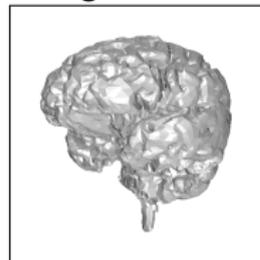
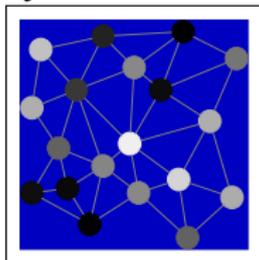
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# Observations and Reflections

## Observations

- Writing reusable MM software with good properties is hard.
- Even harder if you want to preserve other traits such as ease-of-use, efficiency, readability and flexibility.

## Reflections

- Where should we start if we wanted to achieve the (impossible) goal of writing MM for all users and applications?
- Idea: Start with a core component with good features, and then build tools on top of it.
- What core?

# The Nature of the Core

This core shall be:

- General enough to serve a reusable basis.
- Good enough to be used **as-is**.
- Accessible to all MM users.
- Extensible.
- Compatible with today's systems.

→ A generic library.

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# Implementing Mathematical Morphology Algorithms

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# A Very Simple Operator

Let's consider the morphological dilation of an image  $I$  with a flat structuring element  $B$ .

A mathematical definition:

$$\delta_B(I)(x) = \sup_{h \in B} I(x + h)$$

where

- $I$  is a function  $D \rightarrow V$  associating a point from the domain  $D$  to a value from the set  $V$ .
- $B$  is a structuring element.

# A Non Generic Implementation

```

for (unsigned int r = 0; r < input.nrows(); ++r)
  for (unsigned int c = 0; c < input.ncols(); ++c) {
    unsigned char sup = input(r, c);
    if (input(r-1, c) > sup) sup = input(r-1, c);
    if (input(r+1, c) > sup) sup = input(r+1, c);
    if (input(r, c-1) > sup) sup = input(r, c-1);
    if (input(r, c+1) > sup) sup = input(r, c+1);
    output(r, c) = sup;
  }

```

This solution makes a few hypotheses:

- 1 The image is 2-dimensional.
- 2 Points have nonnegative integers coordinates starting at 0.
- 3 Values have to be compatible with the 8-bit unsigned char type.
- 4 The values of the image form a totally ordered set.
- 5 The structuring element is based on the 4-connectivity.

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# A Non Generic Implementation: Some Limitations

This code cannot handle (as-is) any of the following variations:

- 1 The input is a 3-dimensional image.
- 2 Its points are located on a box subset of a floating-point grid.
- 3 The values are encoded as 12-bit integers or as floating-point numbers.
- 4 The image is multivalued (e.g., a 3-channel color image).
- 5 The structuring element represents an 8-connectivity.

Though less common, images with these features can be found in fields like biomedical imaging, astronomy, document image analysis or arts.

# A Non Generic Implementation: More Limitations

What if...

- ... the domain  $D$  of  $I$  ...
  - ... is not an hyperrectangle (a “box”)?
  - ... is not a set of **points** located in a geometrical space, but a 3D triangle mesh?
  - ... is a restriction (subset) of another image’s domain?
- ... the neighbors of a site are not expressed with a fixed-set structuring element, but through a function associating a set of sites to any site of the image?
- ... the values are not scalar, nor vectorial (e.g., diffusion tensors)?

# Back to the Generic Implementation

```
for_all(p)
{
    sup = input(p);
    for_all(q)
        sup.take(input(q));
    output(p) = sup;
}
```

where

- $p \in D$
- $q \in \text{win}(p)$
- `sup` is a small object (accumulator) computing the supremum of a set of values.

# A Generic Implementation: Benefits

```

for_all(p)
{
    sup = input(p);
    for_all(q)
        sup.take(input(q));
    output(p) = sup;
}

```

A few remarks:

- Small yet readable.
- Not tied to specific image type, i.e, **generic**.
- Example: dilating an image  $I$  where
  - $D(I)$  = a Region Adjacency Graph (RAG) where each **site** is a region of another image  $J$ .
  - $V(I) = \mathbb{R}^n$  ( $n$ -dimensional vectors expressing features from each underlying region of  $J$ ).
  - $\forall p, q$  browses the sites (i.e., regions) adjacent to  $p$ .

# Introducing Genericity in MM

## Main Idea

- MM software should be generic [Köthe, 1999, Darbon et al., 2002, d'Ornellas and van den Boomgaard, 2003].

## Modus Operandi

- Genericity is possible provided **abstractions** of concepts of the domain are well defined.
- In Object-Oriented Programming (OOP), these abstractions are called **interfaces**.

# Genericity in Mathematical Morphology

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# A Generic Definition of the Concept of Image

## Definition

An image  $I$  is a function from a domain  $D$  to a set of values  $V$ . The elements of  $D$  are called the **sites** of  $I$ , while the elements of  $V$  are its **values**.

For the sake of generality, we use the term **site** instead of **point**.

# Abstractions in Generic Programming

With Generic Programming (GP):

- Algorithms are no longer defined in terms of features specific to an image type.

```
for (unsigned int r = 0; r < input.nrows(); ++r)
  for (unsigned int c = 0; c < input.ncols(); ++c)
    ...
```

- Instead, **abstractions** are used.

```
mln_piter(I) p(input.domain()); // 'p' is a site iterator.
for_all(p)                       //  $\forall p \dots$ 
...

```

# The Image Abstraction

The interface of an image type includes:

- **Associated types.**

```
typedef domain_t; // Type of the domain (site set).
typedef site; // Type of a site.
typedef piter; // Associated iterator type.
typedef value; // Type of a value.
typedef vset; // Type of the set of values.
```

- **Methods** (services provided by the image).

```
value operator()(site p); // 'ima(p)' → value
bool has(site p); // Does 'p' belongs to 'ima'?
vset values(); // Return the domain (D).
domain_t domain(); // Return the value set (V).
```

# Other Abstractions

`Site_Set` Sets of sites must respect this interface.

```

typedef site;           // The type of the sites.
typedef fwd_piter;     // Forward iterator on the set's sites.
typedef bkd_piter;     // Backward iterator on the set's sites.

bool has(psite p);    // Does 'p' belongs to this set?
  
```

Also: `Point_Site`, `Delta_Point_Site`, `Site_Iterator`, `Value`,  
`Value_Set`, `Value_Iterator`, `Neighborhood`, `Window`,  
`Weighted_Window`, `Accumulator`, `Function`, ...

# Introducing Milena

## Good News

- The previous concepts can be translated to actual, working C++ code almost as-is.
- They have been implemented as a library (core component).
- Plus many, many more tools.

## Milena

- A generic and efficient C++ library [Géraud and Levillain, 2008].
- Released within the [Olena 1.0](#) platform.

# Milena

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# What is in Milena?

- Abstractions
- Data structures, in particular site sets.
- Many image types (and their associated types), mostly built upon classical site sets (domains). E.g.:
  - Box on a regular 2D grid  $\rightarrow$  image2d
  - Undirected graph  $\rightarrow$   $\left\{ \begin{array}{l} \text{image with values on vertices.} \\ \text{image with values on edges.} \end{array} \right.$
- Many auxiliary tools to make it easy to use and write algorithms (macros, accumulators, functions, etc.).
- Algorithms, in particular (but not only) in the field of on MM.

# Site Sets

- Convey a lot of structural and topological information.
- Classical cases: hyperrectangles (boxes) on regular  $n$ -dimensional grids.
- But also: unstructured site sets based on usual data structures:
  - Arrays.
  - Sets.
  - Priority queues.
  - Hybrid containers.
  - etc.
- (Undirected) Graphs.
- Complexes.

# Site Sets: Complexes

## Definition

A **simplicial complex** is “a set of simplices”, where a simplex is the simplest manifold that can be created using  $n$  points.

- A 0-simplex  $\equiv$  a point.
- A 1-simplex  $\equiv$  a line segment.
- A 2-simplex  $\equiv$  a triangle.
- A 3-simplex  $\equiv$  a tetrahedron.

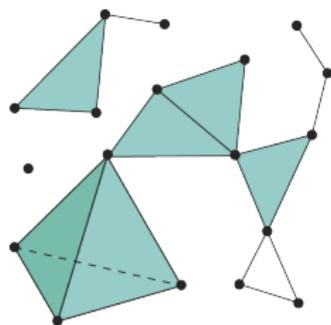


Figure: A simplicial 3-complex.

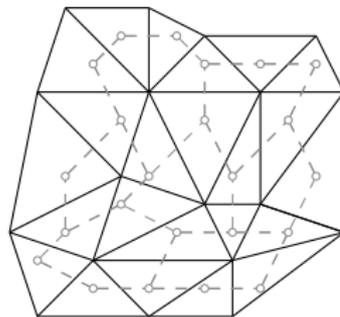


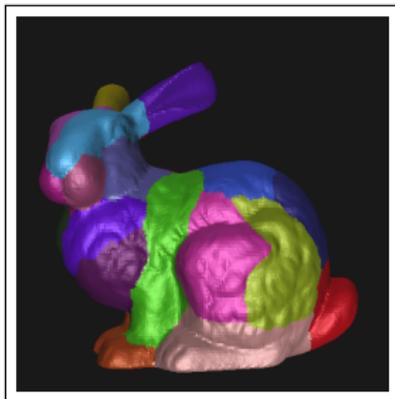
Figure: A simplicial 2-complex (mesh).

# Site Sets: Complexes (cont.)

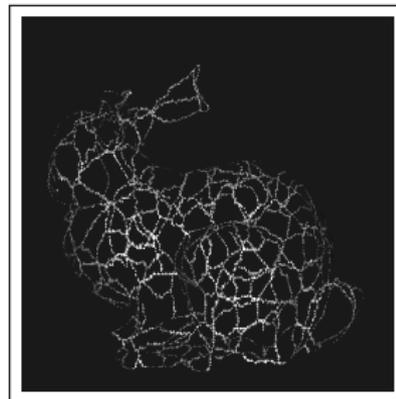
Ideal framework to process mesh-based “images”.



**Figure:** Triangle mesh, seen as a simplicial 2-complex.



**Figure:** Watershed-based segmentation using curvature computed on edges [Meyer, 1991, Cousty et al., 2008].



**Figure:** Skeleton using breadth-first thinning based on simple point characterization [Couprie and Bertrand, 2009].

# Site Sets: More

- Milena's implementation of complexes is flexible enough to implement many structures: cubical complexes, simplicial complexes, etc.
- Providers can add new structures (either generic or not) to Milena and benefiting from the framework of the library (reuse algorithms, accumulators, etc.).
- Milena introduces no actual additional (run time/space/development) cost in itself.

# Even More: Morphers

- **Morphers**: lightweight objects producing an image from an image.
- Kind of a function on an image.
- Example: Dilation by a 4-c structuring element:

```
dilation(ima, win_c4p());
```

- Likewise, but restricting the domain of `ima` to the subset `s`:

```
dilation(ima | s, win_c4p());
```

- Dilation of the red channel of an RGB color image:

```
dilation(red << rgb_ima, win_c4p());
```

- Many morphers provided by Milena: wrapping an image (torus), stacking several images, taking a 2D slice from a 3D volume, applying a geometrical transformation, etc.

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# A Simple Milena Processing Chain

- A generic code:

```
closed = morpho::closing::area(ima, nbh, lambda);  
wshed = morpho::watershed::flooding(closed, nbh, nb);
```

[Go to full code](#)

- Inputs:

**ima** Input image (e.g, image2d<int>, image3d<float>, complex\_image, etc.).

**nbh** Neighborhood (e.g., c4, c26, adjacent\_vertices\_neighborhood, etc.).

**lambda** Value of the criterion (integer).

- Applicable to many different image types as-is.

# Results (2D Image, 6-connectivity)



**Figure:** “Classical” image, with 6-connectivity.

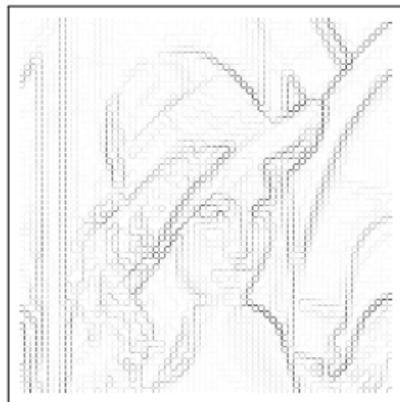


**Figure:** Magnitude of the gradient.

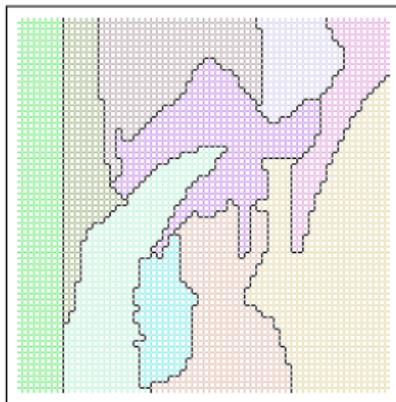


**Figure:** Result of the image processing chain on the magnitude of the gradient.

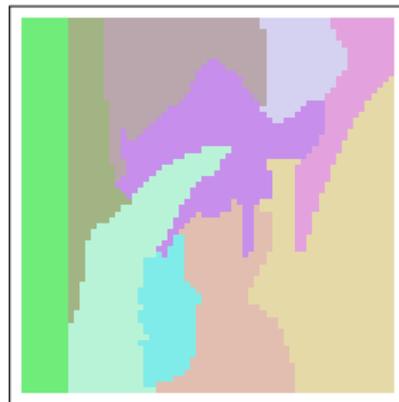
# Results (Cubical 2-Complex)



**Figure:** Magnitude of the gradient computed on the edges of a cubical 2-complex.



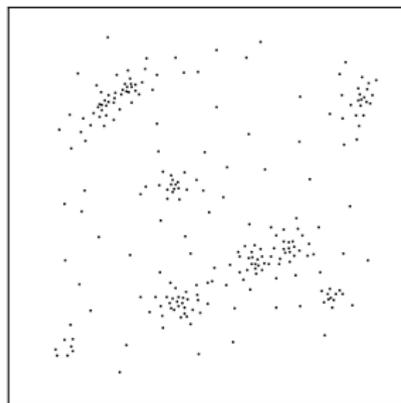
**Figure:** Result of the image processing chain.



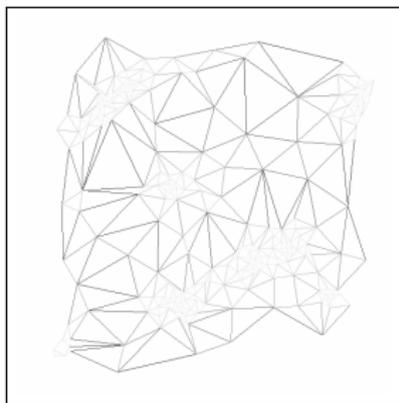
**Figure:** Extension of labels to 2-faces (squares) for visualization purpose.

# Results (Graph)

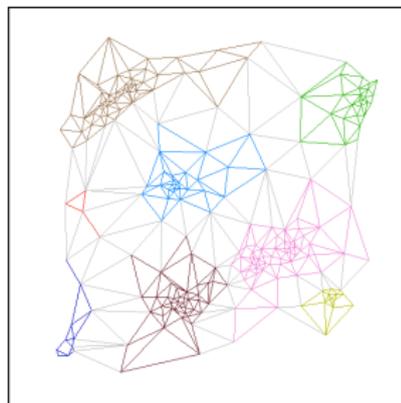
Example of data clustering using MM methods.



**Figure:** Vertices of a graph.



**Figure:** Distance-based magnitude computed on the edges of the triangulation of the graph.



**Figure:** Result of the image processing chain on this magnitude.

# Epilogue

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# The Present: Olena 1.0

- The latest version of Milena ships with the Olena 1.0 platform, released July 14, 2009.

`http://olena.lrde.epita.fr`

- We invite you to download and try it.
- Olena is Free Software released under the GNU General Public License (GNU GPL).
- There is much more to say about Milena, in particular about efficiency.
- Send questions and comments to: `olena@lrde.epita.fr`.

# The Future

- We are actively working on making the library easier to install, learn and use.
- Milena is the heart of the platform we are developing. We are working on adding
  - GUIs,
  - bridges to other languages (starting with Python),
  - command-line tools,
  - etc.

while retaining as many advantage from Milena's core features as possible (namely genericity and efficiency).

# Thank You!



# Milena: Write Generic Morphological Algorithms Once, Run on Many Kinds of Images

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# Bibliography I



Couprie, M. and Bertrand, G. (2009).

New characterizations of simple points in 2d, 3d, and 4d discrete spaces.

*IEEE Transactions on Pattern Analysis and Machine Intelligence*, 31(4):637–648.



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On watershed cuts and thinnings.

In *Proceedings of the 14th IAPR International Conference on Discrete Geometry for Computer Imagery (DGCI)*, pages 434–445, Lyon, France.

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*In Mathematical Morphology, Proceedings of the 6th International Symposium (ISMM)*, pages 175–184, Sydney, Australia. CSIRO Publishing.



d'Ornellas, M. C. and van den Boomgaard, R. (2003).

The state of art and future development of morphological software towards generic algorithms.

*International Journal of Pattern Recognition and Artificial Intelligence*, 17(2):231—255.

# Bibliography III



Géraud, Th. and Levillain, R. (2008).

A sequel to the static C++ object-oriented programming paradigm (SCOOP 2).

In *Proceedings of the 6th International Workshop on Multiparadigm Programming with Object-Oriented Languages (MPOOL'08)*, Paphos, Cyprus.



Köthe, U. (1999).

Reusable software in computer vision.

In Jähne, B., Haussecker, H., and Geißler, P., editors, *Handbook of Computer Vision and Applications*, volume 3: Systems and Applications, pages 103–132. Academic Press, San Diego, CA, USA.

# Bibliography IV



Meyer, F. (1991).

Un algorithme optimal de ligne de partage des eaux.  
*In Actes du 8e Congrès AFCET*, pages 847–857,  
Lyon-Villeurbanne, France. AFCET.

# Full Code of the Dilation

```

template <typename I, typename W>
mln_concrete(I)
dilation(const I& input, const W& win)
{
    mln_concrete(I) output;
    initialize(output, input);
    mln_piter(I) p(input.domain());
    mln_qiter(W) q(win, p);
    for_all(p)
    {
        accu::supremum<mln_value(I)> sup = input(p);
        for_all(q) if (input.has(q))
            sup.take(input(q));
        output(p) = sup;
    }
    return output;
}

```

[Go to simplified code](#)

# Actual Code of the Illustrations

```
template <typename L, typename I, typename N>
mfn_ch_value(I, L)
chain(const I& ima, const N& nbh, int lambda, L& nb)
{
    mfn_concrete(I) closed =
        morpho::closing::area(ima, nbh, lambda);
    return morpho::watershed::flooding(closed, nbh, nb);
}
```

[Go to simplified code](#)