



MEANINGFUL DISJOINT LEVEL LINES SELECTION

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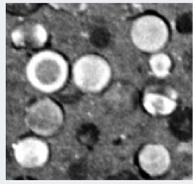


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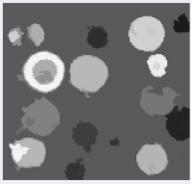


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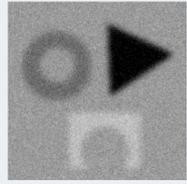
Tree of shapes \mathcal{T} [1, 2]: a versatile tool for many applications



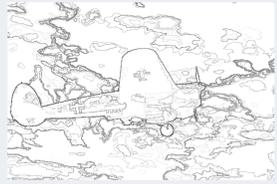
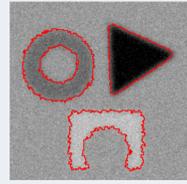
Shape filtering (ICPR 2012).



Energy-driven simplification (ICIP 2013).



Object segmentation (ICIP 2012).



Hierarchical image segmentation (ISMM 2013).

These results are from the PhD work [3] supervised by T. Géraud & L. Najman

available in <http://www.lrde.epita.fr/wiki/User:Yu> →



At a glance

Motivation

- Significant contours of objects \Leftrightarrow segments of level lines [1]
- Inclusion relationship \Rightarrow tree of shapes \mathcal{T} [2]: a versatile representation
- The knowledge of tree structure is fundamental for a deep tree analysis

Problem

- The number of shapes is about as large as the number of pixels

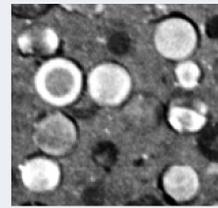
Objective

- Select a subset of level lines representing the main tree structure

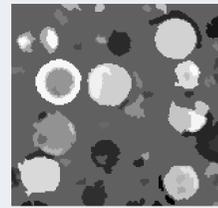
Contribution

- An efficient algorithm for extracting meaningful and disjoint level lines
- A simplified image providing an intuitive idea about main tree structure

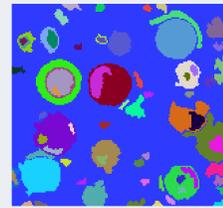
Some effective results



Input f 9944 level lines.



Output f' 72 level lines.



Randomly colored f' .



Extracted level lines.

Selection based on decreasing order of circularity



Input f 45578 level lines.



Output f' 220 level lines.



Randomly colored f' .



Extracted level lines.

Selection using decreasing order of mean gradient ∇

Basic idea

Select a subset of meaningful and disjoint level lines from the tree of shapes \mathcal{T} to represent the main tree structure; Two main ideas:

1. $\forall \mathcal{N} \in \mathcal{T}$, find its lowest ancestor shape \mathcal{N}' : Smallest Enclosing Shape $SES(\mathcal{N})$, such that $\mathcal{N} \subseteq \mathcal{N}'$, $\partial\mathcal{N}' \cap \partial\mathcal{N} = \emptyset$.

2. $\forall \mathcal{N} \in \mathcal{T}$ in some *Order*, select \mathcal{N} if it is not deactivated by any descendant, and none of $[\mathcal{N} \rightsquigarrow SES(\mathcal{N})]$ is selected, then deactivate $[\mathcal{N} \rightsquigarrow SES(\mathcal{N})]$.

Algorithm overview: three main steps

1. Tree of shapes construction: use the union-find-based algorithm in [4] to compute the set of all level lines.

2. SES computation: bottom-up traversal updating based on the nodes' depth

3. Level lines selection: sequential test based on the status of $[\mathcal{N} \rightsquigarrow SES(\mathcal{N})]$

Smallest Enclosing Shape (SES) computation

The algorithm in [4] works on Khalimsky grid \mathcal{K}_Ω . A shape is represented by a 2-face; *parent*: inclusion relationship; getCanonical: canonical element.

COMPUTE $SES(parent, S, depth)$

foreach x in \mathcal{K}_Ω **do** $SES(x) \leftarrow getCanonical(x)$

foreach 2-face x in reverse order of S **do**

foreach 0 and 1-face e in \bar{x} **do**

if $depth(e) < depth(SES(x))$ **then**

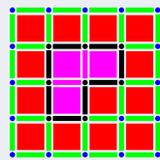
$SES(x) \leftarrow getCanonical(e)$

$q \leftarrow parent(x)$;

if $depth(SES(x)) < depth(SES(q))$ **then**

$SES(q) \leftarrow SES(x)$

return SES



Khalimsky grid: 0-faces (small disks), 1-faces (strips), and 2-faces (squares).

Final disjoint level lines S' selection

SELECT_LEVEL_LINES(*parent*, *SES*, *Order*)

foreach x in \mathcal{K}_Ω **do** $status(x) \leftarrow Null$;

$S' = \emptyset$;

foreach canonical element x in *Order* **do**

if $status(x) \neq Unactive$ **then**

$y \leftarrow parent(x)$;

while $y \neq SES(x)$ **and** $status(y) \neq Active$ **do** $y \leftarrow parent(y)$;

if $y = SES(x)$ **then**

$status(x) \leftarrow Active$;

$S' \leftarrow S' \cup \{x\}$;

$y \leftarrow parent(x)$;

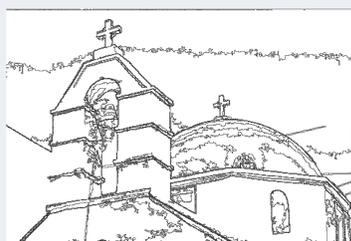
while $y \neq SES(x)$ **do** $status(y) \leftarrow Unactive$; $y \leftarrow parent(y)$;

return S'

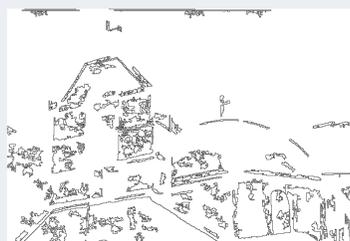
Comparison with different selection orders



Input image; 35990 level lines;



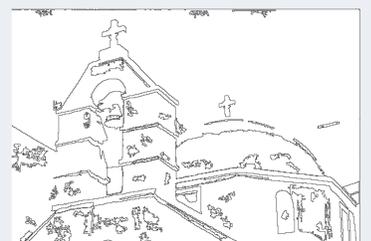
Every 15 levels; 99 level lines.



Bottom-up selection; 121 level lines.



Top-down selection; 89 level lines.



Decreasing of mean ∇ ; 86 level lines.

References

[1] V. Caselles, B. Coll, and J. Morel, "Topographic maps and local contrast changes in natural images," *International Journal of Computer Vision*, vol. 33, no. 1, pp. 5–27, 1999.

[2] P. Monasse and F. Guichard, "Fast computation of a contrast-invariant image representation," *IEEE Transactions on Image Processing*, vol. 9, no. 5, pp. 860–872, 2000.

[3] Y. Xu, "Tree-based shape spaces: Definition and applications in image processing and computer vision," *PhD Thesis, Univ. Paris-Est, Marne-la-Vallée, France*, Dec 2013.

[4] T. Géraud, E. Carlinet, S. Crozet, and L. Najman, "A quasi-linear algorithm to compute the tree of shapes of ND images," in *Proc. of ISMM, LNCS 7883*, pp. 98–110, 2013.