



MEANINGFUL DISJOINT LEVEL LINES SELECTION

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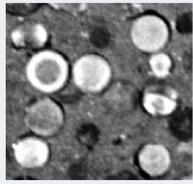


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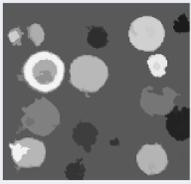


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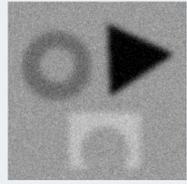
Tree of shapes \mathcal{T} [1, 2]: a versatile tool for many applications



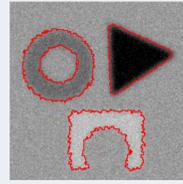
Shape filtering (ICPR 2012).



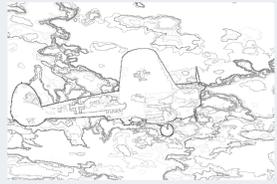
Energy-driven simplification (ICIP 2013).



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

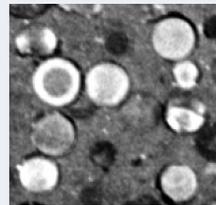
Objective

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

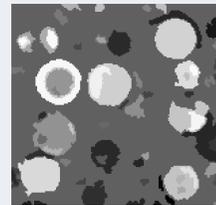
Contribution

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

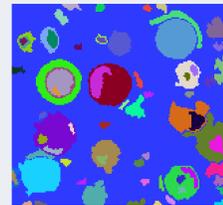
Some effective results



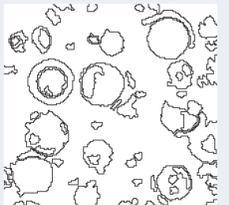
Input f 9944 level lines.



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 $[\mathcal{N} \rightsquigarrow SES(\mathcal{N})]$

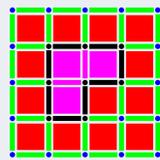
Smallest Enclosing Shape (SES) computation

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  $\mathcal{K}_\Omega$  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

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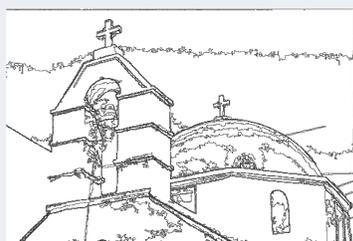
SELECT_LEVEL_LINES(parent, SES, Order)
foreach  $x$  in  $\mathcal{K}_\Omega$  do status( $x$ )  $\leftarrow$  Null;
 $S' = \emptyset$ ;
foreach canonical element  $x$  in Order do
  if status( $x$ )  $\neq$  Unactive then
     $y \leftarrow parent(x)$ ;
    while  $y \neq SES(x)$  and status( $y$ )  $\neq$  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  $S'$ 

```

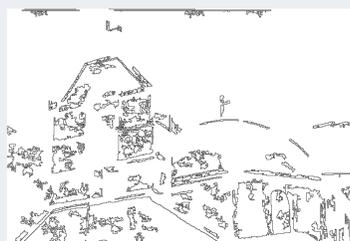
Comparison with different selection orders



Input image; 35990 level lines;



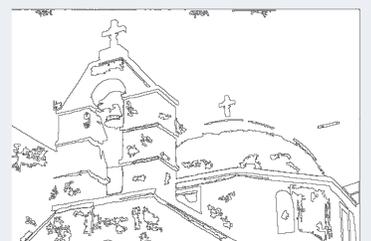
Every 15 levels; 99 level lines.



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.