



INTRODUCING MULTIVARIATE CONNECTED OPENINGS AND CLOSINGS

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At a Glance

Problem:

- the morphological trees (Min-tree, Max-tree, ToS) are great structures and support connected filters (see right)
- ... but they are not well-defined for color images

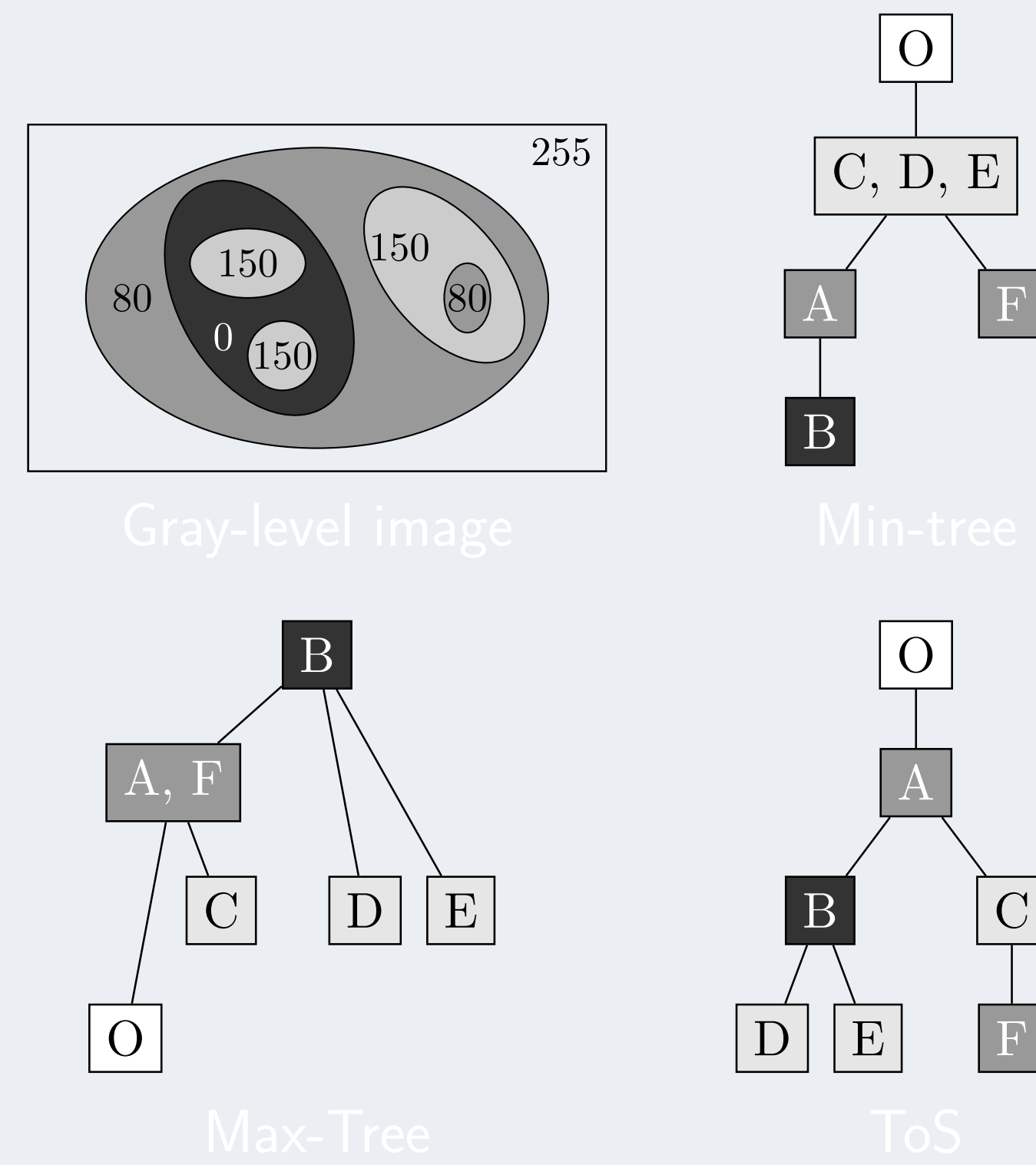
Common Solution:

- Imposing an *arbitrary* total ordering relation between colors [2, 3]
- false color when reconstructing
- ordering requires an apriori about the data (background/foreground)

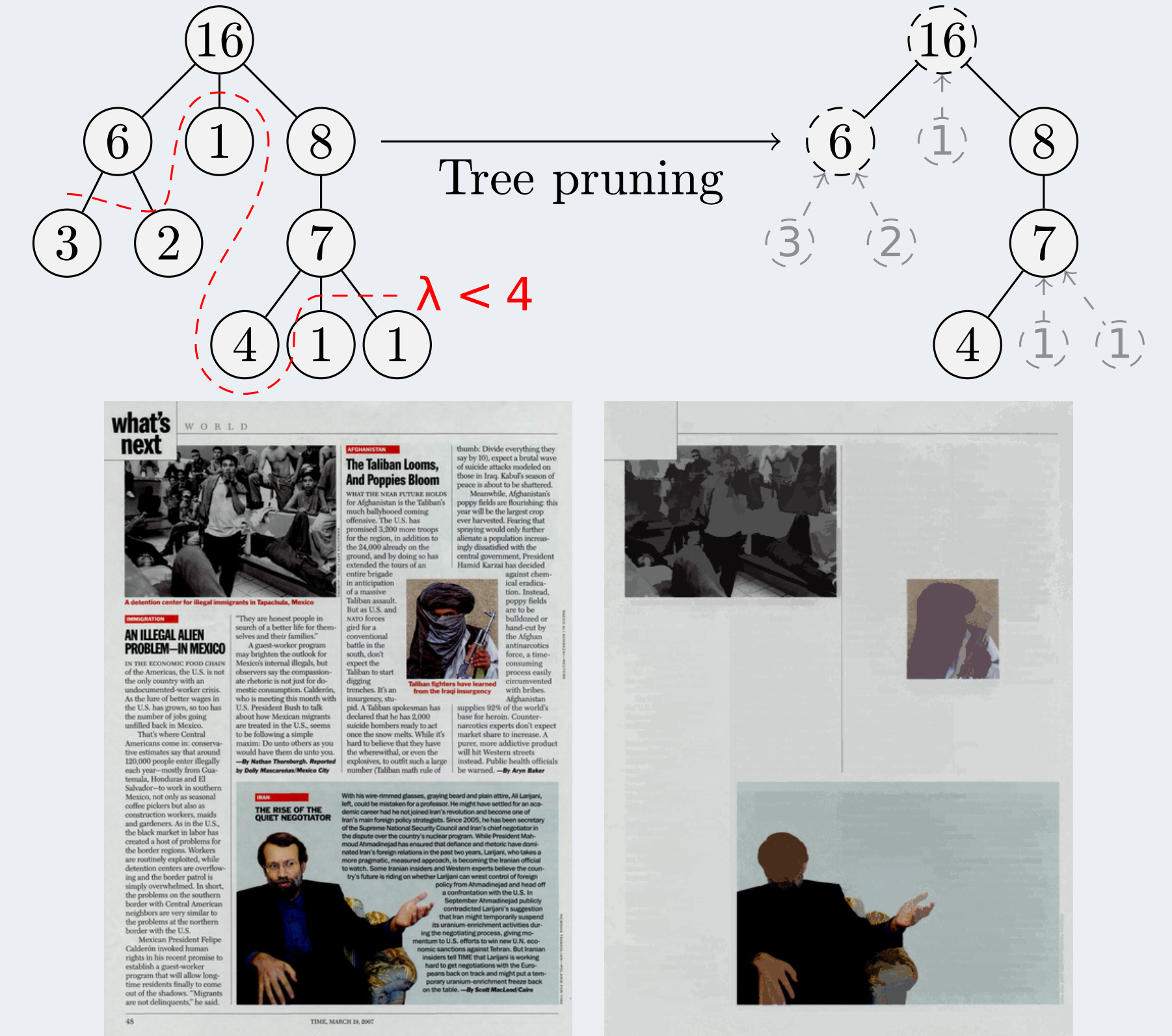
Our approach:

- Merging marginal trees based on the *inclusion relation only*
- **The level of inclusion defines the order**

Some great morphological structures...

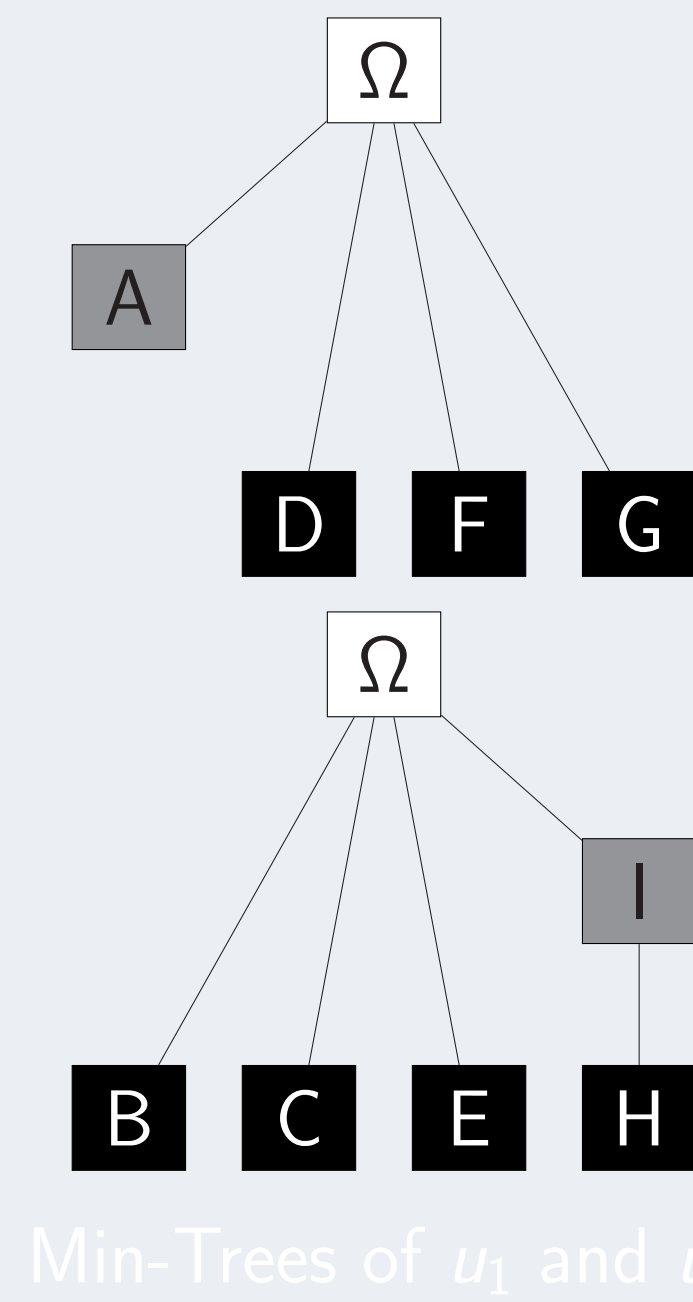
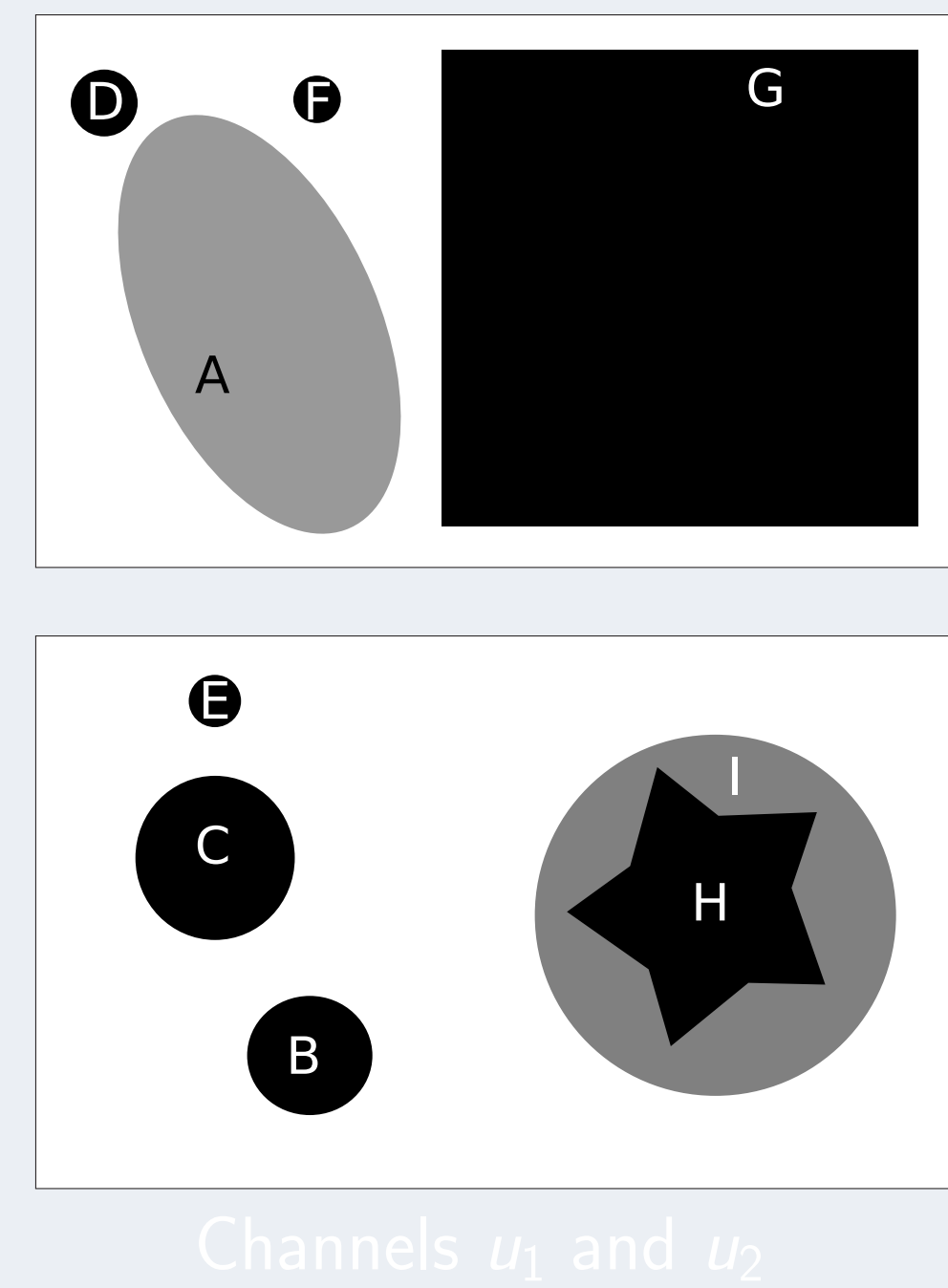


... used for connected filtering [5]



The Multivariate Component Tree that we want

A structure that follows the intuition:



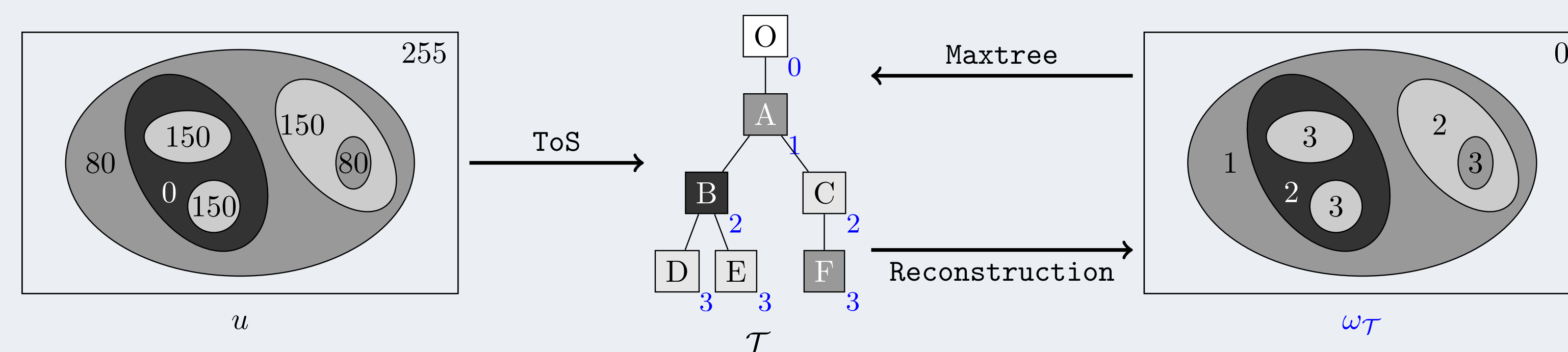
More formally; a transformation that:

- is invariant to any marginal change of contrast
- is equivalent to the *regular* Component Tree for a single channel image
- preserves the maximum number of shapes (all of them, if there are not conflicting)

From a depth map to the Multivariate Component Tree

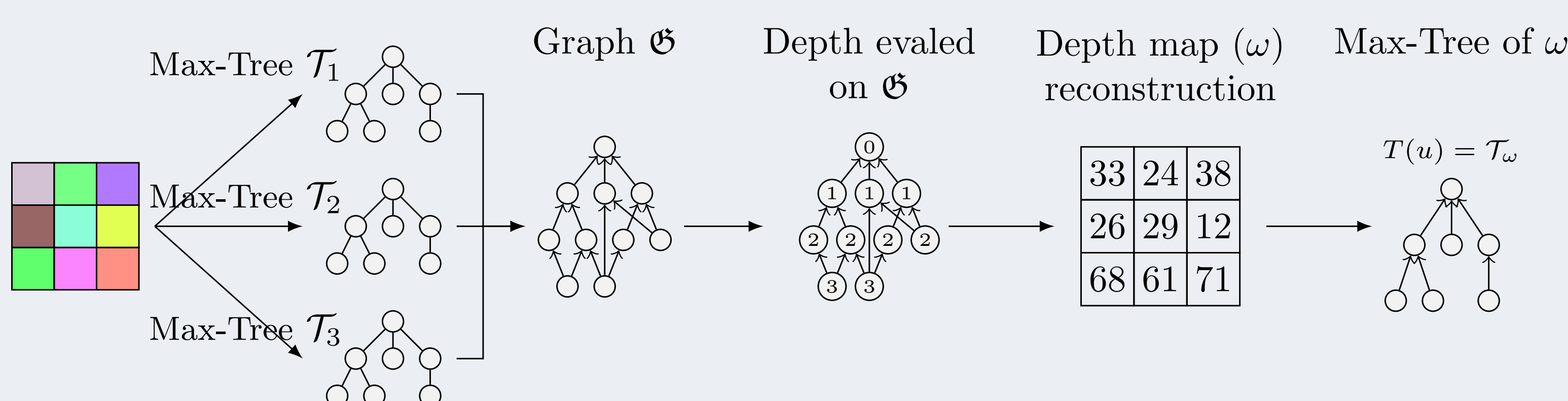
The starting point

Max-Tree of $\omega_T \equiv T$



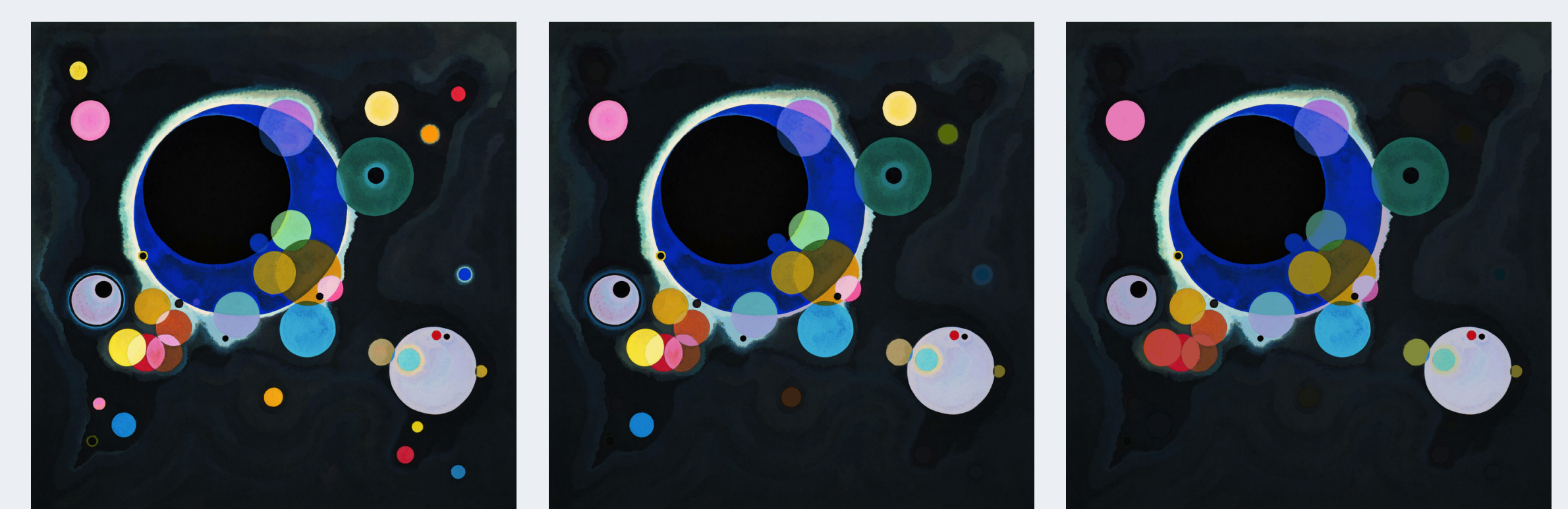
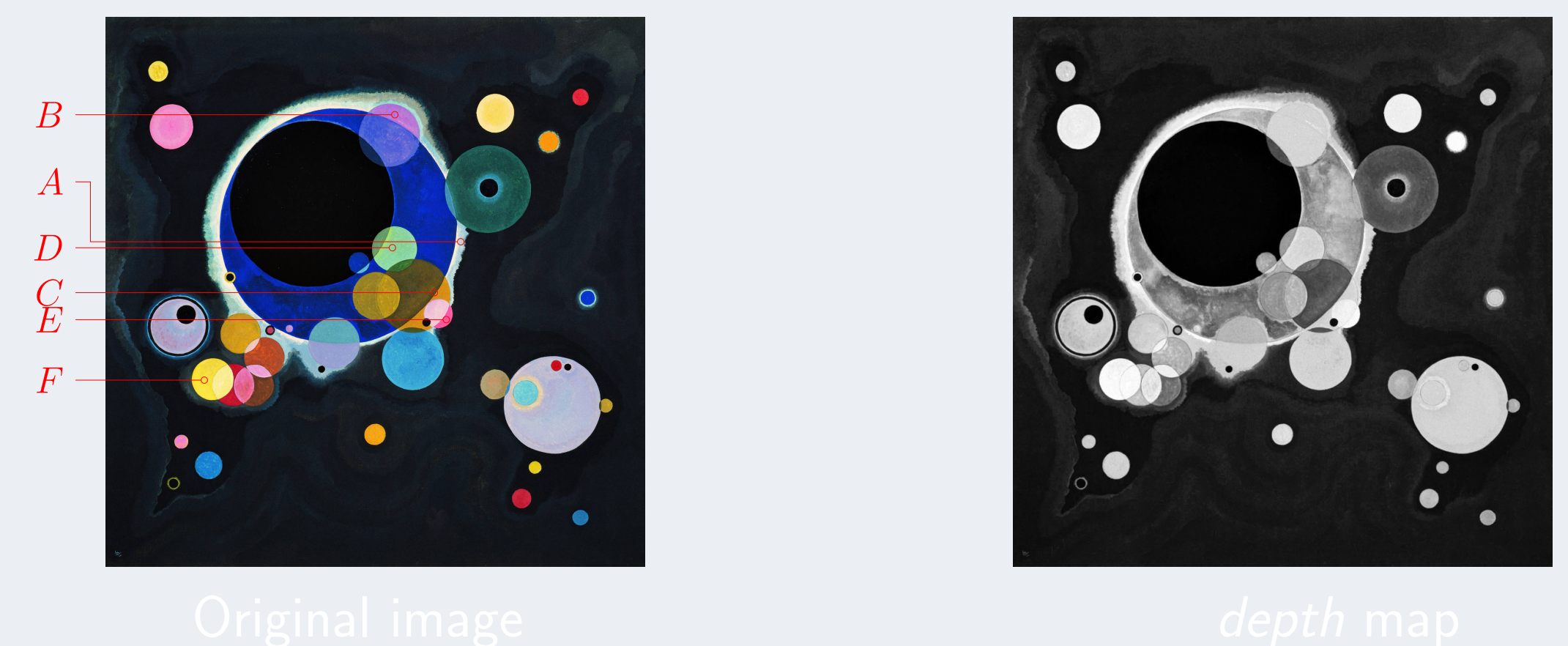
Multivariate Component Tree construction process (inspired from MToS [1])

- Marginal tree construction
- Inclusion graph \mathcal{G} of every component
- \mathcal{G} nodes depth \rightarrow depth map ω
- Max-tree of ω

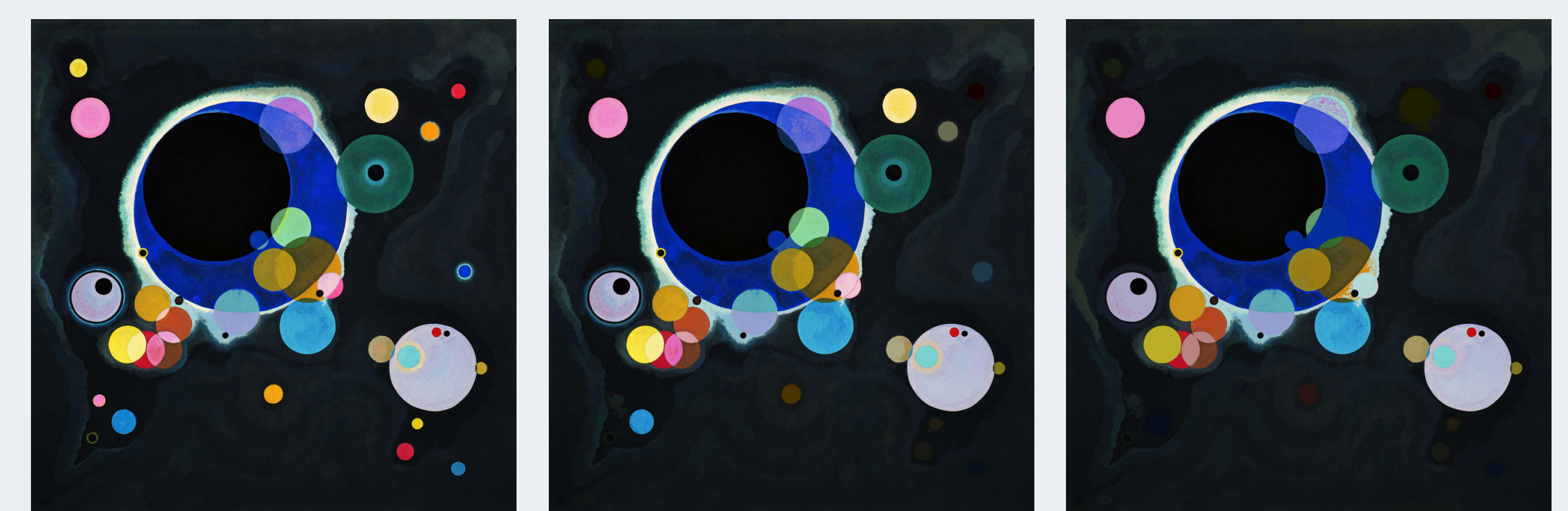


Tree filtering and reconstruction [4]

Experiments



Marginal openings leading to *false colors*, *fake flat-zones*, and *blurry boundaries*.



Openings with the Multivariate Max-Tree combining the strength of vectorial approaches and the perceptual quality of a marginal filtering.

Selected bibliography

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