Le Dahu et la barrière ← in French in the text

Que la montagne de pixels est belle. Jean Serrat.

Thierry Géraud, Yongchao Xu, Edwin Carlinet, and Nicolas Boutry

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J. GDMM, Poitiers, France, 2017

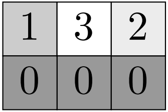
↑ next to “Chez Moe” (bar à bière sympa ouvert jusqu’à 21h)

About image representations

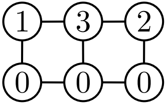
(mathematical morphology way of thinking)

topographical landscape

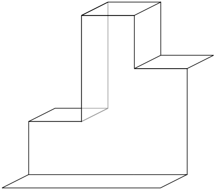
↑



a 2D array



a graph



a surface

↓

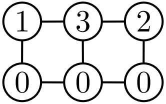
L.W. Najman and J. Cousty, "A graph-based mathematical morphology reader," *Pattern Recognition Letters*, vol. 47, pp. 3-17, Oct. 2014. [PDF]

The Minimum Barriere (MB) Distance

Barrier τ of a path π in an image u

Interval of gray-level values (dynamics of u) along a path:

$$\tau_u(\pi) = \max_{\pi_i \in \pi} u(\pi_i) - \min_{\pi_i \in \pi} u(\pi_i).$$



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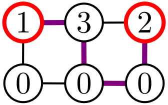

pink path values $= \langle 1, 3, 0, 0, 2 \rangle \rightsquigarrow$ interval $= [0, 3] \rightsquigarrow$ barrier $= 3$

The Minimum Barriere (MB) Distance

Barrier τ of a path π in an image u

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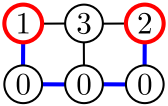


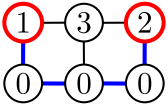
$$\text{blue path values} \;=\; \langle 1, 0, 0, 0, 2 \rangle \;\rightsquigarrow\; \text{interval} \;=\; [0, 2] \;\rightsquigarrow\; \text{barrier} \;=\; 2$$

The Minimum Barriere (MB) Distance

MB distance (MBD) between two points x and x'

MBD = minimum barrier (considering all paths) between 2 points:

$$d_u^{\mathrm{MB}}(x,x') \;=\; \min_{\pi \in \Pi(x,x')} \tau_u(\pi).$$



$\rightsquigarrow$ smallest barrier $=$ 2

Formally

This is a *pseudo*-distance:

- $d_u^{\mathrm{MB}}(x) \geq 0$ (non-negativity)
- $d_u^{\mathrm{MB}}(x, x) = 0$ (identity)
- $d_u^{\mathrm{MB}}(x, x') = d_u^{\mathrm{MB}}(x', x)$ (symmetry)
- $d_u^{\mathrm{MB}}(x, x'') \leq d_u^{\mathrm{MB}}(x, x') + d_u^{\mathrm{MB}}(x', x'')$ (subadditivity)
- ~~$x' \neq x \Rightarrow d_u^{\mathrm{MB}}(x, x') > 0$ (positivity)~~

R. Strand, K.C. Ciesielski, F. Malmberg, and P.K. Saha, "The minimum barrier distance," *Computer Vision and Image Understanding*, vol. 117, pp. 429-437, 2013. [PDF]

K.C. Ciesielski, R. Strand, F. Malmberg, and P.K. Saha, "Efficient Algorithm for Finding the Exact Minimum Barrier Distance," *Computer Vision and Image Understanding*, vol. 123, pp. 53–64, 2014. [PDF]

An important distance

- relying on function dynamics
  (so not a "classical" path-length distance)
- related to mathematical morphology!

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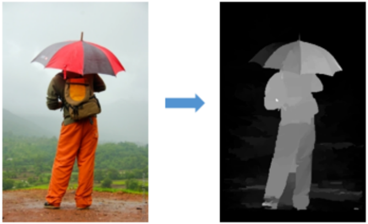
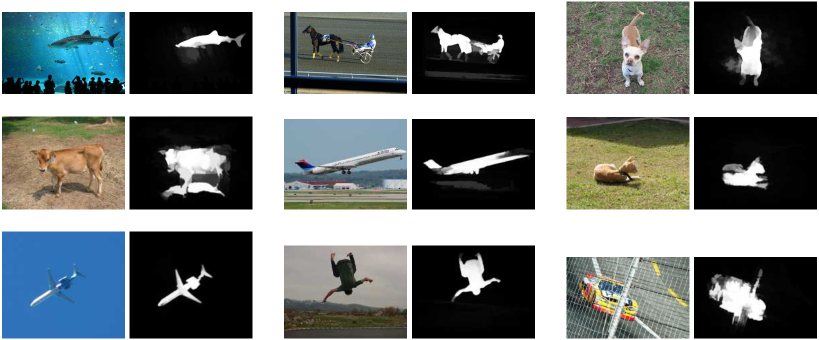
- relying on function dynamics
  (so not a “classical” path-length distance)
- related to mathematical morphology!
- effective for segmentation tasks...



Distance maps from the image border



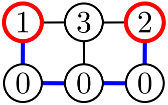
J. Zhang, S. Sclaroff, Z. Lin, X. Shen, B. Price, and R. Mech, "Minimum barrier salient object detection at 80 FPS," *in: Proc. of ICCV*, pp. 1404–1412, 2015. [PDF]

W.C. Tu, S. He, Q. Yang, and S.Y. Chien, "Real-time salient object detection with a minimum spanning tree," *in: Proc. of IEEE CVPR*, pp. 2334–2342, 2016. [PDF]

J. Zhang, S. Sclaroff, "Exploiting Surroundedness for Saliency Detection: A Boolean Map Approach," *IEEE Transactions on Pattern Analysis and Machine Intelligence*, vol. 38, num. 5, pp. 889–902, 2016. [PDF]

The glitch!

In the graph world:



the MB distance is **2**

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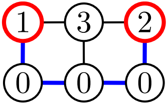
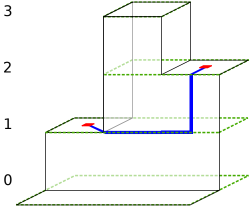


the MB distance is **2**

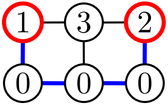
In the continuous world:



the MB distance should be **1**!

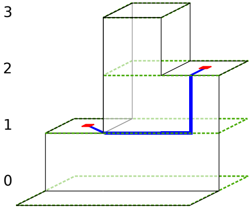
The glitch!

In the graph world:



the MB distance is **2**

In the continuous world:



the MB distance should be **1**!

$\Rightarrow$ **we need a new definition!**

This talk is only about this definition and about its computation.

The glitch!

to get a new definition...

a continuous representation of an image / surface is required...

A $\approx$ new representation...

Given a scalar image $u : \mathbb{Z}^n \to Y$, we use two tools:

- cubical complexes: $\mathbb{Z}^n$ is replaced by $\mathbb{H}^n$
- set-valued maps: Y is replaced by $\mathbb{I}_Y$

A $\approx$ new representation...

Given a scalar image $u : \mathbb{Z}^n \to Y$, we use two tools:

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- set-valued maps: Y is replaced by $\mathbb{I}_Y$

$\Rightarrow$ a *continuous* (and *discrete*!) representation of images

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

L.W. Najman and T. Géraud, "Discrete set-valued continuity and interpolation," *in: Proc. of ISMM*, LNCS, vol. 7883, pp. 37–48, Springer, 2013. [PDF]

Cubical complex

The *n*D space of cubical complexes:

$$H_0^1 = \{\, \{a\};\ a \in \mathbb{Z}\,\} \qquad H_1^1 = \{\, \{a, a+1\};\ a \in \mathbb{Z}\,\}$$

$$\mathbb{H}^1 = H_0^1 \cup H_1^1 \qquad \mathbb{H}^n = \times_n H^1$$

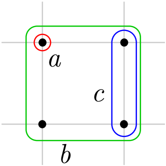
$h \in \mathbb{H}^n$: $\times$ product of d elements of H_1^1 and $n-d$ elements of H_0^1

- we have $h \subset \mathbb{Z}^n$
- h is a d-face
- d is the dimension of h

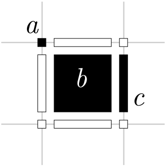
Cubical complex

Three faces of $\mathbb{H}^2$:

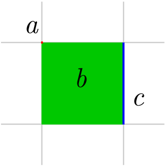
$a = \{0\} \times \{1\}$	0-face	closed
$b = \{0,1\} \times \{0,1\}$	2-face	open
$c = \{1\} \times \{0,1\}$	1-face	clopen



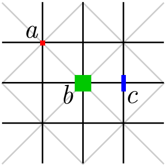
subsets of $\mathbb{Z}^2$



elements of the cellular complex



geometrical objects (parts of $\mathbb{R}^2$)



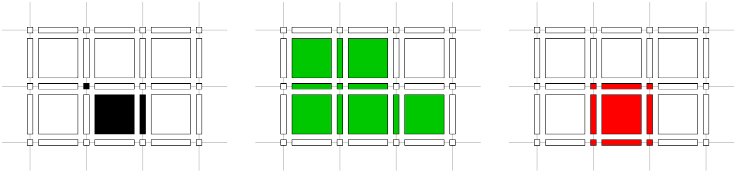
vertices of the Khalimsky grid

Cubical complex

With $h^{\uparrow} = \{ h' \in \mathbb{H}^n \mid h \subseteq h' \}$ and $h^{\downarrow} = \{ h' \in \mathbb{H}^n \mid h' \subseteq h \}$:

- $(\mathbb{H}^n, \subseteq)$
  is a poset,
- $\mathcal{U} = \{ U \subseteq \mathbb{H}^n \mid \forall h \in U,\ h^{\uparrow} \subseteq U \}$
  is a T0-Alexandroff topology on $\mathbb{H}^n$.

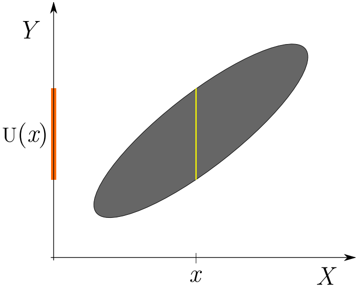
Topological operators:



$E = \{ a, b, c \}$ — star: $E^{\uparrow}$ — closure: $E^{\downarrow}$

A set-valued map $U : X \to \mathcal{P}(Y)$ is characterized by its graph:

$$\text{Gra}(U) = \{ (x, y) \in X \times Y \mid y \in U(x) \}.$$



Set-valued analysis

Continuity:

- when $U(x)$ is compact, U is USC at x if

  $\forall\, \varepsilon > 0,\ \exists\, \eta > 0$ such that $\forall\, x' \in B_X(x, \eta),\ \ U(x') \subset B_Y(U(x), \varepsilon)$.

- U is USC iff $\forall\, x \in X$, U is USC at x
- this is the "natural" extension of the *continuity* of a scalar function.

Inverse:

the *core* of $M \subset Y$ by U is $U^{\ominus}(M) \ = \ \{ \ x \in X \mid U(x) \subset M \ \}$

A continuity characterization:

U is USC iff *the core of any open subset is open*.

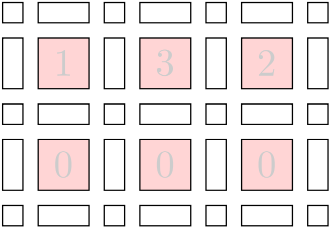
A both discrete and continuous representation

discrete point $x \in \mathbb{Z}^n$ $\rightsquigarrow$ n-face $h_x \in \mathbb{H}^n$

domain $\mathcal{D} \subset \mathbb{Z}^n$ $\rightsquigarrow$ $\mathcal{D}_H = cl(\{h_x;\ x \in \mathcal{D}\}) \subset \mathbb{H}^n$

1	3	2
0	0	0

from a scalar image u...



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scalar image $u : \mathcal{D} \subset \mathbb{Z}^n \to Y$	$\rightsquigarrow$	interval-valued map $\widetilde{u} : \mathcal{D}_H \subset \mathbb{H}^n \to \mathbb{I}_Y$

1	3	2
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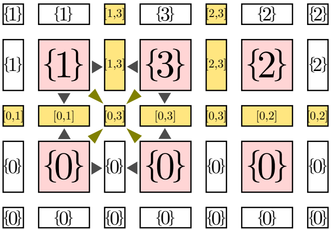
from a scalar image u...



to an interval-valued image $\widetilde{u}$

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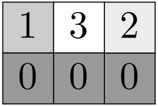
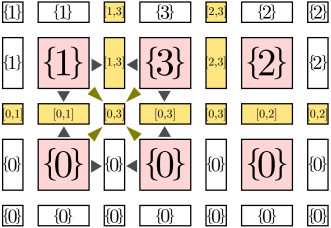


from a scalar image u...



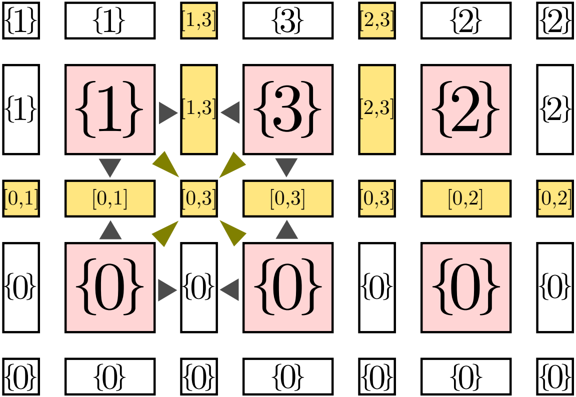
to an interval-valued image $\widetilde{u}$

We set:

$$\forall\, h \in \mathcal{D}_H,\ \ \widetilde{u}(h) \ = \ \mathrm{span}\{\, u(x);\ x \in \mathcal{D} \text{ and } h \subset h_x \,\}.$$

A both discrete and continuous representation

zoomed in:



$\tilde{u}$

how huge!

A both discrete and continuous representation

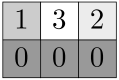
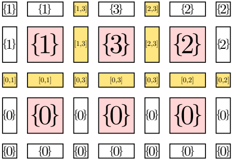


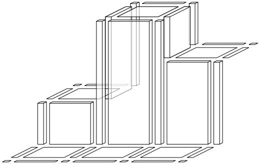
image u

$\rightsquigarrow$



set-valued image $\widetilde{u}$

=



$\widetilde{u}$ in 3D

A both discrete and continuous representation

1	3	2
0	0	0

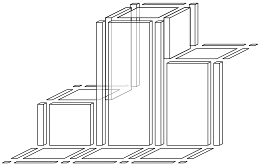
image u

$\rightsquigarrow$

{1}	{1}	[1,3]	{3}	[2,3]	{2}	{2}
{1}	{1}	[1,3]	{3}	[2,3]	{2}	{2}
[0,1]	[0,1]	[0,3]	[0,3]	[0,3]	[0,2]	[0,2]
{0}	{0}	{0}	{0}	{0}	{0}	{0}
{0}	{0}	{0}	{0}	{0}	{0}	{0}

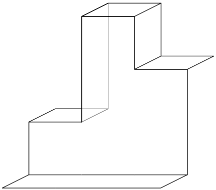
set-valued image $\widetilde{u}$

=



$\widetilde{u}$ in 3D

$\Updownarrow$



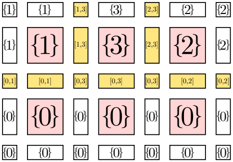
3D version of u in $\mathbb{R}^3$

A both discrete and continuous representation

1	3	2
0	0	0

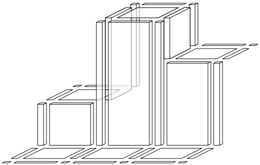
image u

$\rightsquigarrow$



set-valued image $\widetilde{u}$

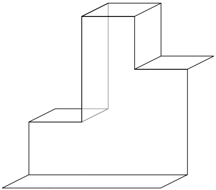
=



$\widetilde{u}$ in 3D

$\Updownarrow$

continuity! $\Longleftarrow$



3D version of u in $\mathbb{R}^3$

A both discrete and continuous representation

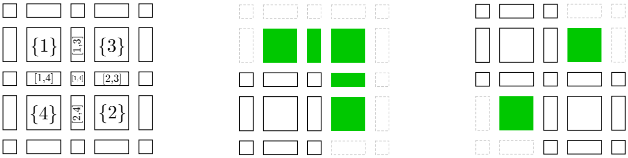
(Reminder: we have the complex $X = \mathbb{H}^n$ and the space of intervals $\mathbb{I}_Y$)

A short insight about continuity:

- $\widetilde{u}$ is USC because...
- with an open set $M \subset \mathbb{I}_Y$, the core $\widetilde{u}^{\ominus}(M)$ can be expressed in terms of...
- these thresholds sets:

$$[\,\widetilde{u} \lhd \lambda\,] = \{\, x \in X \mid \forall\, y \in \widetilde{u}(x),\; y < \lambda \,\}$$
$$[\,\widetilde{u} \rhd \lambda\,] = \{\, x \in X \mid \forall\, y \in \widetilde{u}(x),\; y > \lambda \,\}$$

- ...which are open sets of X:



$\widetilde{u}$ $\quad [\,\widetilde{u} \lhd 4\,]$ $\quad [\,\widetilde{u} \rhd 3 - \iota\,]$

A both discrete and continuous representation

we have a representation for the image surface

$\leadsto$ we want to express the “continuous” distance...

Notation

Inclusion

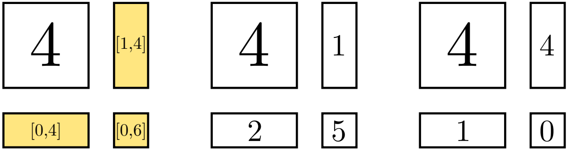
with u a scalar image, and U a set-valued image:

$$u \lessdot U \quad \Leftrightarrow \quad \forall\, x \in X, \;\; u(x) \in U(x)$$

Inclusion

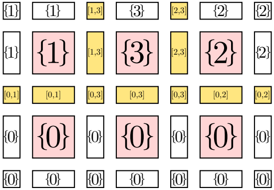
with u a scalar image, and U a set-valued image:

$$u < U \quad \Leftrightarrow \quad \forall\, x \in X,\;\; u(x) \in U(x)$$

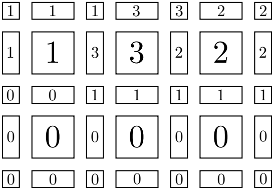


U $\qquad$ $u_1 < U$ $\qquad$ $u_2 < U$

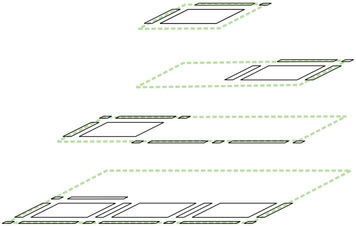
Finding the continuous MB distance



interval-valued image $\widetilde{u}$

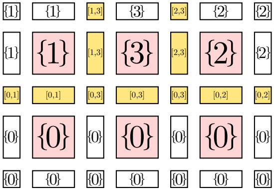


a scalar image $\overline{u} < \widetilde{u}$...

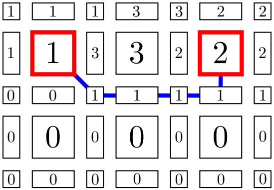


...and its 3D version

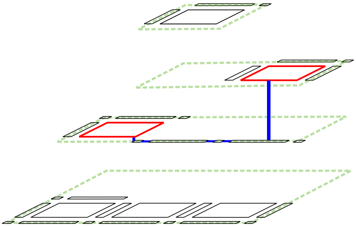
Finding the continuous MB distance



interval-valued image $\widetilde{u}$

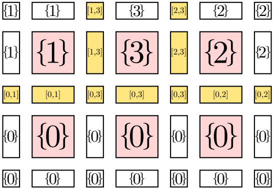


a minimal path in a $\overline{u} \lessdot \widetilde{u}$...

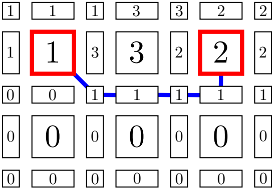


...and its 3D version

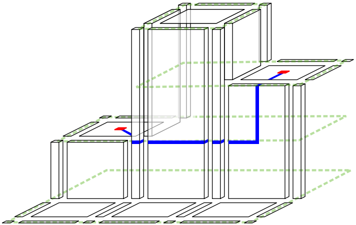
Finding the continuous MB distance



interval-valued image $\widetilde{u}$



this path in this $\overline{u} < \widetilde{u}$...



...is a minimal path in $\widetilde{u}$

The Dahu distance

The Dahu distance:

$$D_u(x, x') = \min_{\overline{u} < \widetilde{u}} \underbrace{\min_{\pi \in \Pi(h_x, h_{x'})} \Big(\overbrace{\max_{\pi_i \in \pi} \overline{u}(\pi_i) - \min_{\pi_i \in \pi} \overline{u}(\pi_i)}^{\text{barrier } \tau_{\overline{u}}(\pi)} \Big)}_{\text{minimum barrier distance } d^{\mathrm{MB}}_{\overline{u}}(h_x, h_{x'})}$$

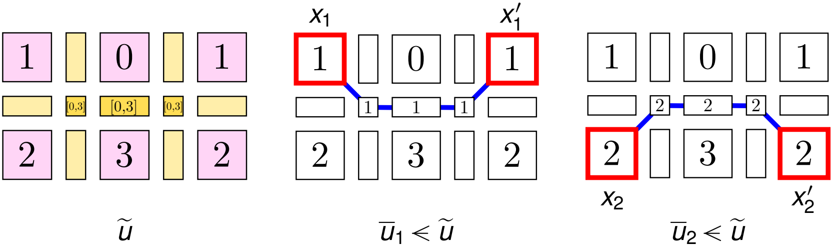
The Dahu distance:

$$D_u(x,x') = \min_{\overline{u} < \widetilde{u}} \underbrace{\min_{\pi \in \Pi(h_x, h_{x'})} \big(\overbrace{\max_{\pi_i \in \pi} \overline{u}(\pi_i) - \min_{\pi_i \in \pi} \overline{u}(\pi_i)}^{\text{barrier } \tau_{\overline{u}}(\pi)} \big)}_{\text{minimum barrier distance } d^{\mathrm{MB}}_{\overline{u}}(h_x, h_{x'})}$$

it looks like we have added an extra combinatorial complexity
w.r.t. the original MB distance...

This new combinatorial layer = a requirement

$$D_u(x, x') \;=\; \min_{\overline{u} < \widetilde{u}} \, d^{\text{MB}}_{\overline{u}}(h_x, h_{x'})$$



We have:

$D_u(x_1, x'_1) \;=\; d^{\text{MB}}_{\overline{u}_1}(h_{x_1}, h_{x'_1}) \;=\; 0$ and $D_u(x_2, x'_2) \;=\; d^{\text{MB}}_{\overline{u}_2}(h_{x_2}, h_{x'_2}) \;=\; 0$

but: $\nexists \; \overline{u} < \widetilde{u}, \;\; d^{\text{MB}}_{\overline{u}}(h_{x_1}, h_{x'_1}) \;=\; d^{\text{MB}}_{\overline{u}}(h_{x_2}, h_{x'_2}) \;=\; 0.$

so we do **not** have a unique $\overline{u} < \widetilde{u}$ that “works” for all different (x, x')

Recap

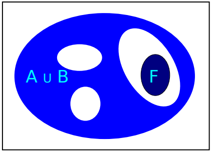
We have a combinatorial continuous-like def. of the MB distance...

...but it can be computed **exactly** and **efficiently** with:
the *morphological tree of shapes*!!!

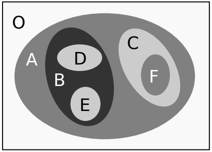
The morphological tree of shapes (ToS)

With $\lambda \in Y$:

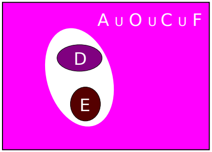
- lowel level sets: $[u < \lambda] \ = \ \{ x \in X;\ u(x) < \lambda \}$
- upper level sets: $[u \geq \lambda] \ = \ \{ x \in X;\ u(x) \geq \lambda \}$



a lower level set



u

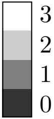


a upper level set

A Couple of Dual Trees:

- min-tree: $\mathcal{T}_{\text{min}}(u) \ = \ \{ \, \Gamma \in \mathcal{CC}(\,[u < \lambda]\,) \, \}_\lambda$
- max-tree: $\mathcal{T}_{\text{max}}(u) \ = \ \{ \, \Gamma \in \mathcal{CC}(\,[u \geq \lambda]\,) \, \}_\lambda$

The morphological tree of shapes (ToS)



scale

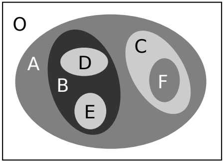
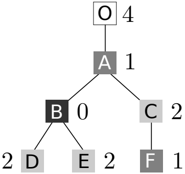
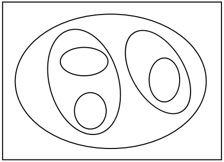


image u



$\mathfrak{S}(u)$



level lines of u

Tree of shapes:

$$\mathfrak{S}(u) \;=\; \{\, \mathrm{Sat}(\Gamma);\; \Gamma \in \mathcal{CC}([u < \lambda]) \cup \mathcal{CC}([u \geq \lambda]) \,\}_\lambda$$

A shape:

- an element $\mathcal{S} \in \mathfrak{S}(u)$
- a sub-tree in the representation above

Level lines: $\{\, \partial\Gamma;\; \Gamma \in \mathfrak{S}(u) \,\}$

A ToS displayed

Another ToS displayed

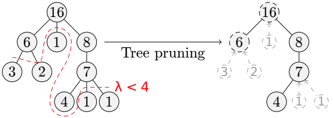
every 15 levels only *and* without grain less than 3 pixels

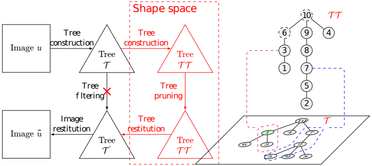
How to compute the ToS

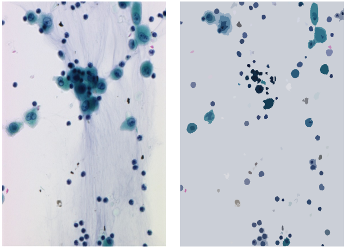
E. Carlinet and T. Géraud, "A comparative review of component tree computation algorithms," *IEEE Transactions on Image Processing*, vol. 23, num. 9, pp. 3885–3895, 2014. [PDF]

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

S. Crozet and T. Géraud, "A first parallel algorithm to compute the morphological tree of shapes of *n*D images," *in: Proc. of ICIP*, pp. 2933–2937, 2014. [PDF]





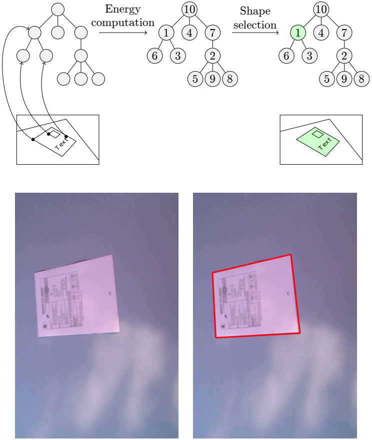


Grain filter.

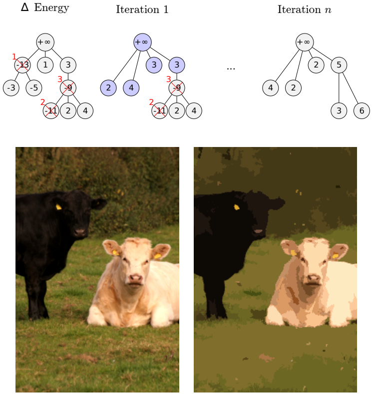
Shaping (filtering in shape space).

Y. Xu, T. Géraud, and L. Najman, "Connected filtering on tree-based shape-spaces," *IEEE Transactions on Pattern Analysis and Machine Intelligence*, vol. 38, num. 6, pp. 1126–1140, 2016.
[PDF]

Apps based on the ToS

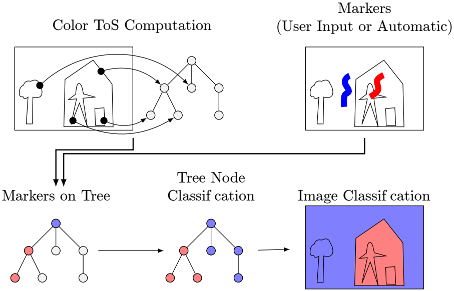


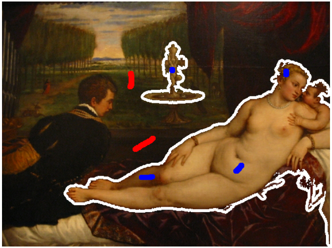
Object detection.



Simplification / segmentation.

Y. Xu, E. Carlinet, T. Géraud, and L. Najman, "Hierarchical segmentation using tree-based shape spaces," *IEEE Transactions on Pattern Analysis and Machine Intelligence*, vol. 39, num. 3, pp. 457–469, 2017. [PDF]





Object picking from very few scribbles.

E. Carlinet and T. Géraud, “MToS: A tree of shapes for multivariate images,” *IEEE Transactions on Image Processing*, vol. 24, num. 12, pp. 5330–5342, 2015. [PDF]

The morphological tree of shapes (ToS)

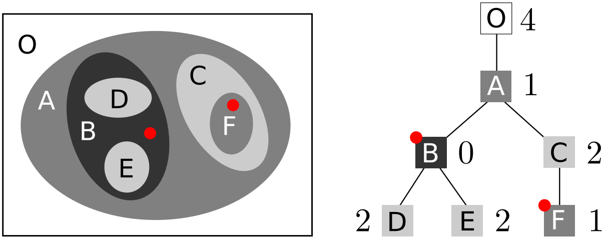


image u its tree of shapes $\mathfrak{S}(u)$

Let us consider a couple of points of the image:
each point belongs to a particular ToS node

The morphological tree of shapes (ToS)

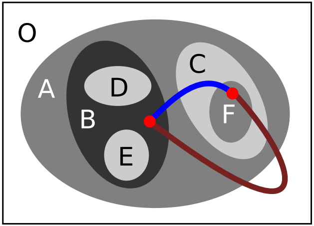
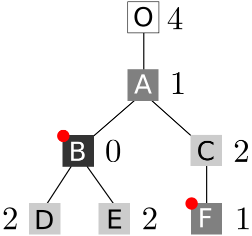


image u



its tree of shapes $\mathfrak{S}(u)$

finding a path between the red dots is straightforward:

all paths **have to** go through regions A and C...

The morphological tree of shapes (ToS)

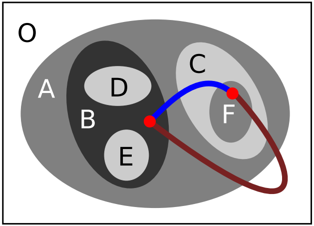
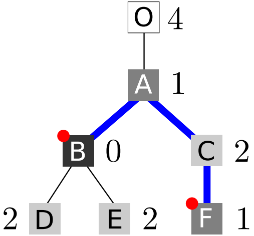


image u



its tree of shapes $\mathfrak{S}(u)$

$\rightsquigarrow$ a minimal path *in the image* only goes through the minimal set of regions and it can be "**read**" on the ToS!

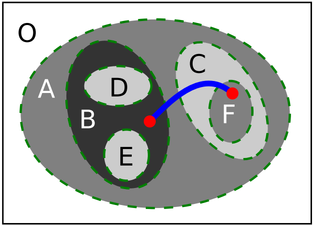
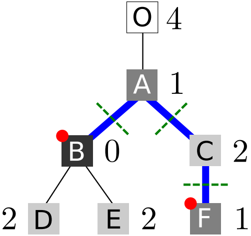


image u



its tree of shapes $\mathfrak{S}(u)$

and this minimal path crosses the image level lines

(so they have to be "well formed" $\rightarrow$ we'll see that later...)

Mapping the Dahu distance on the tree

With

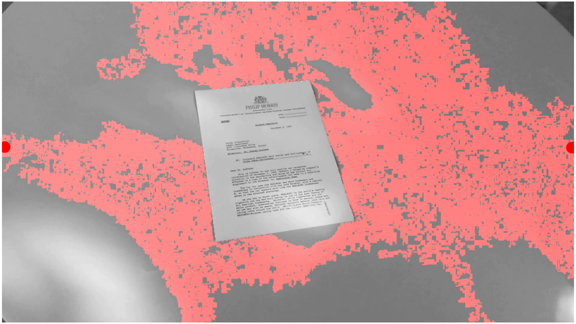
- t_x the node that corresponds to $x \in \mathbb{Z}^n$
- $\pi_{\mathfrak{S}(u)}(t_x, t_{x'})$ the path in $\mathfrak{S}(u)$ between the nodes t_x and $t_{x'}$
- $\mu_u(t)$ the corresponding gray level of node t in the image u

the definition of the Dahu distance becomes:

$$D_u(x, x') = \max_{t \in \pi_{\mathfrak{S}(u)}(t_x, t_{x'})} \mu_u(t) - \min_{t \in \pi_{\mathfrak{S}(u)}(t_x, t_{x'})} \mu_u(t)$$

The how-to:

1. pre-compute the ToS (...)
2. then get distances very efficiently for many couples (x, x').



Red zone: region where every path between red dots is minimal.

Quiz:

discuss / compare the different methods that compute the distance...

Recap

We have a continuous-like definition of the MB distance
and it can be computed efficiently thanks to the tree of shapes

$\rightsquigarrow$ but we have to fix a digital topology issue
and to re-express the distance *on* the tree...

About digital topology

Digital topology implies:

- use of dual connectivities for object/background
- dual connectivities for lower/upper level sets $\Rightarrow$ the ToS exists

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Issues with *two* connectivities:

- it would be painful to consider paths [...]
- we would have some inconsistent results in distance computation [...]

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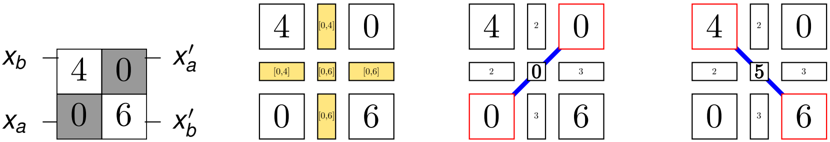
let's see that...

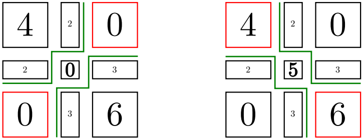
The issue with Digital Topology



u $\qquad$ $\widetilde{u}$ $\qquad$ $\overline{u}_a < \widetilde{u}$ $\qquad$ $\overline{u}_b < \widetilde{u}$

$D_u^{\text{naive}}(x_a, x'_a) = 0$ $\qquad$ $D_u^{\text{naive}}(x_b, x'_b) = 2$

this saddle case in 2D is a symptom of a discrete topology issue with $\widetilde{u}$



level lines $\lambda = 0.5$ $\qquad$ level lines $\lambda = 3.5$

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Issues with *two* connectivities:

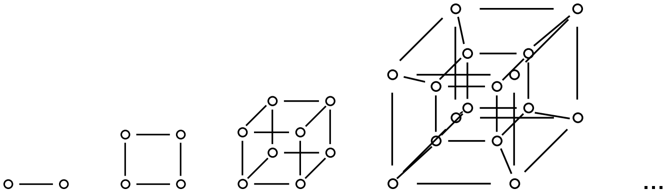
- it would be painful to consider paths [...]
- we would have some inconsistent results in distance computation [...]

An important class of images: *digitally well-composed* (DWC) images

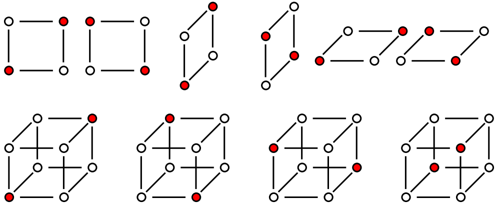
- connectivities are equivalent for all components of level sets
- boundaries of level sets do not have pinches
- if an image is DWC $\Rightarrow$ its ToS and the level lines are well defined

T. Géraud, E. Carlinet, S. Crozet, "Self-Duality and Discrete Topology: Links Between the Morphological Tree of Shapes and Well-Composed Gray-Level Images," *in: Proc. of ISMM*, LNCS, vol. 9082, pp. 573–584, Springer, 2015. [PDF]

*n*D blocks:

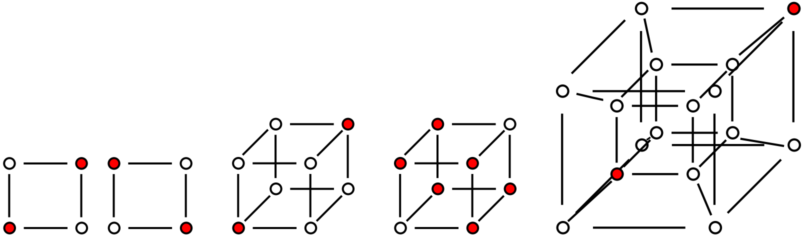


Antagonists in 3D:



DWC images

Critical configurations:



...

- A digital set $S \subset \mathbb{Z}^n$ is *digitally well-composed* (DWC) iff it does not contain any critical configuration
- A digital image $u : \mathbb{Z}^n \to Y$ is DWC iff its levels sets are DWC

About digital topology

An image can be made DWC by subdivision + interpolation:

- using the median operator in 2D,
- using a non-local process in *n*D.

N. Boutry, T. Géraud, and L. Najman, "How to make *n*D functions well-composed in a self-dual way," *in: Proc. of ISMM*, LNCS, vol. 9082, pp. 561–572, Springer, 2015. [PDF]

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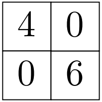
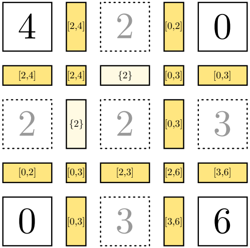
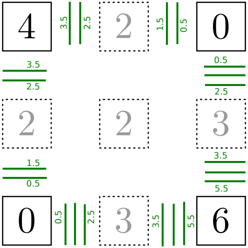


u



$\widetilde{u}_{\text{med}}$



level lines of $\widetilde{u}_{\text{med}}$

what are the level lines?
(make the chunks connect...)

N. Boutry, T. Géraud, and L. Najman, "How to make *n*D functions well-composed in a self-dual way," *in: Proc. of ISMM*, LNCS, vol. 9082, pp. 561–572, Springer, 2015. [PDF]

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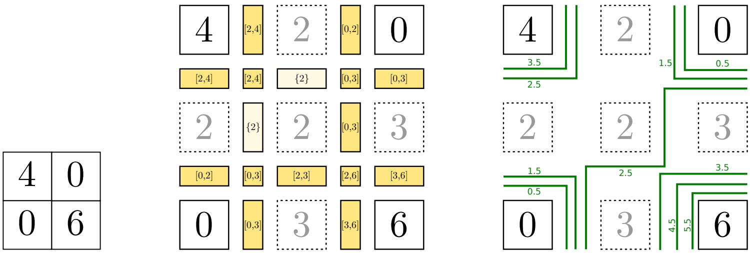


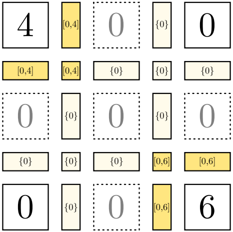
u $\widetilde{u}_{\mathrm{med}}$ level lines of $\widetilde{u}_{\mathrm{med}}$

u_{med} is DWC $\Rightarrow$ there is only *one way* to arrange level lines (thus shapes) into an inclusion tree :−)

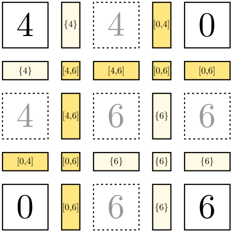
N. Boutry, T. Géraud, and L. Najman, "How to make *n*D functions well-composed in a self-dual way," *in: Proc. of ISMM*, LNCS, vol. 9082, pp. 561–572, Springer, 2015. [PDF]

Some well-composed representations

dual:

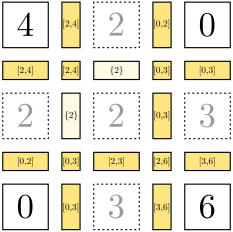


$\widetilde{u_{\text{min}}}$

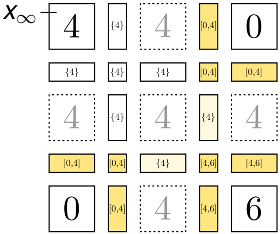


$\widetilde{u_{\text{max}}}$

self-dual:



$\widetilde{u_{\text{med}}}$ (in 2D only)



$\widetilde{u}_\flat$ (works in n-D)

A flawless definition

NAIVE definition of the Dahu distance:

$$D_u(x, x') \; = \; \min_{\overline{u} \lessdot \widetilde{u}} \; d^{\text{MB}}_{\overline{u}}(h_x, h_{x'})$$

A flawless definition

scalar image		DWC interpolated		interval-valued
$(u : \mathbb{Z}^n \rightarrow Y)$	$\xrightarrow{\text{step 1}}$	$(u_\square : (\frac{\mathbb{Z}}{2})^n \rightarrow Y')$	$\xrightarrow{\text{step 2}}$	$(\widetilde{u_\square} : (\frac{\mathbb{H}}{2})^n \rightarrow \mathbb{I}_{Y'})$

NAIVE definition of the Dahu distance:

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NEW definition of the Dahu distance:

$$D_u(x, x') = \min_{\overline{u} \lessdot \widetilde{u_{\square}}} d^{\mathrm{MB}}_{\overline{u}}(h_x, h_{x'})$$

A flawless definition

scalar image		DWC interpolated		interval-valued
$(u : \mathbb{Z}^n \to Y)$	$\xrightarrow{\text{step 1}}$	$(u_{\square} : (\frac{\mathbb{Z}}{2})^n \to Y')$	$\xrightarrow{\text{step 2}}$	$(\widetilde{u_{\square}} : (\frac{\mathbb{H}}{2})^n \to \mathbb{I}_{Y'})$

NEW definition of the Dahu distance:

$$D_u(x, x') = \min_{\overline{u} \lessdot \widetilde{u_{\square}}} d^{\mathrm{MB}}_{\overline{u}}(h_x, h_{x'})$$

actually, the interpolation does not introduce a bias in the distance values;

it just makes their definition and computation sound and consistent :-)

Conclusion / Take-home messages

Reminder:

- the MB distance is **great for computer vision**!

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What we have done:

- introduce a new distance,
  that fits with a *continuous (yet discrete) representation* of images
- formalize it,
  and relate it to the morphological tree of shapes
- provide an efficient solution to compute distances.

Conclusion / Take-home messages

Reminder:

- the MB distance is **great for computer vision**!

What we have done:

- introduce a new distance,
  that fits with a *continuous (yet discrete) representation* of images
- formalize it,
  and relate it to the morphological tree of shapes
- provide an efficient solution to compute distances.

What we have skipped:

- actually many things!

A perspective:

- adapt the distance to color images...

That's all folks!

Thanks for your attention. Any questions?

Dahu descentius frontalis
(La Pointe Perce, 1895)

Dahu ascentius frontalis
(Le Charvin, 1901)

Dahu dextrogyre
(Col de la Colombire, 1904)

Young dahu lévogyre
(La Tournette, 1910)

No animals were harmed during this research work.