

# Efficient Graph-Based Image Segmentation

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*Intl. Journal of Computer Vision (IJCV)*, 2004

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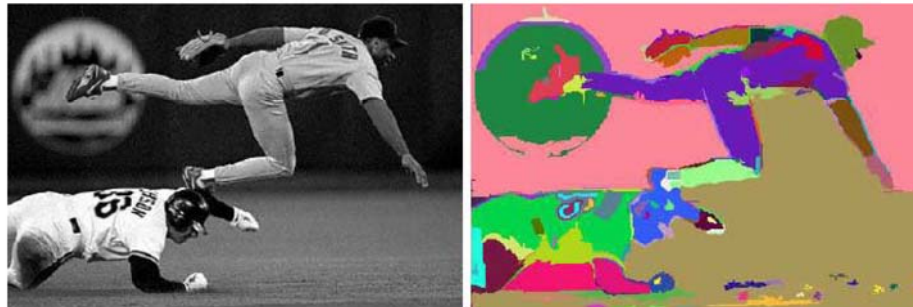
# Outline

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- Introduction
- Graph-Based Formulation
- Partition Strategy
- Segmentation Algorithm

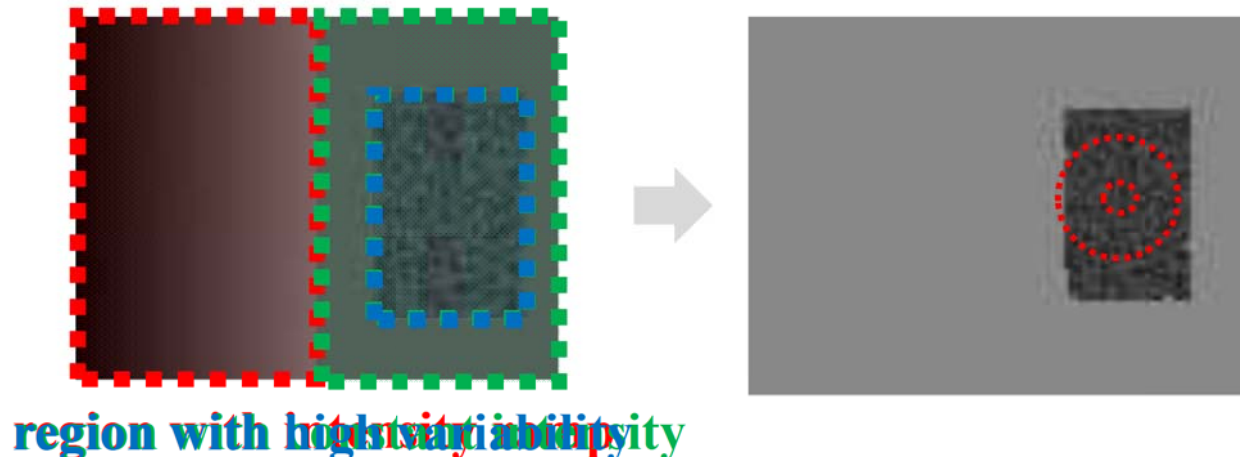
# Introduction

- About Segmentation
  - partition an image into a set of disjoint regions.
  - facilitate the process of addressing a wide range of vision problems.
    - Intermediate-Level: motion estimation
    - High-Level: image indexing or object detection



# Introduction

- Observation
  - It is not adequate to assume that regions have nearly constant or slowly varying intensities.
  - The determination of boundary between regions cannot only use local decision criteria.



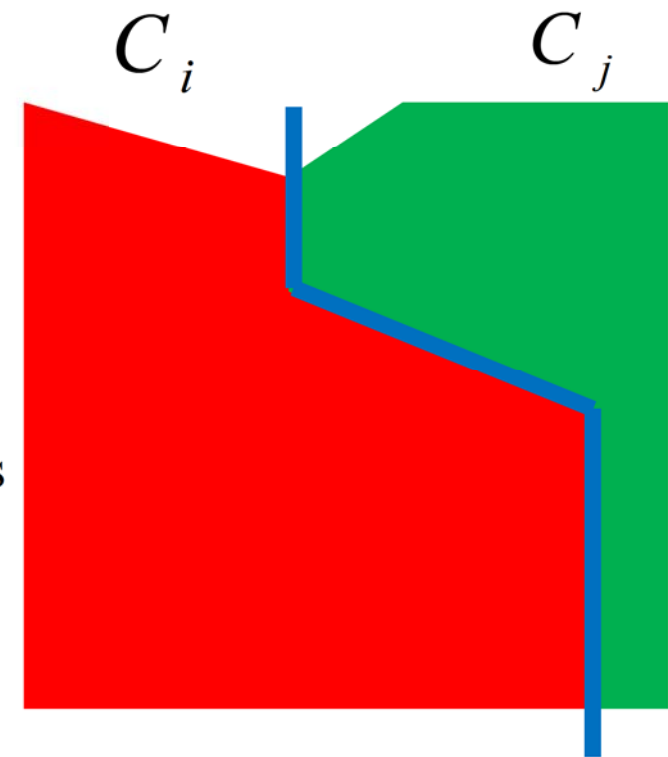


# Introduction

- Objective
  - develop image segmentation approach that
    - captures perceptually important regions that reflect **global aspect**.
    - runs efficiently in time **nearly linear** in the number of image pixels.

# Introduction

- Idea: adaptive criteria
  - There is a boundary between two adjacent regions  $C_i$  and  $C_j$   
 $\text{Between}(C_i, C_j) > \text{Within}(C_i)$  or  
 $\text{Between}(C_i, C_j) > \text{Within}(C_j)$ 
    - **Between**: difference across two regions
    - **Within**: difference (or variation) within a region





# Graph-Based Formulation

- Graph Representation
  - Let  $G = (V, E)$  be an undirected graph
    - $v_i \in V$ : set of vertices (pixels) to be segmented
    - $e = (v_i, v_j) \in E$ : set of edges corresponding to pairs of neighboring vertices (pixels)
    - Each edge  $e = (v_i, v_j) \in E$  has a weight  $w(v_i, v_j)$  denoting the dissimilarity between  $v_i$  and  $v_j$

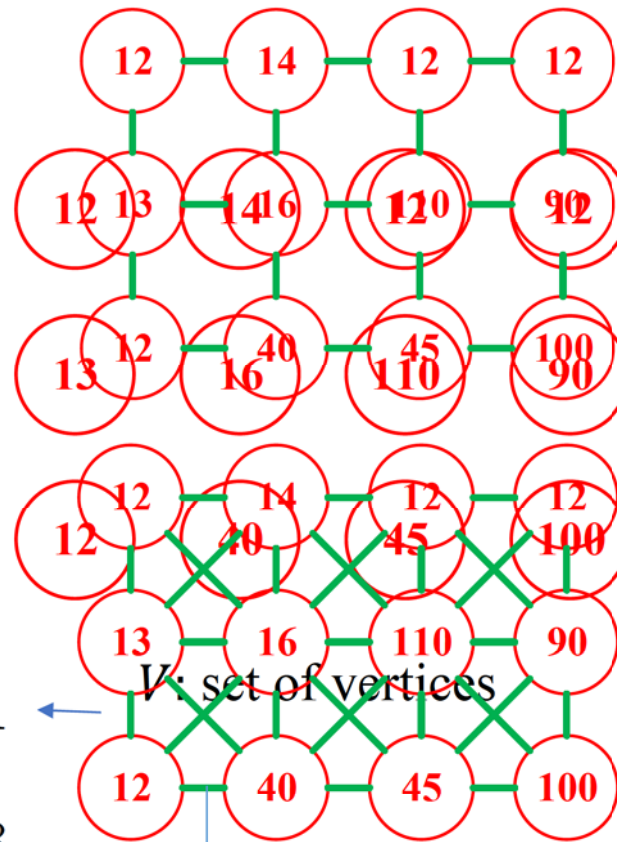
# Graph-Based Formulation

## • Graph Representation

12	14	12	12
13	16	110	90
12	40	45	100

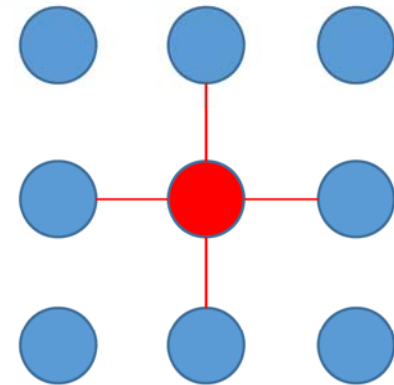
$$w(.) = |12 - 13| = 1$$

$$w(.) = |12 - 40| = 28$$

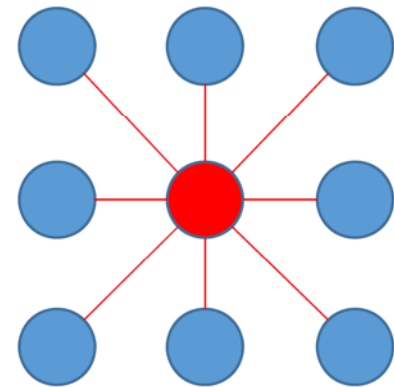


$V$ : set of vertices

$E$ : set of edges



$N_4$  neighborhood

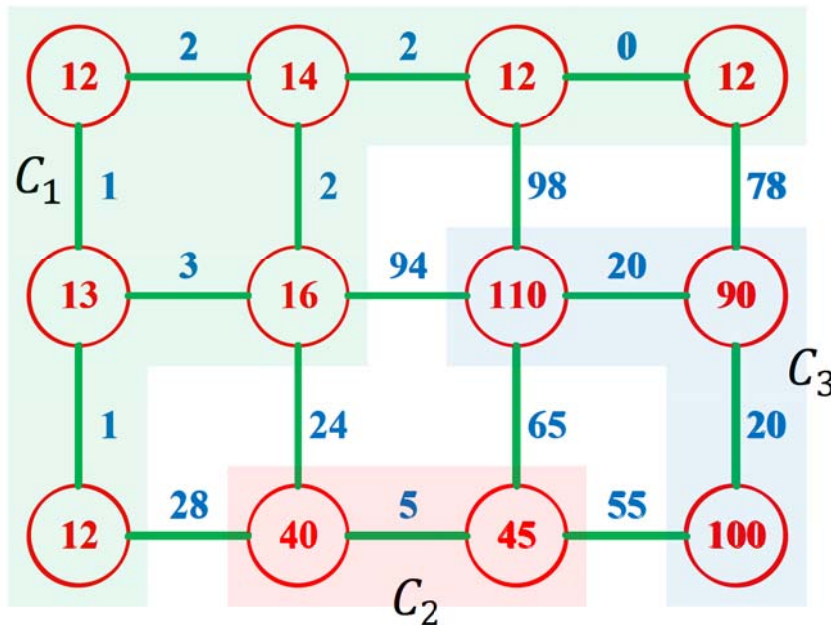


$N_8$  neighborhood



# Graph-Based Formulation

- Segmentation Formulation
  - partition the vertex set  $V$  of a graph into components  $C_1, C_2, \dots$



- Edges between two vertices in the same component should have **lower** weights
- Edges between vertices across different components should have **higher** weights

# Partition Strategy

- Internal (Within) Difference  $Int(.)$ 
  - **Definition:** largest weight in the minimum spanning tree (MST) of a component  $C \subseteq V$

$$Int(C) = \max_{e \in MST(C, E)} w(e)$$

- $Int(C) = 0$  if  $C$  has only one pixel

# Partition Strategy

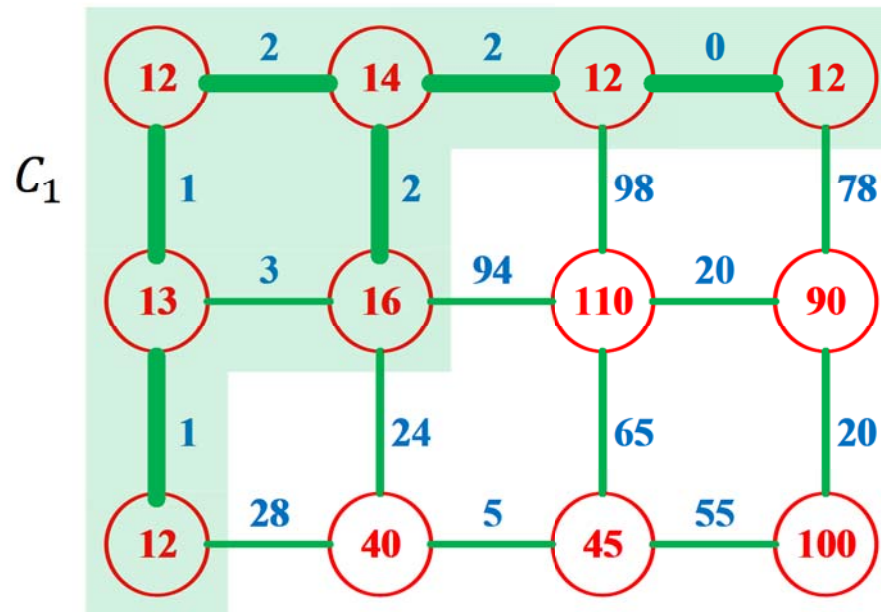
- Component (Between) Difference  $Dif(.)$ 
  - **Definition:** minimum weight of edges connecting two components  $C_i \subseteq V, C_j \subseteq V$

$$Dif(C_i, C_j) = \min_{v_i \in C_i, v_j \in C_j, (v_i, v_j) \in E} w(v_i, v_j)$$

- $Dif(C_i, C_j) = \infty$  if there is no edge connecting  $C_i$  and  $C_j$

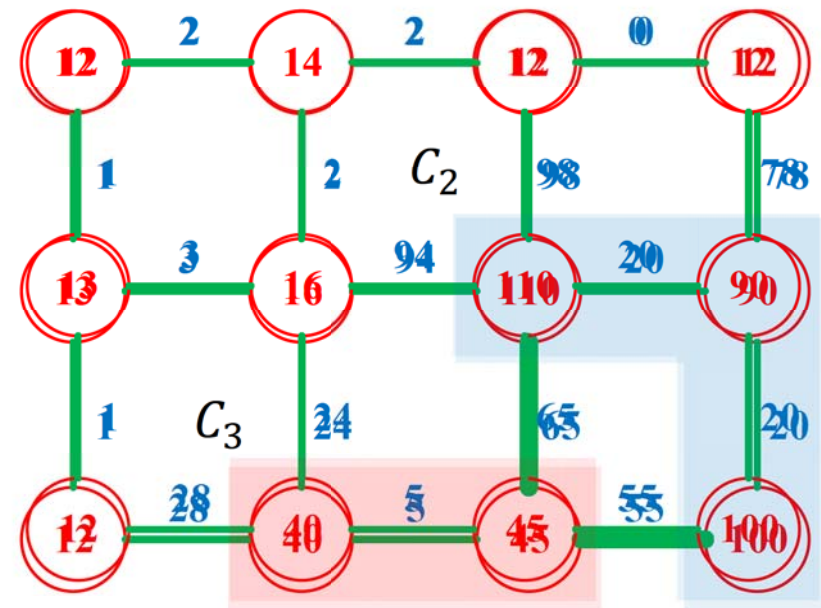
# Partition Strategy

## Internal Difference



$$Int(C_1) \equiv \max_{e \in MST(C,E)} \{2, 0, 1\} = 2$$

## Component Difference



$$Dif(C_2, C_3) = \min_{\substack{v_i \in C_2, v_j \in C_3, (v_i, v_j) \in E}} \{65, 55\} = 55$$

# Partition Strategy

- Boundary Predicate
  - evaluate if there is evidence for a boundary between a pair of adjacent components.

$$D(C_i, C_j) = \begin{cases} true & Dif(C_i, C_j) > Int(C_i) \text{ or} \\ false & Dif(C_i, C_j) > Int(C_j) \\ & otherwise \end{cases}$$

$$D(C_i, C_j) = \begin{cases} true & Dif(C_i, C_j) > \min\{Int(C_i), Int(C_j)\} \\ false & otherwise \end{cases}$$



# Partition Strategy

- Boundary Predicate
  - This predicate is not a good estimate of local property
    - makes the algorithm tend to have components with small size.
    - Extreme Case:  $Int(C) = 0$  if  $|C| = 1$



# Partition Strategy

- Boundary Predicate

- add a threshold function  $\tau(\cdot)$  based on component size, that is,  $\tau(C) = \frac{k}{|C|}$

**Rule:**  $Dif(C_i, C_j) > \min\{Int(C_i), Int(C_j)\}$

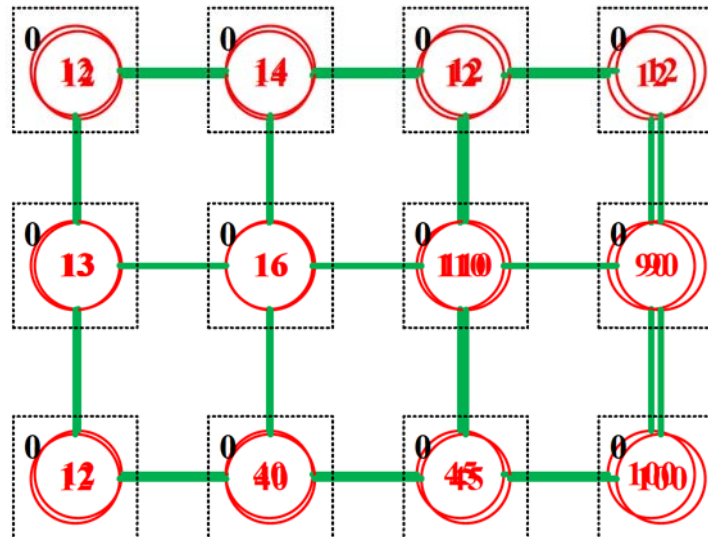
➔  $Dif(C_i, C_j) > \min\{Int(C_i) + \frac{k}{|C_i|}, Int(C_j) + \frac{k}{|C_j|}\}$

# Segmentation Algorithm

- General Description
  - Input:
    - a graph  $G = (V, E)$  with  $n$  vertices and  $m$  edges
    - a constant parameter  $k$
  - Output:
    - a partition of  $V$  into components  $S = (C_1, C_2, \dots, C_r)$

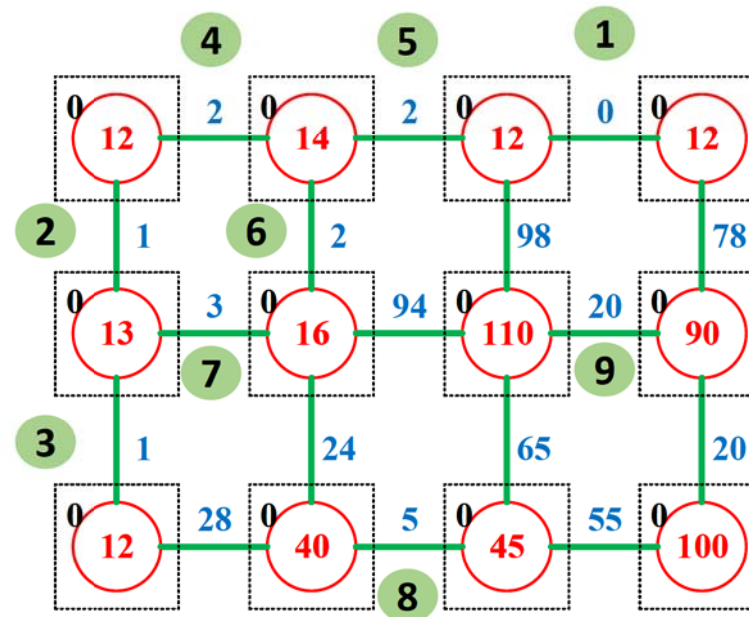
# Segmentation Algorithm

- Initialization
  - consider each vertex as a single-element component  $S = (C_1, C_2, \dots, C_n)$
  - initialize each component with  $Int(C_i) = 0$



# Segmentation Algorithm

- Initialization
  - sort all edges  $e \in E$  into  $(e_1, e_2, \dots, e_m)$  according to their weights in a non-decreasing order



# Segmentation Algorithm

- Iteration Step ( $q = 1, 2, \dots, m$ )
  - Step 1: take the edge  $e_q = (v_i, v_j)$ , where  $v_i \in C_i$  and  $v_j \in C_j$
  - Step 2: if  $C_i \neq C_j$ 
    - Step 2.1: if boundary predicate  $D(C_i, C_j) = \text{false}$ , merge the components  $C_i$  and  $C_j$
    - Step 2.2: if  $C_i$  and  $C_j$  are merged, set  $Int(C_i \cup C_j) = w(e_q)$
  - Step 3:  $q \leftarrow q + 1$  and go to Step 1

# Segmentation Algorithm

- Iteration Step (Merge Condition)

$$D(C_i, C_j) = \text{false} \text{ if } Dif(C_i, C_j) \leq \min\left\{Int(C_i) + \frac{k}{|C_i|}, Int(C_j) + \frac{k}{|C_j|}\right\}$$

$$D(C_i, C_j) = \text{false} \text{ if } \begin{cases} Dif(C_i, C_j) \leq Int(C_i) + \frac{k}{\tau(C_i)} \\ Dif(C_i, C_j) \leq Int(C_j) + \frac{k}{\tau(C_j)} \end{cases}$$

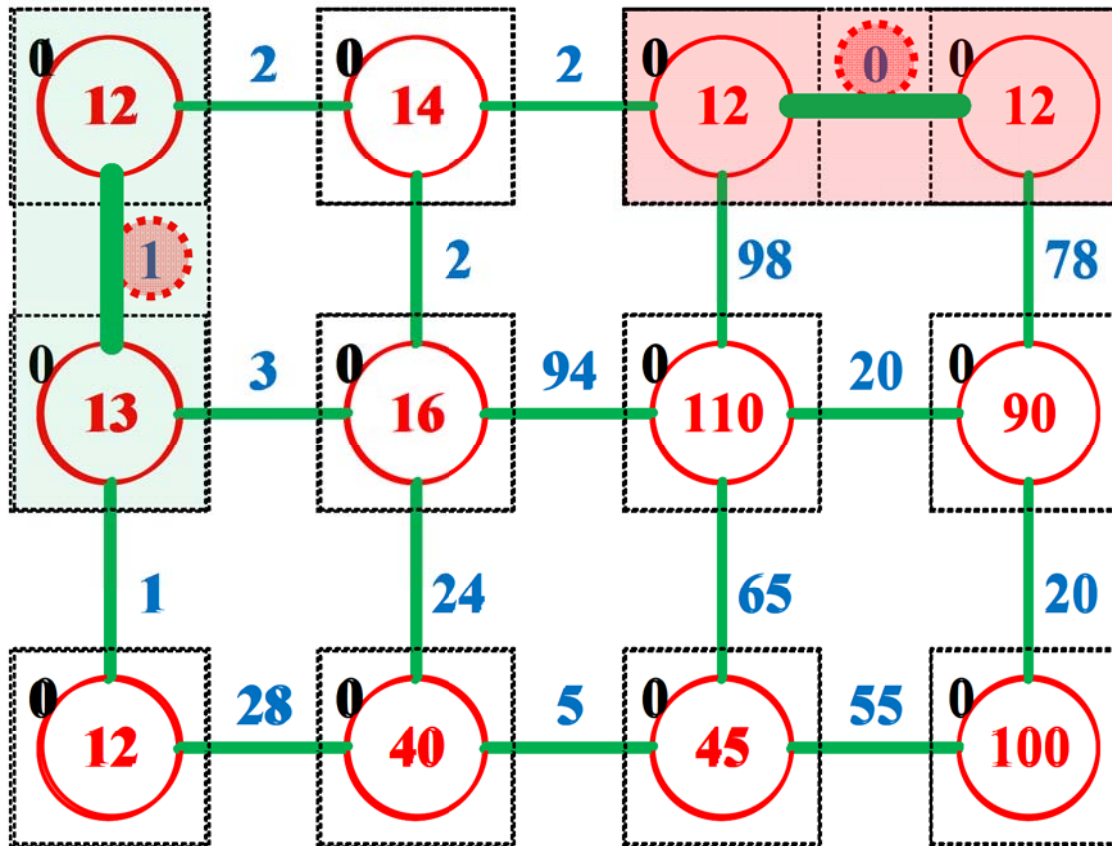
$$D(C_i, C_j) = \text{false} \text{ if } \begin{cases} w(e_q) \leq Int(C_i) + \frac{k}{\tau(C_i)} \\ w(e_q) \leq Int(C_j) + \frac{k}{\tau(C_j)} \end{cases}$$

merge  
condition



# Segmentation Algorithm

- Tiny Example ( $k = 100$ )
- $$\left\{ \begin{array}{l} w(e_q) \leq \text{Int}(C_i) + \frac{k}{\tau(C_i)} \\ w(e_q) \leq \text{Int}(C_j) + \frac{k}{\tau(C_j)} \end{array} \right.$$



$$0 \leq 0 + \frac{100}{1} = 100$$

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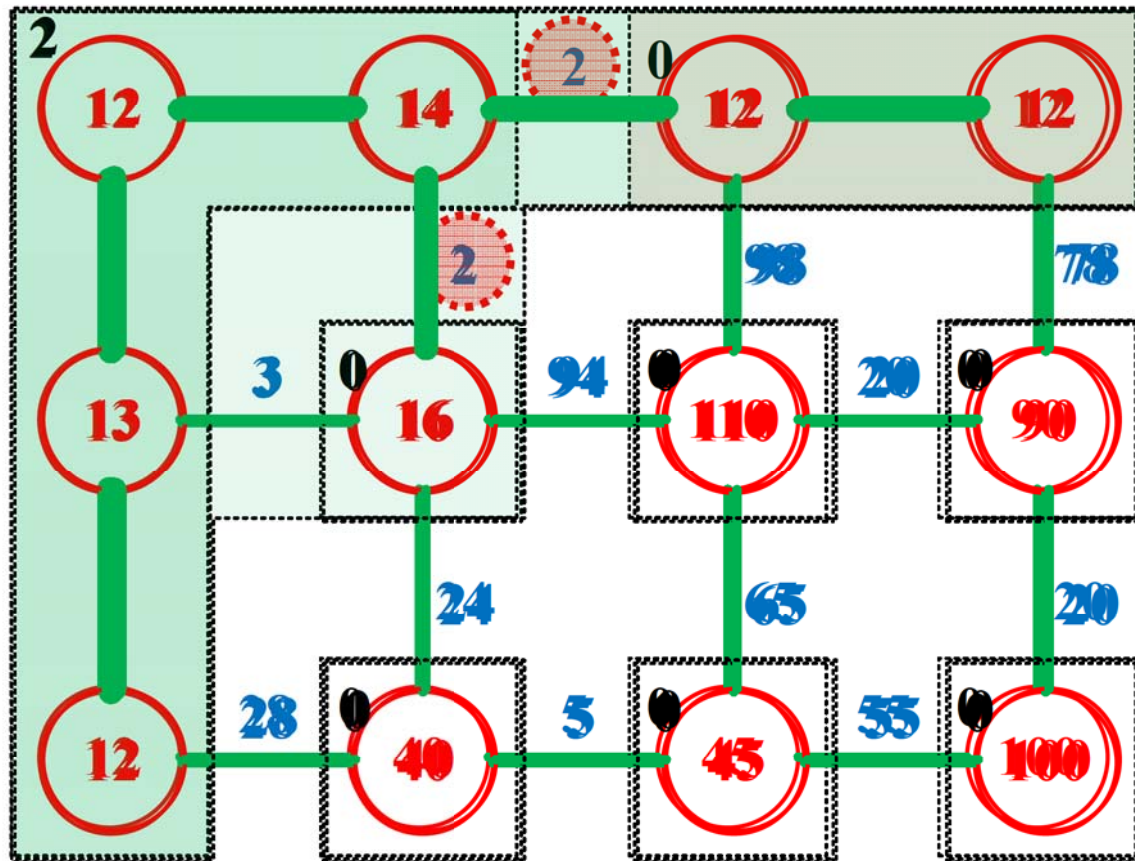
$$1 \leq 0 + \frac{100}{1} = 100$$

$$1 \leq 0 + \frac{100}{1} = 100$$

# Segmentation Algorithm

- Tiny Example ( $k = 100$ )

$$\left\{ \begin{array}{l} w(e_q) \leq \text{Int}(C_i) + \frac{k}{\tau(C_i)} \\ w(e_q) \leq \text{Int}(C_j) + \frac{k}{\tau(C_j)} \end{array} \right.$$



$$2 \leq 2 + \frac{100}{4} = 27$$

$$2 \leq 0 + \frac{100}{2} = 50$$

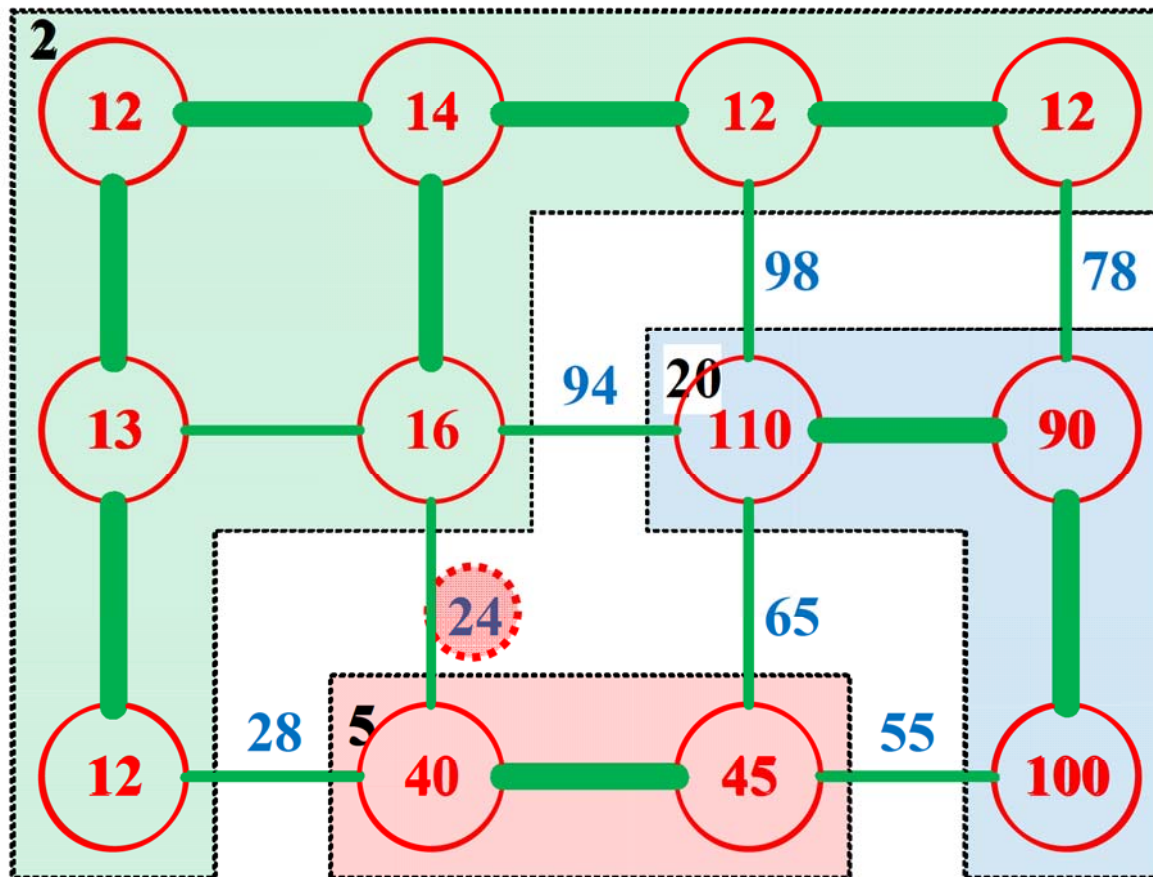
$$2 \leq 2 + \frac{100}{6} = 18.67$$

$$2 \leq 0 + \frac{100}{1} = 100$$

# Segmentation Algorithm

- Tiny Example ( $k = 100$ )

$$\begin{cases} w(e_q) \leq \text{Int}(C_i) + \frac{k}{\tau(C_i)} \\ w(e_q) \leq \text{Int}(C_j) + \frac{k}{\tau(C_j)} \end{cases}$$



$$24 > 2 + \frac{100}{7} = 16.29$$

$$24 \leq 5 + \frac{100}{2} = 55$$

