

## Image Processing - Lesson 9

### **Edge Detection**

Edge detection masks

Gradient Detectors

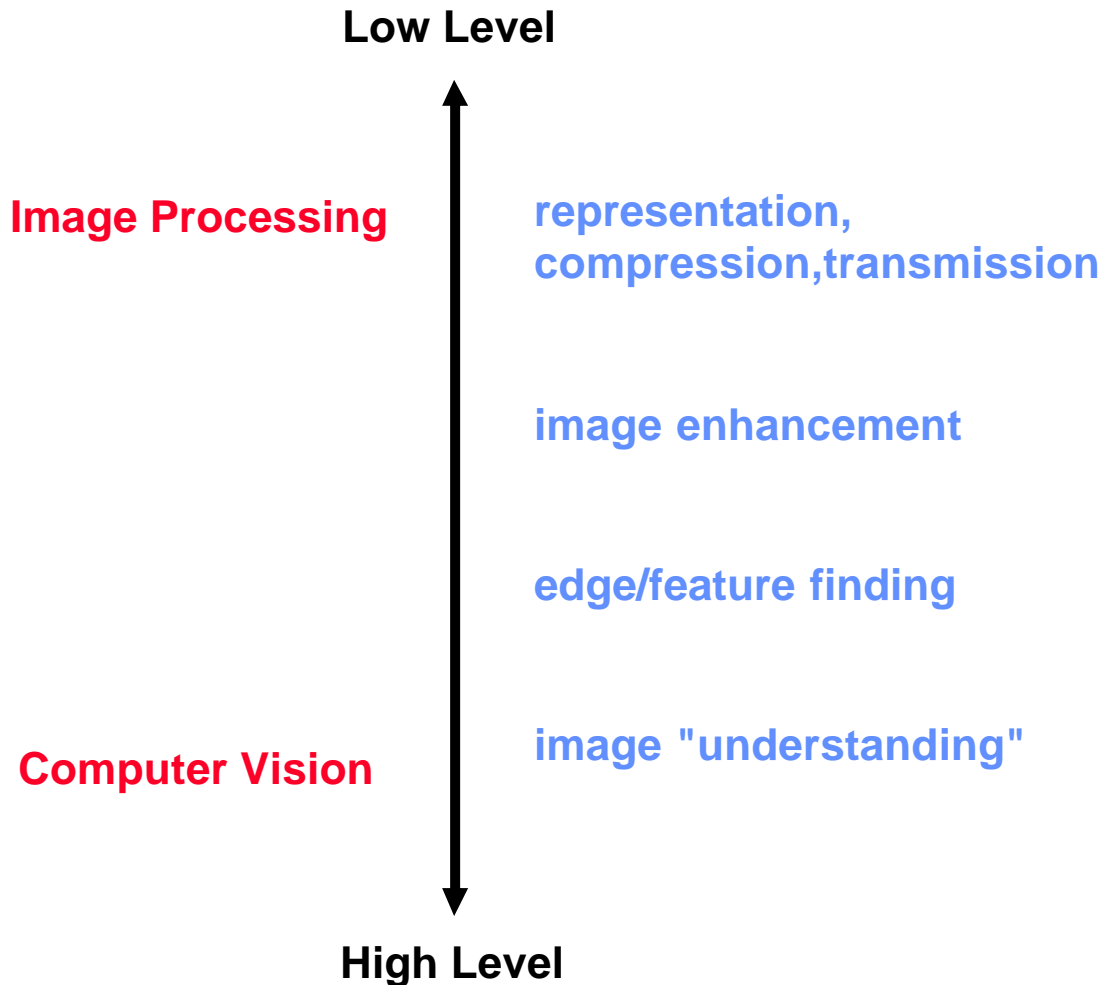
Compass Detectors

Second Derivative - Laplace detectors

Edge Linking

Hough Transform

# Image Processing - Computer Vision



# UFO - Unidentified Flying Object



## Point Detection

Convolution with:

$$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

Large Positive values = light point on dark surround

Large Negative values = dark point on light surround

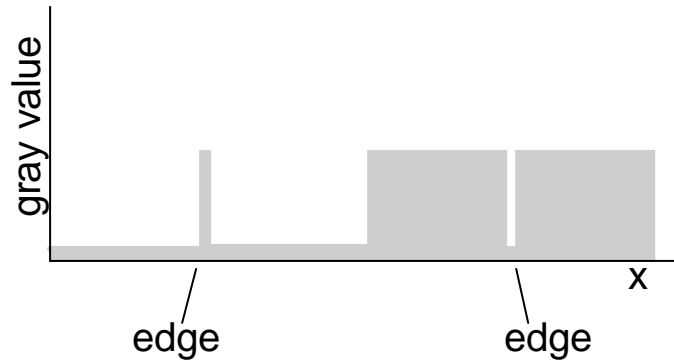
Example:

$$\begin{array}{ccccc} 5 & 5 & 5 & 5 & 5 \\ 5 & 5 & 5 & 100 & 5 \\ 5 & 5 & 5 & 5 & 5 \end{array} * \begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

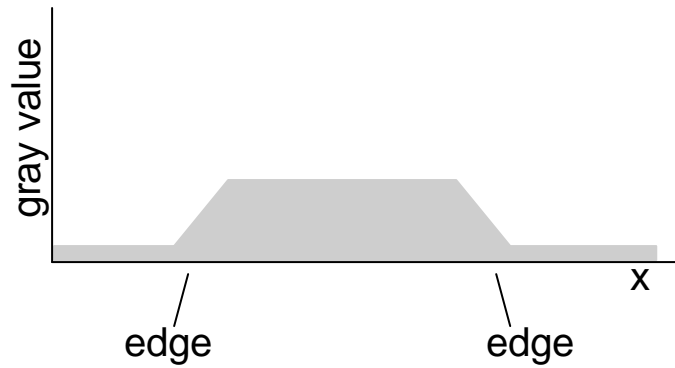
$$= \begin{array}{ccccc} 0 & 0 & -95 & -95 & -95 \\ 0 & 0 & -95 & 760 & -95 \\ 0 & 0 & -95 & -95 & -95 \end{array}$$

## Edge Definition

### Line Edge







### Step Edge



# Edge Detection



## Line Edge Detectors

$$\begin{bmatrix} -1 & -1 & -1 \\ 2 & 2 & 2 \\ -1 & -1 & -1 \end{bmatrix} \quad
 \begin{bmatrix} -1 & -1 & 2 \\ -1 & 2 & -1 \\ 2 & -1 & -1 \end{bmatrix} \quad
 \begin{bmatrix} -1 & 2 & -1 \\ -1 & 2 & -1 \\ -1 & 2 & -1 \end{bmatrix} \quad
 \begin{bmatrix} 2 & -1 & -1 \\ -1 & 2 & -1 \\ -1 & -1 & 2 \end{bmatrix}$$

## Step Edge Detectors

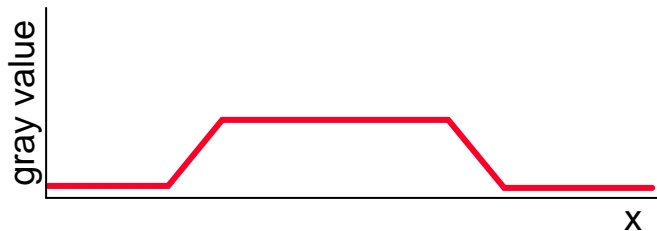
$$\begin{bmatrix} -1 & 1 \\ -1 & 1 \\ -1 & 1 \end{bmatrix} \quad
 \begin{bmatrix} -1 & -1 & 1 & 1 \\ -1 & -1 & 1 & 1 \\ -1 & -1 & 1 & 1 \\ -1 & -1 & 1 & 1 \end{bmatrix} \quad
 \begin{bmatrix} -1 & -1 & -1 & -1 \\ -1 & -1 & -1 & -1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix} \quad
 \begin{bmatrix} -1 & -1 & -1 & -1 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

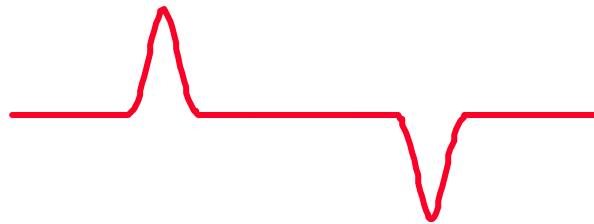
# Edge Detection by Differentiation

## Step Edge detection by differentiation:

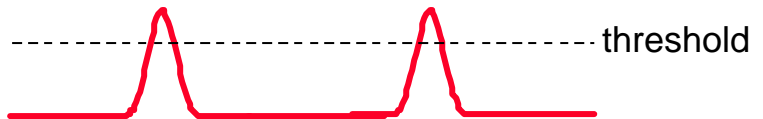
1D image  $f(x)$



1st derivative  $f'(x)$



$|f'(x)|$  - threshold



Pixels that passed the threshold are

Edge Pixels



# Gradient Edge Detection

Gradient

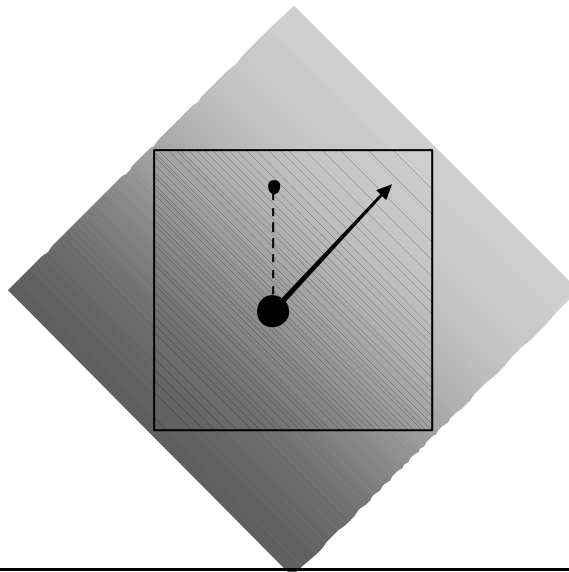
$$\nabla f(x,y) = \begin{bmatrix} \frac{\partial f}{\partial x} \\ \frac{\partial f}{\partial y} \end{bmatrix}$$

Gradient Magnitude

$$\sqrt{\left(\frac{\partial f}{\partial x}\right)^2 + \left(\frac{\partial f}{\partial y}\right)^2}$$

Gradient Direction

$$\text{tg}^{-1} \left( \frac{\partial f}{\partial y} / \frac{\partial f}{\partial x} \right)$$





## Differentiation in Digital Images

horizontal - differentiation approximation:

$$F_A = \frac{\partial f(x,y)}{\partial x} = f(x,y) - f(x-1,y)$$

convolution with  $\begin{bmatrix} 1 & -1 \end{bmatrix}$

vertical - differentiation approximation:

$$F_B = \frac{\partial f(x,y)}{\partial y} = f(x,y) - f(x,y-1)$$

convolution with  $\begin{bmatrix} 1 \\ -1 \end{bmatrix}$

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Gradient  $(F_A, F_B)$

Magnitude  $((F_A)^2 + (F_B)^2)^{1/2}$

Approx. Magnitude  $|F_A| + |F_B|$

## Roberts Edge Detector

$$F_A = f(x,y) - f(x-1,y-1)$$

$$F_B = f(x-1,y) - f(x,y-1)$$

$$A = \begin{bmatrix} \boxed{1} & 0 \\ 0 & -1 \end{bmatrix} \quad B = \begin{bmatrix} \boxed{0} & 1 \\ -1 & 0 \end{bmatrix}$$

Roberts and other 2x2 operators are sensitive to noise.

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## Prewitt Edge Detector

$$A = \begin{bmatrix} -1 & 0 & 1 \\ -1 & \boxed{0} & 1 \\ -1 & 0 & 1 \end{bmatrix} \quad B = \begin{bmatrix} -1 & -1 & -1 \\ 0 & \boxed{0} & 0 \\ 1 & 1 & 1 \end{bmatrix}$$

Smoothed operators

## Sobel Edge Detector

$$A = \begin{bmatrix} -1 & 0 & 1 \\ -2 & \boxed{0} & 2 \\ -1 & 0 & 1 \end{bmatrix}$$

$$B = \begin{bmatrix} -1 & -2 & -1 \\ 0 & \boxed{0} & 0 \\ 1 & 2 & 1 \end{bmatrix}$$

## Isotropic Edge Detector

$$A = \begin{bmatrix} -1 & 0 & 1 \\ -\sqrt{2} & \boxed{0} & \sqrt{2} \\ -1 & 0 & 1 \end{bmatrix}$$

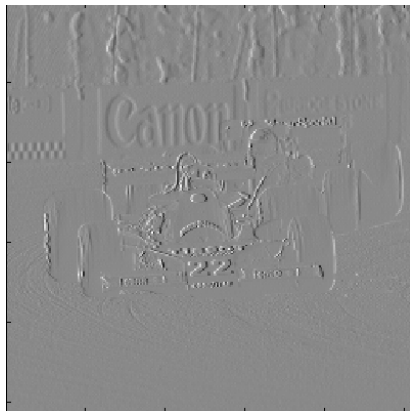
$$B = \begin{bmatrix} -1 & -\sqrt{2} & -1 \\ 0 & \boxed{0} & 0 \\ 1 & \sqrt{2} & 1 \end{bmatrix}$$

## Example Edge

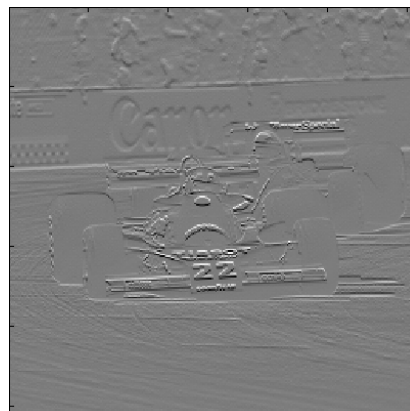


Original

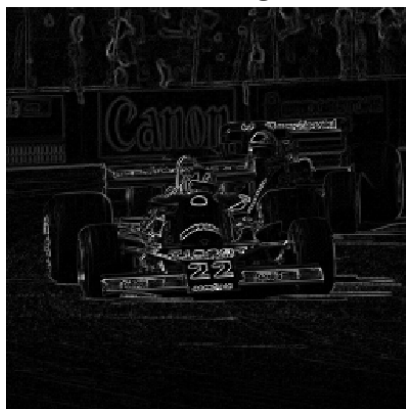
Gradient-X



Gradient-Y



Gradient-Magnitude



Gradient-Direction



## Compass Operators

$$\begin{bmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \\ -1 & -1 & -1 \end{bmatrix}$$

| N

$$\begin{bmatrix} 1 & 1 & 0 \\ 1 & 0 & -1 \\ 0 & -1 & -1 \end{bmatrix}$$

\ NW

$$\begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}$$

— W

$$\begin{bmatrix} 0 & -1 & -1 \\ 1 & 0 & -1 \\ 1 & 1 & 0 \end{bmatrix}$$

/ SW

$$\begin{bmatrix} -1 & -1 & -1 \\ 0 & 0 & 0 \\ 1 & 1 & 1 \end{bmatrix}$$

| S

$$\begin{bmatrix} -1 & -1 & 0 \\ -1 & 0 & 1 \\ 0 & 1 & 1 \end{bmatrix}$$

\ SE

$$\begin{bmatrix} -1 & 0 & 1 \\ -1 & 0 & 1 \\ -1 & 0 & 1 \end{bmatrix}$$

— E

$$\begin{bmatrix} 0 & 1 & 1 \\ -1 & 0 & 1 \\ -1 & -1 & 0 \end{bmatrix}$$

/ NE

Given  $k$  operators,  $g_k(x,y)$  is the image obtained by convolving  $f(x,y)$  with the  $k^{\text{th}}$  operator.

The **gradient** is defined as:

$$g(x,y) = \max_k g_k(x,y)$$

$k$  defines the edge direction

Various Compass Operators:

$$\begin{bmatrix} 1 & 1 & 1 \\ 1 & \boxed{-2} & 1 \\ -1 & -1 & -1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 & 1 \\ 0 & \boxed{0} & 0 \\ -1 & -1 & -1 \end{bmatrix}$$

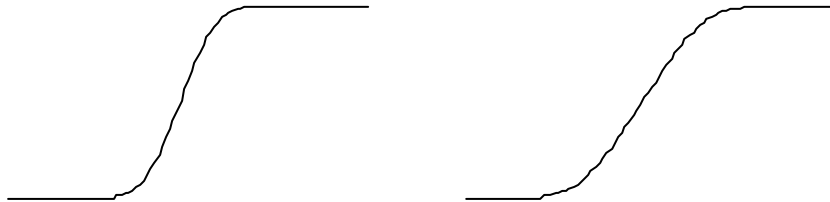
$$\begin{bmatrix} 1 & 2 & 1 \\ 0 & \boxed{0} & 0 \\ -1 & -2 & -1 \end{bmatrix}$$

$$\begin{bmatrix} 5 & 5 & 5 \\ -3 & \boxed{0} & -3 \\ -3 & -3 & -3 \end{bmatrix}$$

Kirsch Edge Detector

# Derivatives

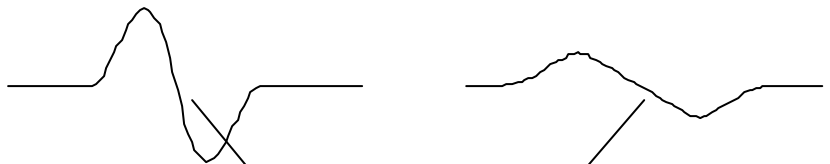
$f(x)$



$f'(x)$



$f''(x)$



zero crossing

## Laplacian Operators

Approximation of second derivative (horizontal):

$$\begin{aligned}\frac{\partial^2 f(x,y)}{\partial^2 x} &= f''(x,y) = f'(x+1,y) - f'(x,y) = \\ &= [f(x+1,y) - f(x,y)] - [f(x,y) - f(x-1,y)] \\ &= f(x+1,y) - 2f(x,y) + f(x-1,y)\end{aligned}$$

convolution with:  $\begin{bmatrix} 1 & -2 & 1 \end{bmatrix}$

Approximation of second derivative (vertical):

convolution with:  $\begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix}$

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Laplacian Operator

$$\nabla^2 = \left( \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} \right)$$

convolution with:  $\begin{bmatrix} 0 & -1 & 0 \\ -1 & 4 & -1 \\ 0 & -1 & 0 \end{bmatrix}$



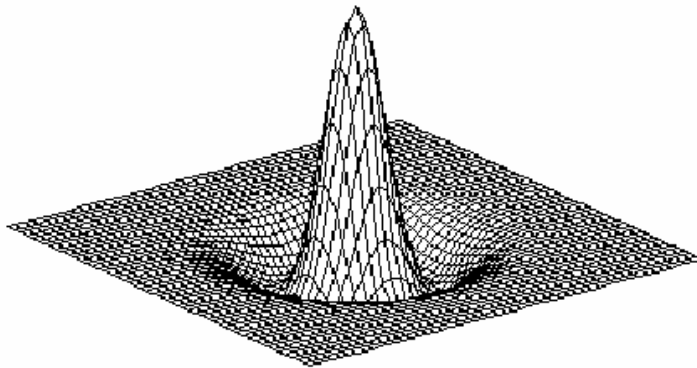
Variations on Laplace Operators:

$$\begin{bmatrix} 1 & -2 & 1 \\ -2 & 4 & -2 \\ 1 & -2 & 1 \end{bmatrix}$$

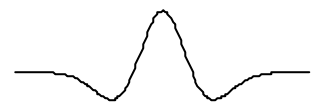
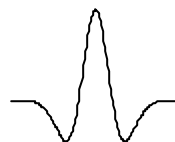
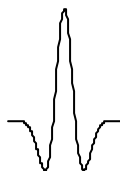
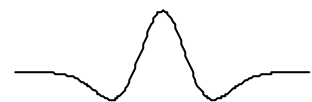
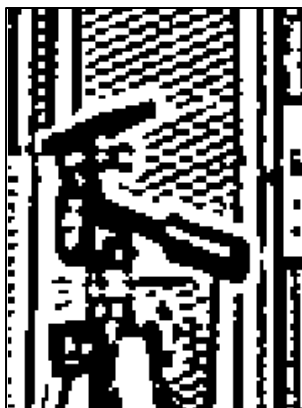
$$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 4 & -1 \\ 0 & -1 & 0 \end{bmatrix}$$

$$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

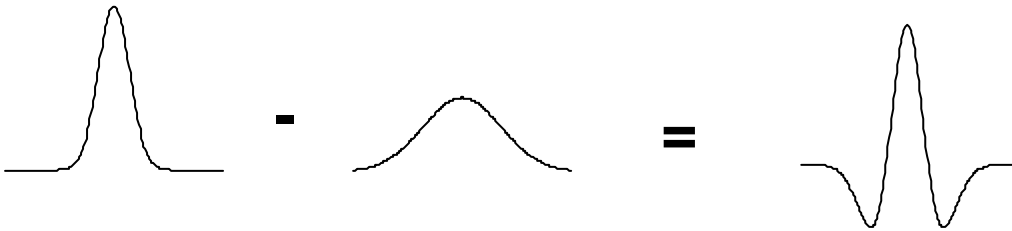
All are approximations of:



## Example of Laplacian Edge Detection



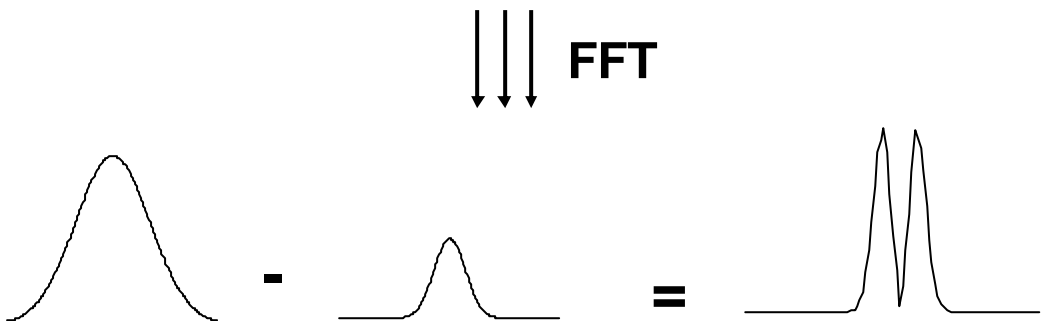
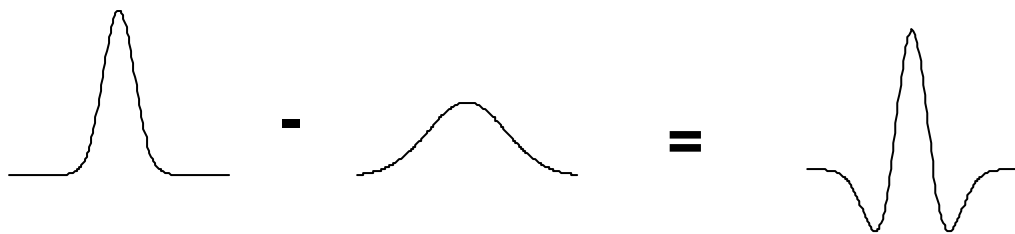
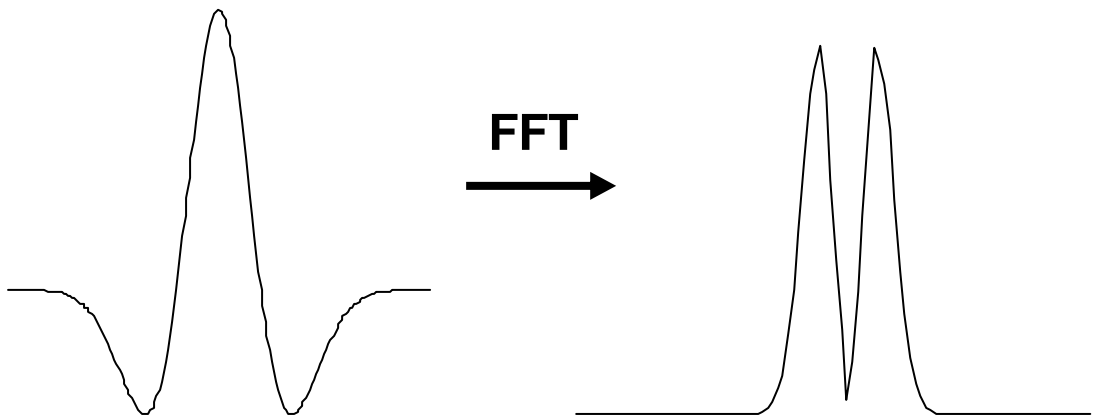
## Laplacian ~ Difference of Gaussians



**DOG = Difference of Gaussians**

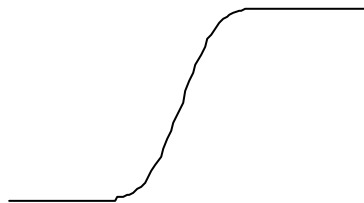
Laplacian Operator  
(Image Domain)

Laplacian Filter  
(Frequency Domain)

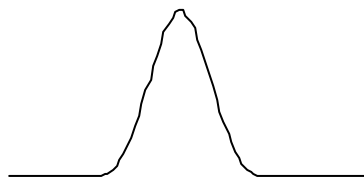


# Enhancement Using the Laplacian Operator

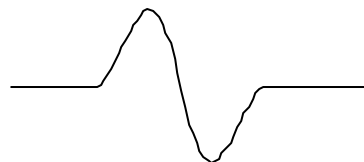
Edge Image  $f(x)$



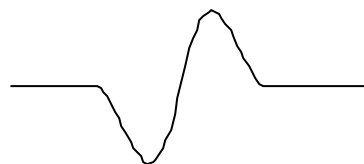
1<sup>st</sup> derivative  $\frac{\partial f}{\partial x}$



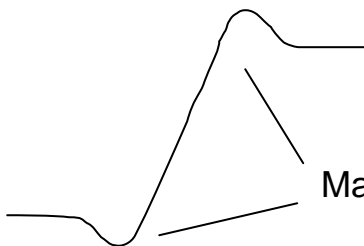
2<sup>nd</sup> derivative (Laplacian)  $\frac{\partial^2 f}{\partial x^2}$



$-\frac{\partial^2 f}{\partial x^2}$



$f(x) - \frac{\partial^2 f}{\partial x^2}$



Mach Bands

## Edge Linking

$(x,y)$  is an edge pixel.

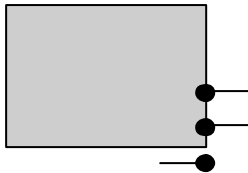
Search for neighboring edge pixels that are "similar".

Similarity:

Similarity in Edge Orientation

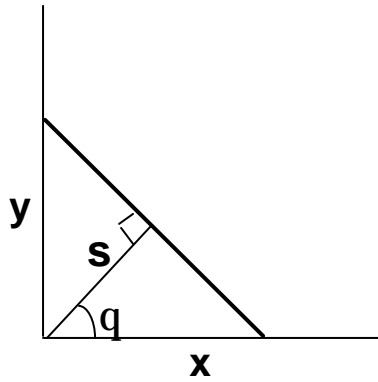
Similarity in Edge strength (Gradient Amplitude)

Perform **Edge Following** along similar edge pixels.  
(as in Contour Following in binary images).



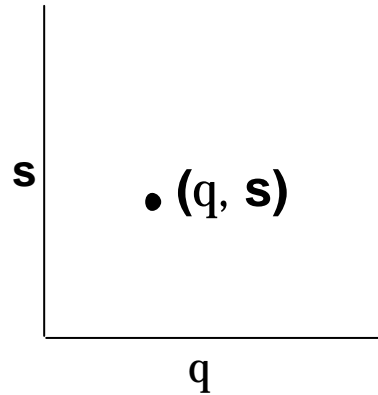
# Hough Transform

Image Domain

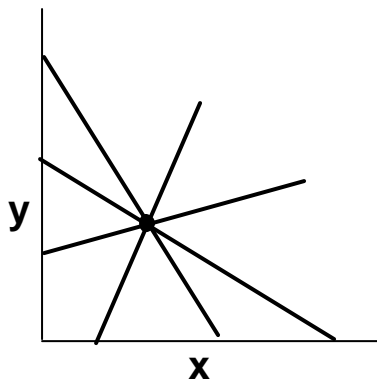


straight line

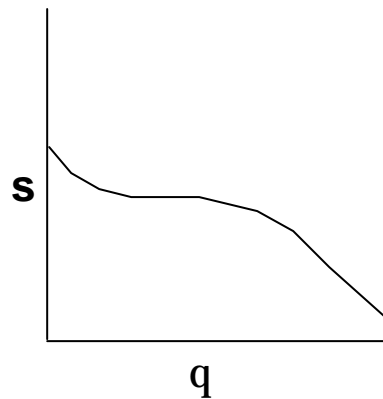
Hough Domain



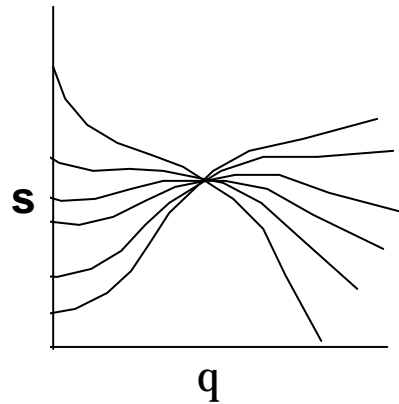
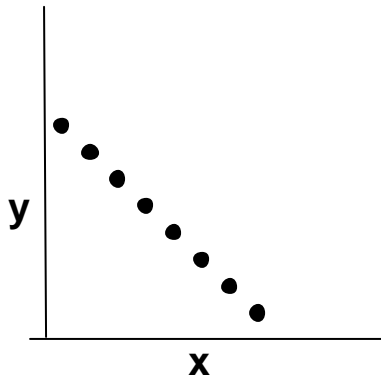
Hough Transform



single point = many possible lines



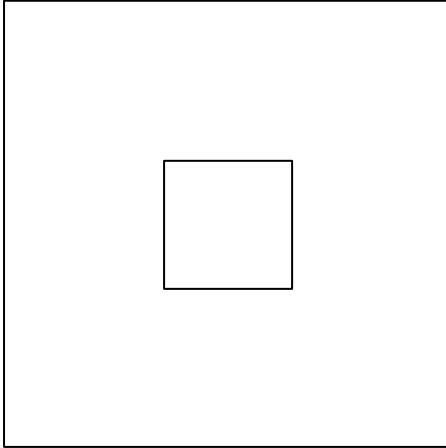
## Hough transform Method for finding line segments



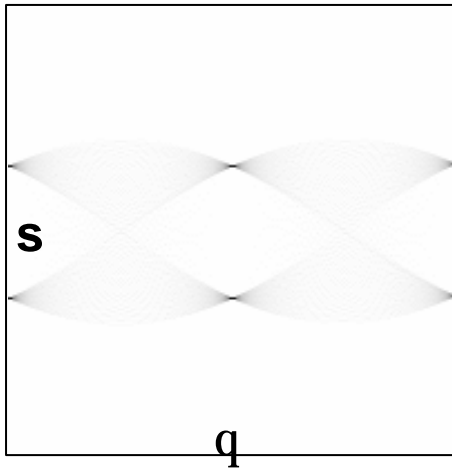
many points on a line =  
many lines in the Hough transform space which  
intersect at 1 point.



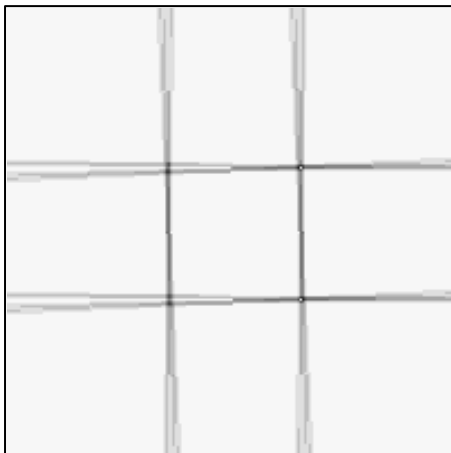
## Hough Transform Example



Original  
square image



Hough Transform  
( $s, \theta$ ) space



Reconstructed  
line segments

## Hough Transform Example

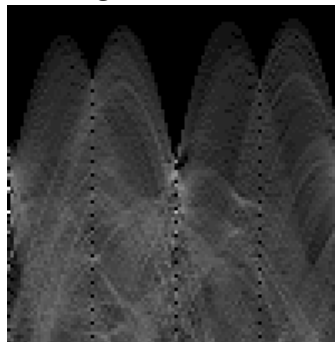
Original



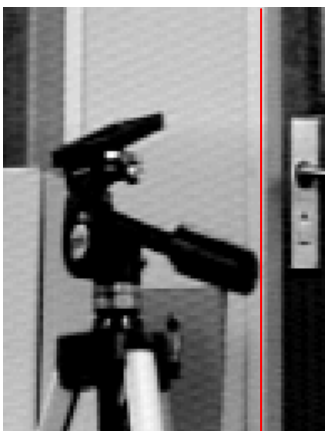
Edges



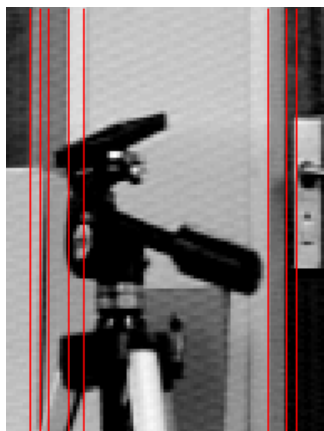
Hough Transform



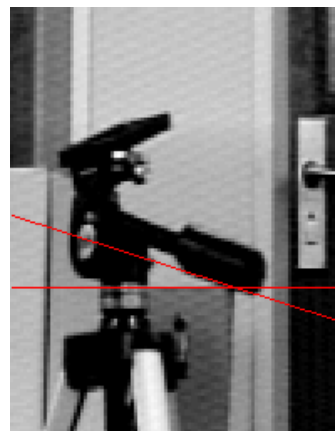
Results1



Results2

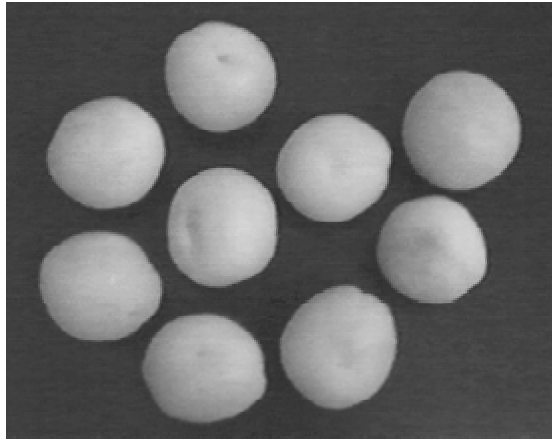


Results3

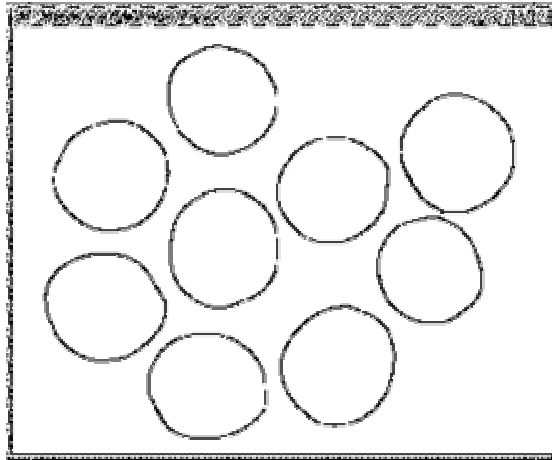


## Hough Transform Example

Original



Edges



Result

