

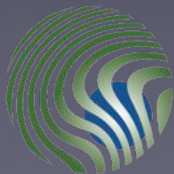
MPI- CBG IPF

Basics of Image Processing

Image Segmentation

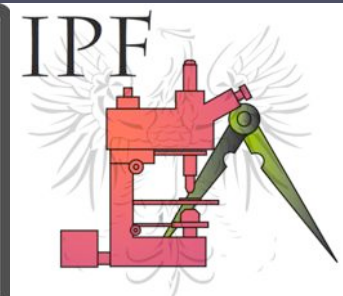
Using ImageJ

Dan White
May 2008



CBG

Max Planck Institute
of Molecular Cell Biology
and Genetics



What is “Image Segmentation”?

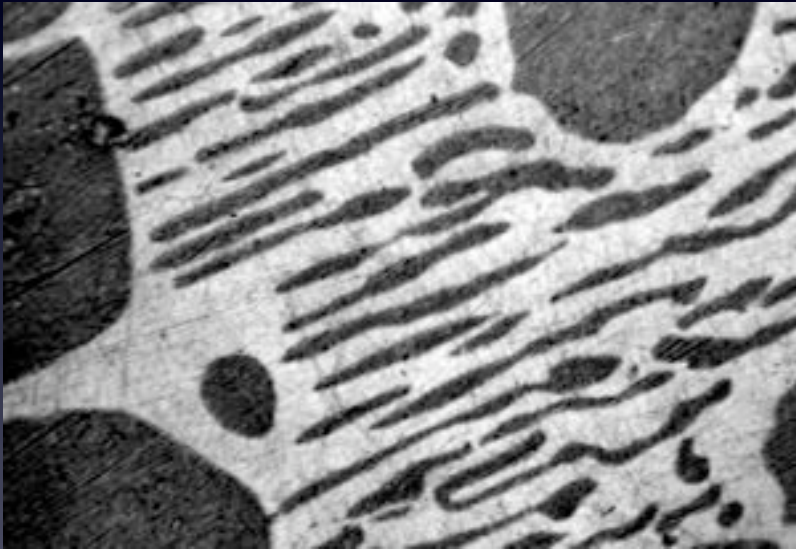


“Greyscale”
image



foreground
background

What is “Image Segmentation”?



“Scalar Intensity”
image



“Binary”
image

What is “Image Segmentation”?

1	65	13	55	2
2	3	34	2	1
4	0	31	1	2
1	33	3	54	3
56	3	2	1	34



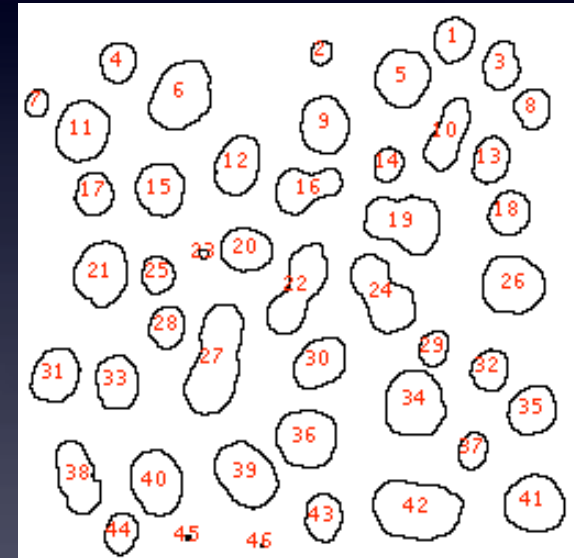
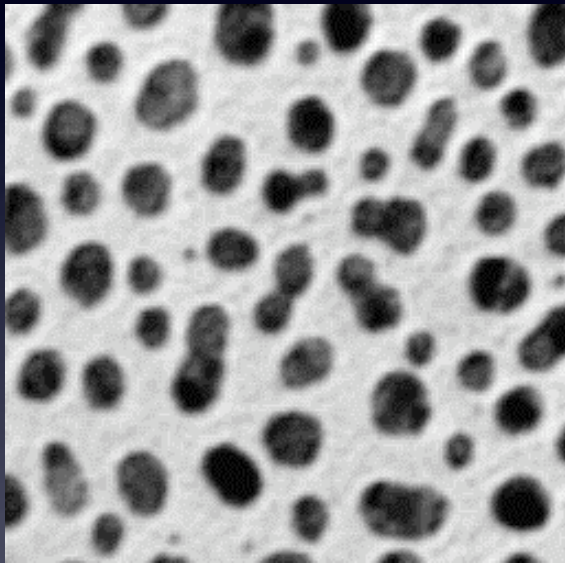
0	1	1	1	0
0	0	1	0	0
0	0	1	0	0
0	1	0	1	0
1	0	0	0	1

“Scalar Intensity”
image



“Binary”
image

What is “Image Segmentation”?

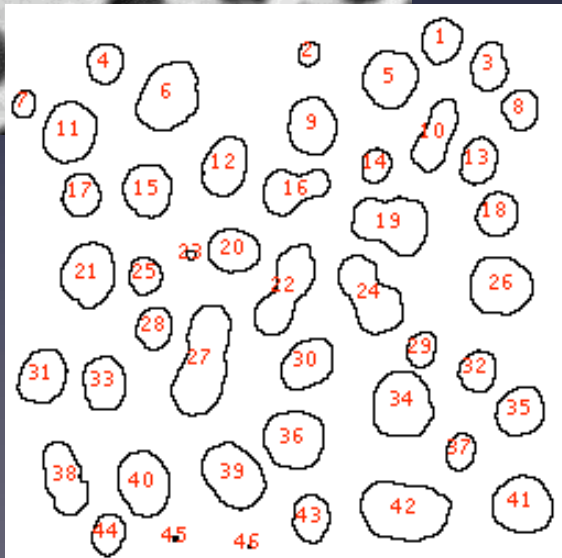
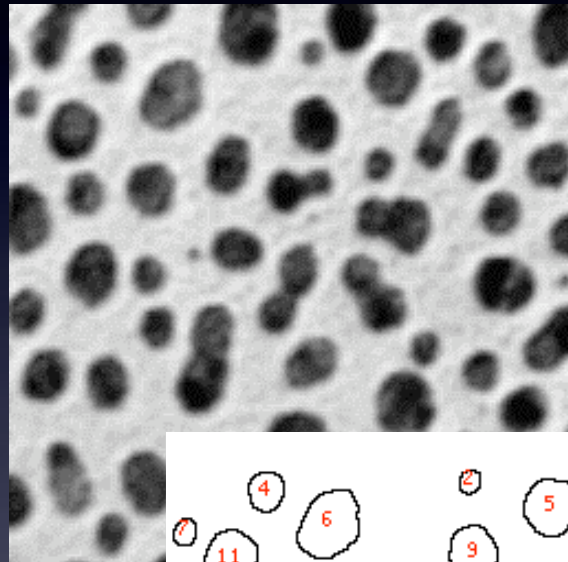


“Scalar Intensity”
image



“Labelled
Objects”

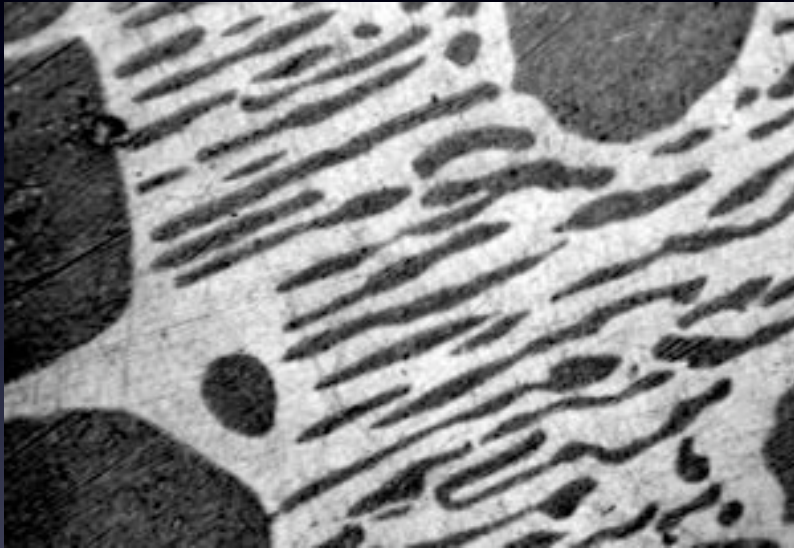
What is “Image Segmentation”?



High Information Content
65536 pixels, 0-255 value

Lower Information Content
But easier to interpret
biological meaning:
45 “objects” with properties:
size, shape, intensity etc.

“Thresholding” (Intensity Histogram Split)



Clear difference between foreground and background?
Image not very noisy?



Choose an intermediate grey value = “threshold”

Determines foreground and background.

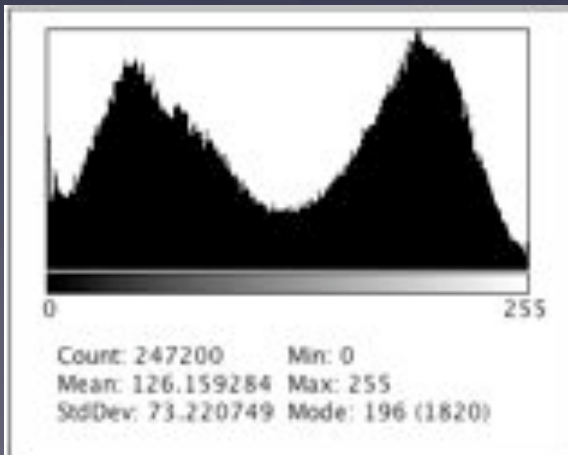
“Thresholding” (Intensity Histogram Split)



How to choose the grey level for thresholding?

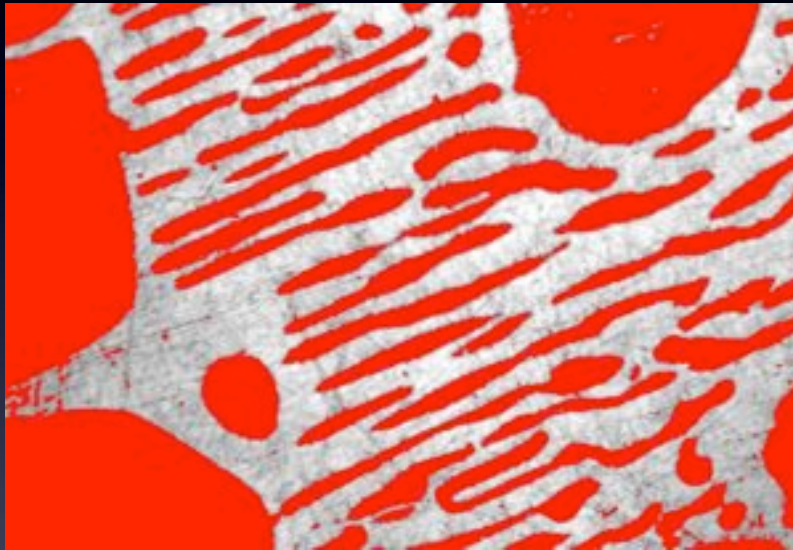


Look at pixel intensity histogram of whole image...

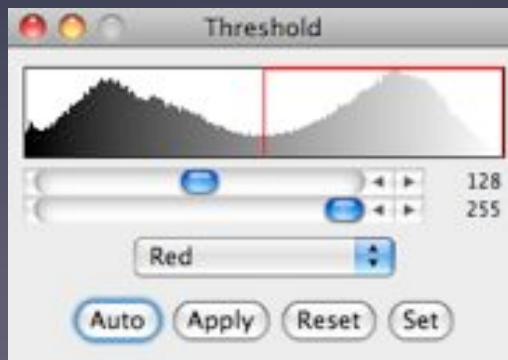


Is there an obvious place?

“Thresholding” (Intensity Histogram Split)

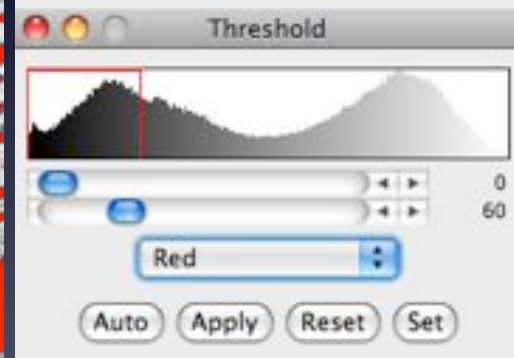
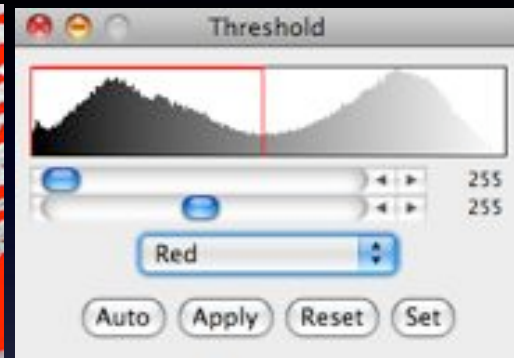
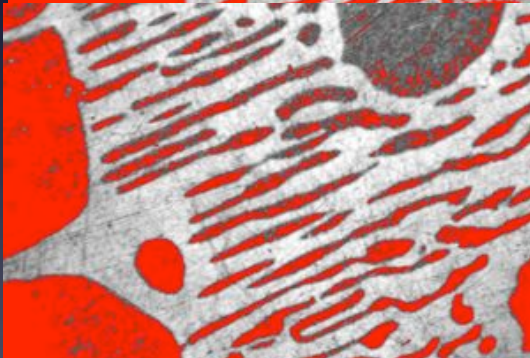
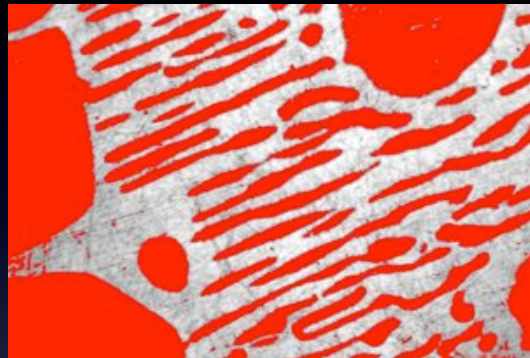


Histogram is bimodal, so
put threshold in the trough
between the peaks!



Note, in this case:
Foreground =
“dim” objects
Background =
“bright” objects

“Dumb Global Threshold” (Subjective - User Biased)



Computed Global Threshold

Objective - Reproducible

ImageJ - Auto Threshold (and Make Binary):

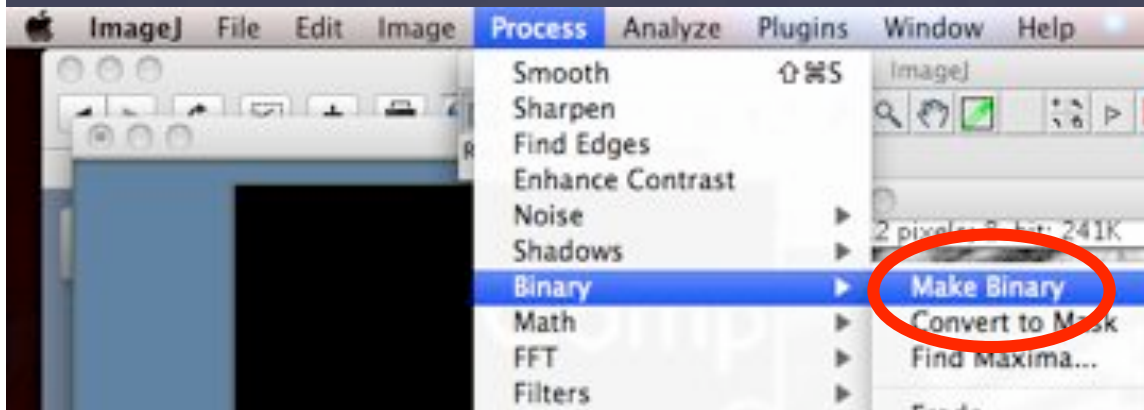
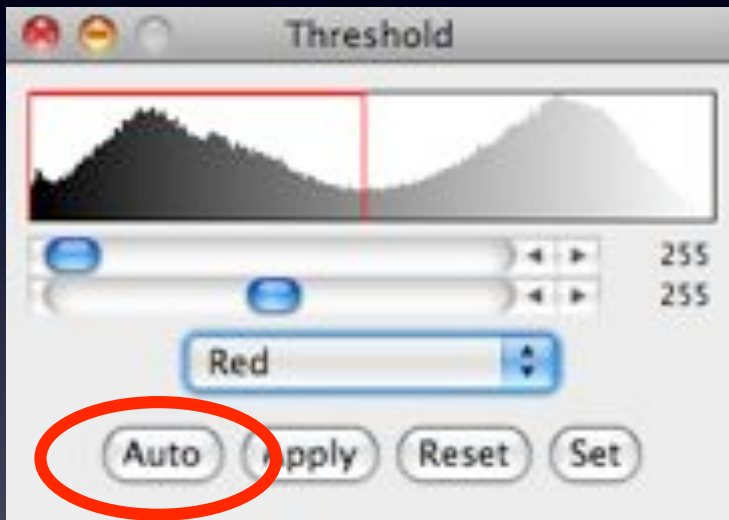
Initial guess of Threshold, T

Compute mean pixel intensity of background and foreground

$T_{new} =$

$1/2 \times (\text{mean of foreground} + \text{mean of background})$

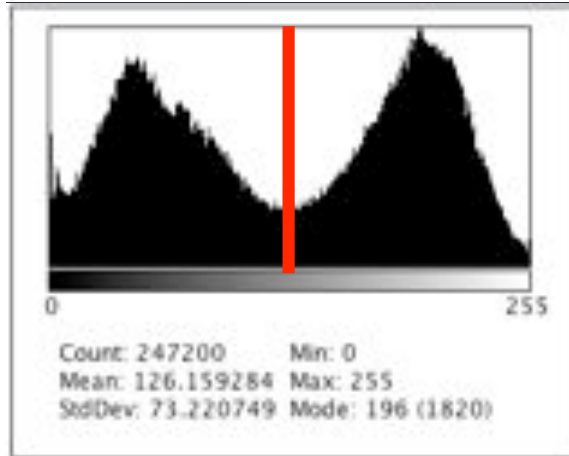
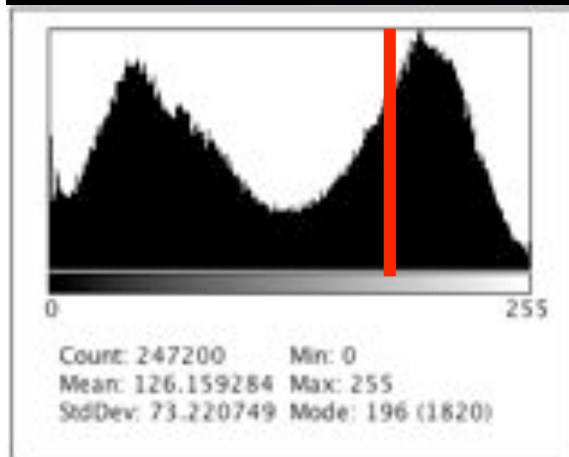
Iterate until T_{new} no longer changes.



Note:
Manual threshold set?
Make Binary uses
that dumb threshold!

Otsu Threshold

Global - Objective - Reproducible



ImageJ -

Plugins-Segmentation-OtsuThreshold8bit

Another pixel intensity histogram method:

Search for the threshold that minimizes the background and foreground variances, σ^2 (square of S.D.)

Same as maximising variance between background and foreground

http://en.wikipedia.org/wiki/Otsu's_method

Also see “K-means Clustering”, “Maximum Entropy”, “Mixture Modelling” and others.

Segmentation - Practical Exercises.

1) Dumb threshold, example of easy case histogram - bimodal.

Sample data : AuPbSn40.jpg

- 1) Analyze-Histogram,
- 2) Image-Adjust-Threshold (set it then Apply),
- 3) Analyze-Analyze Particles (select options-show outlines)
try with different thresholds.

Segmentation - Practical Exercises.

2) Computed / Optimised global threshold

a) $T_{new} = 1/2$ (mean of foreground + mean of background)

Make Binary and Auto threshold use this method:

blobs2.gif

process-binary-make binary, analyse particles

b) Otsu threshold minimise intra class

blobs2.gif

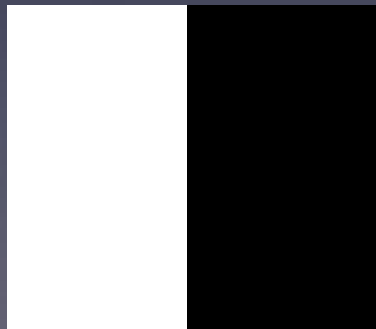
Plugins - segmentation - Otsu Thresholding 8 bit

process-binary-make binary, analyse particles

Edge Detection

What is an “edge” ?

- “Hard Edge” - Adjacent black - white pixels
- “Soft / Fuzzy Edge” - common in images
 - Especially for small diffraction limited objects
(vesicles / membranes)
 - Noise makes edges look softer

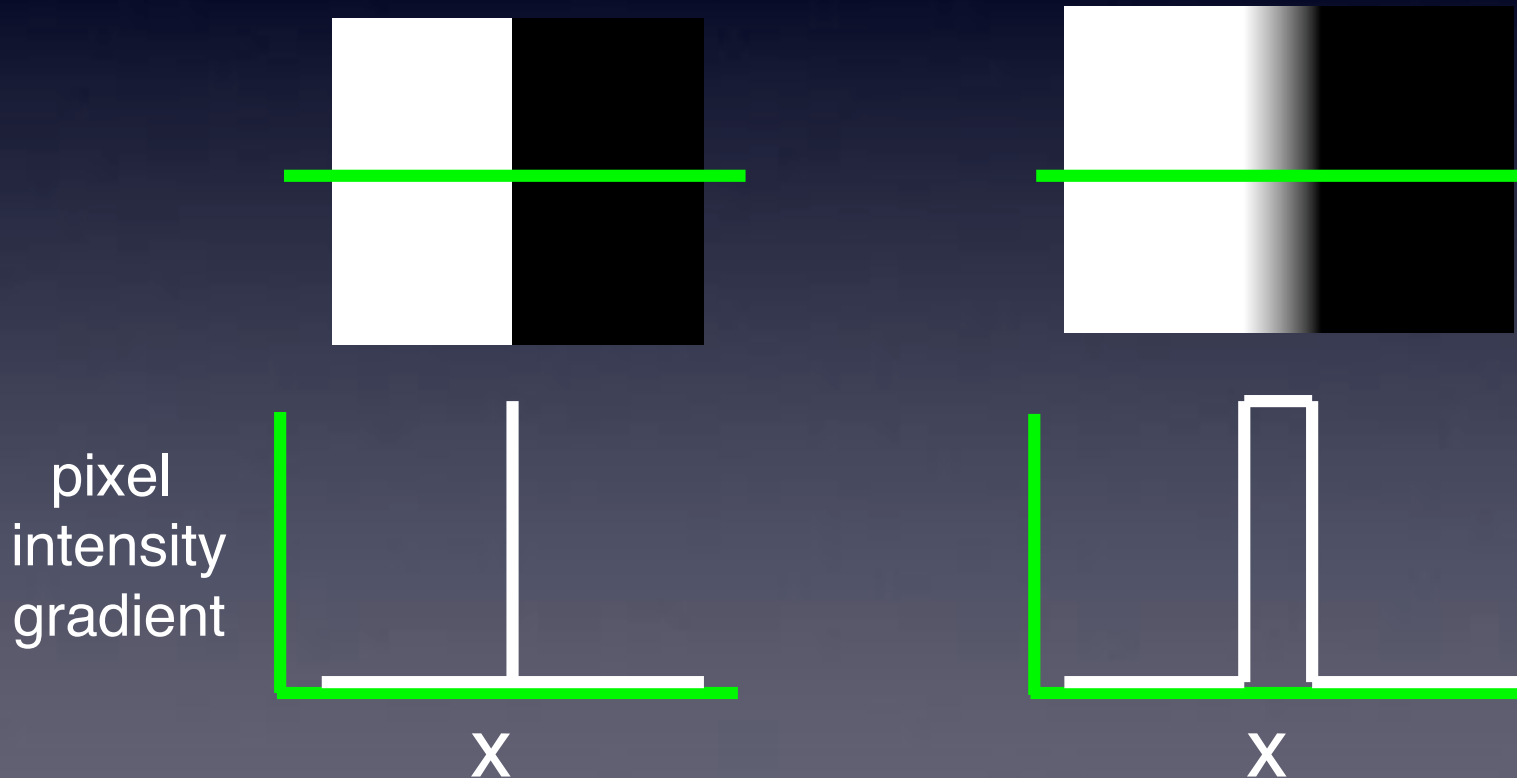


Edge Detection

"Image Gradient"

What is a "Gradient Image" ?

Rate of change of pixel intensity (1st derivative)



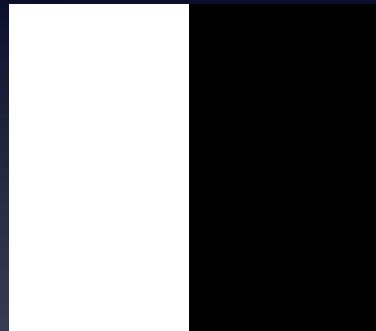
Edge Detection

"Image Gradient"

What is a "Gradient Image" ?

Rate of change of pixel intensity (1st derivative)

hard
edge

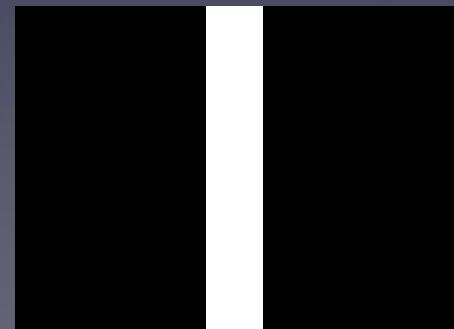
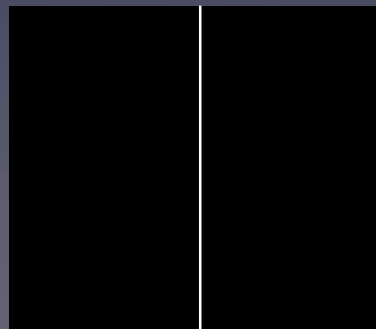


Image



soft
edge

Gradient
Image



"Image Gradient" - How?

Sobel filter - 3x3 convolution filters in x and y

- find edges with x and y components
- compute total gradient magnitude
- approximates 1st derivative of image

-1	0	+1
-2	0	+2
-1	0	+1

+1	+2	+1
0	0	0
-1	-2	-1

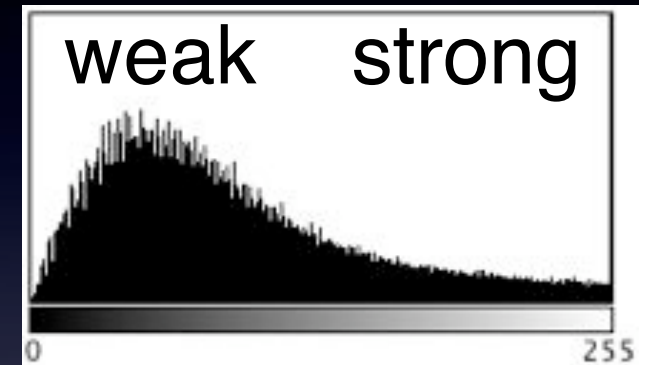
$$|G_x| + |G_y| = |G|$$

Gradient Image - Real Sample:

Real / Biological images:

- Sobel filter
- many edges
- many weak edges from noise

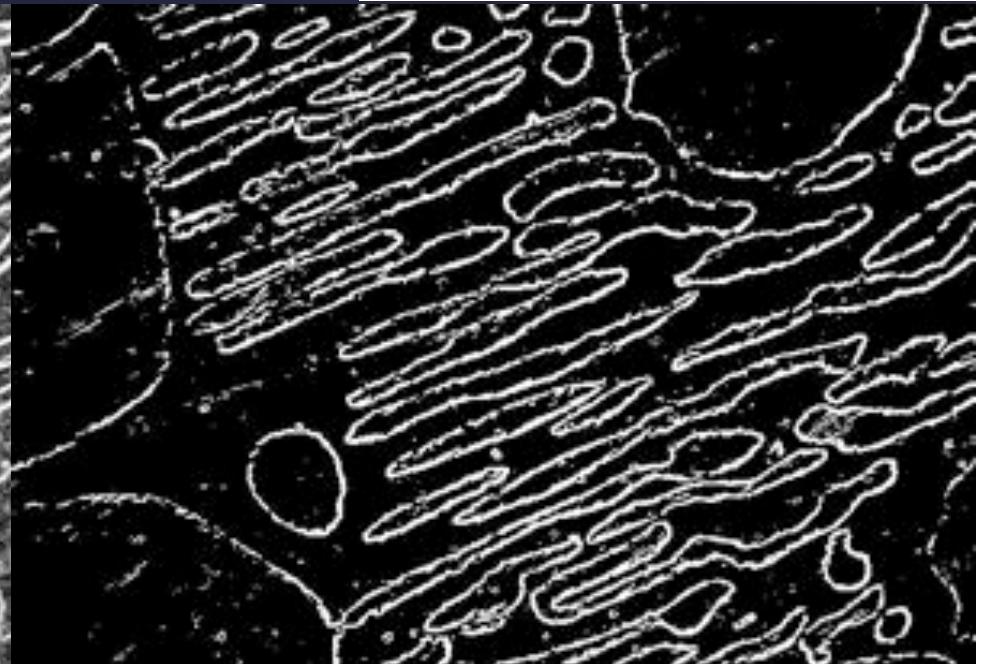
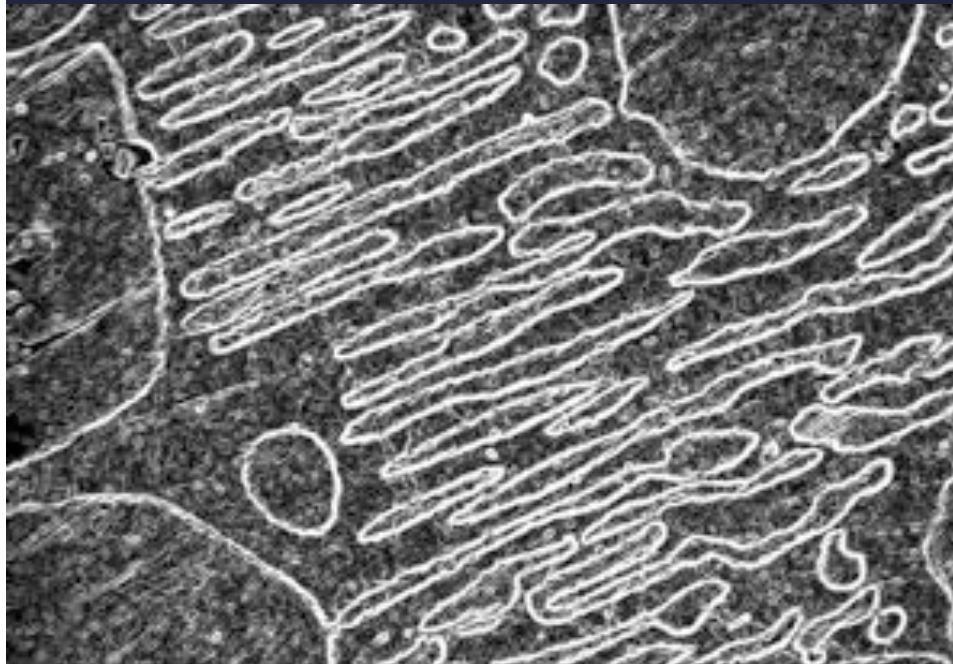
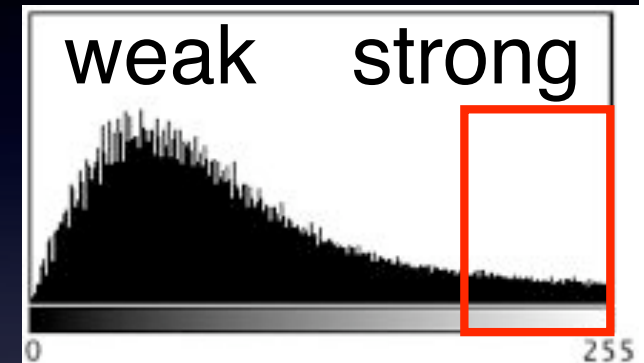
gradient image histogram



Gradient Image - Strong Edges?

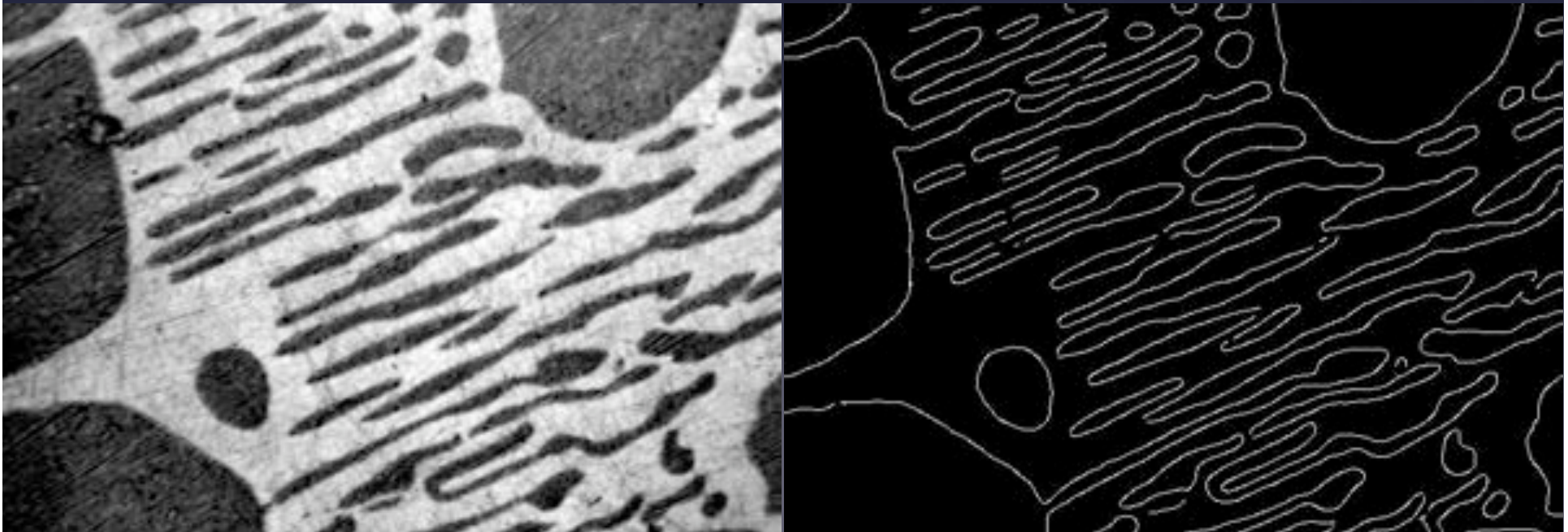
Remove weak edges?

- Threshold the gradient image
- Smoothing filter beforehand



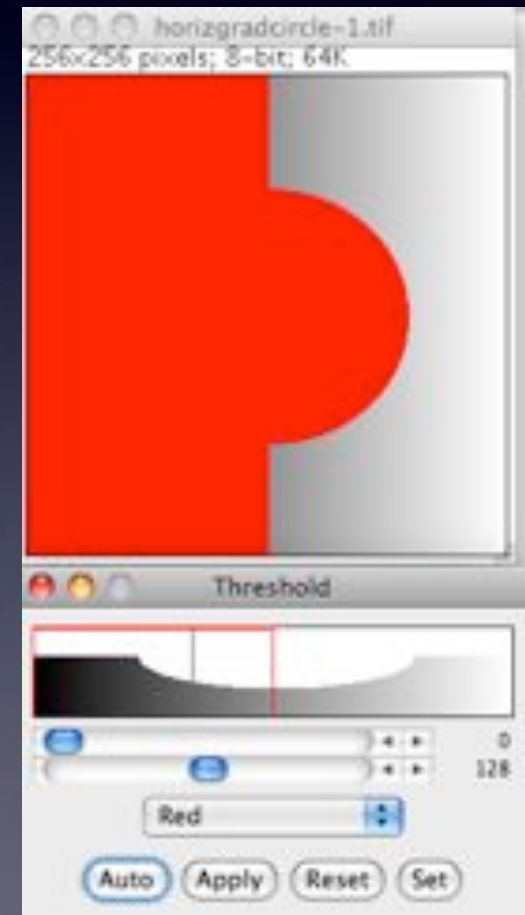
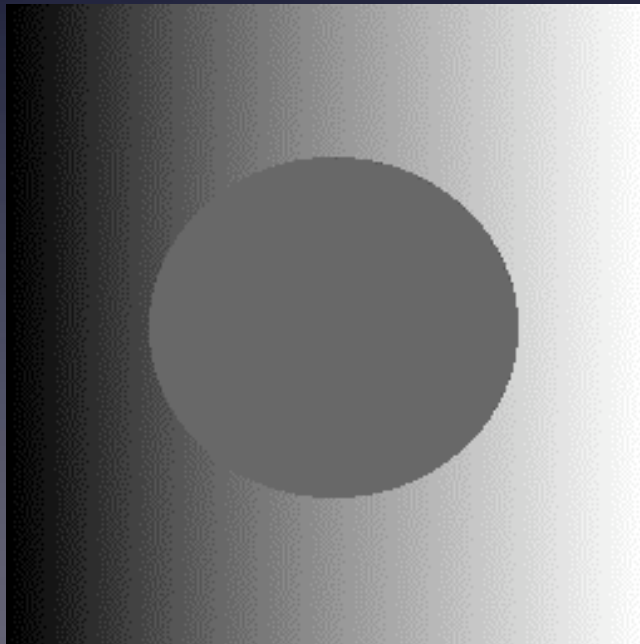
“Canny” Edge Detection

- Remove weak/noisy edges - keep strong
 - Gaussian smooth image + hysteresis threshold gradient image
- Make edges sharp - 1 pixel wide
 - Non maximal suppression of gradient image



Intelligent Thresholding using Local Adaptive Thresholds

- The problem:
 - Non flat illumination or background
 - Dumb threshold or computed global threshold...**Doesn't Work!**



Intelligent Thresholding using Local Adaptive Thresholds

- The Answer : “Adaptive / Dynamic
Threshold”

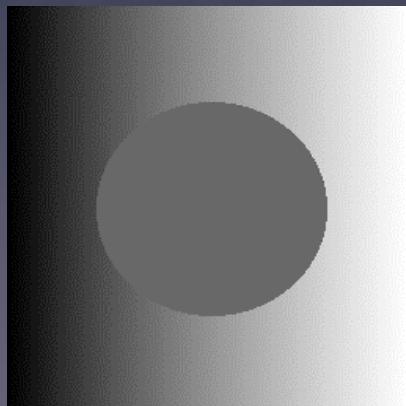
- Local Thresholding

- looks at small parts of image
- determine threshold in that small region

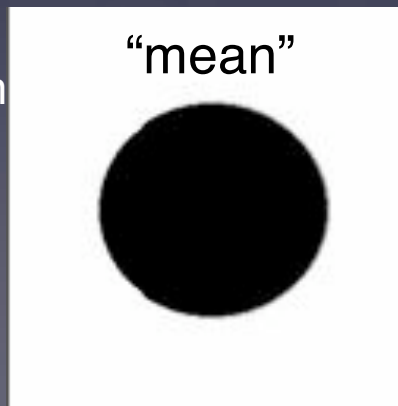
- <http://homepages.inf.ed.ac.uk/rbf/HIPR2/adpthrsh.htm>

1. Convolve image with statistical operator: *mean* or *median*.

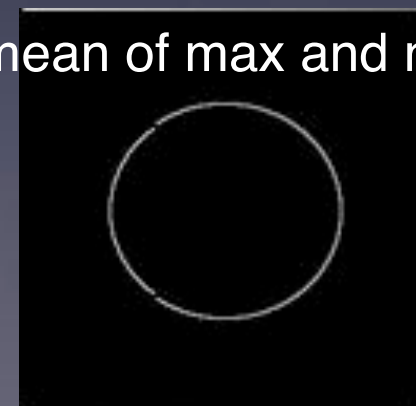
2. Subtract original from convolved image.



old difference
resholded im



“mean of max and min”

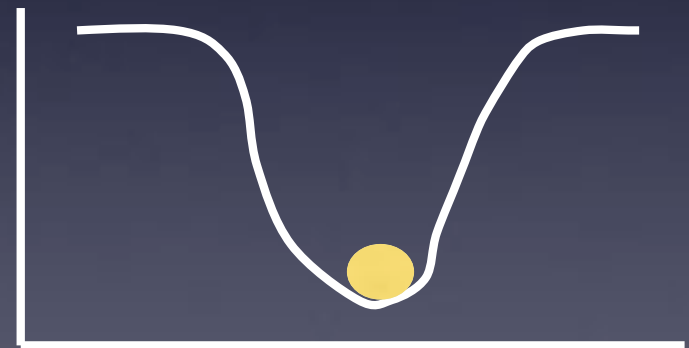
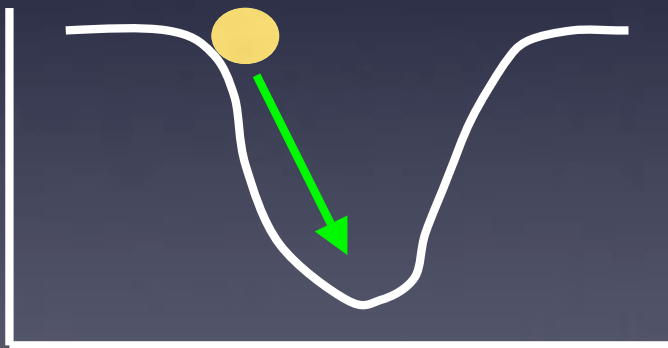


Active Contours - “Snakes”

- Physical model for finding edges.
 - Image gradient = “energy landscape”
 - Starting shape = points joined by a closed line
 - Let the points move to lowest energy

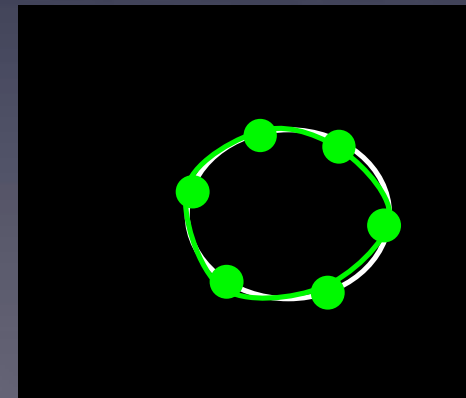
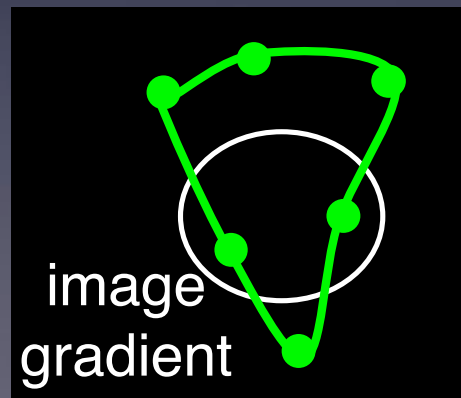
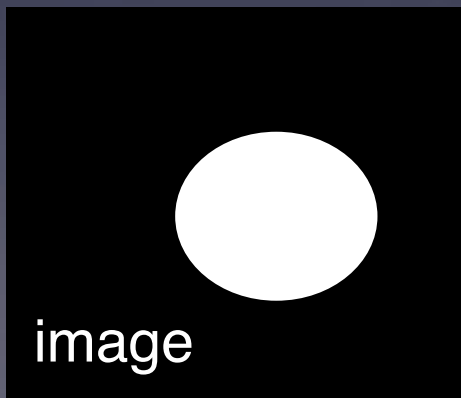
High energy
Low image
gradient

Low energy
High image
gradient



Active Contours - “Snakes”

- Physical model for finding edges.
 - Image gradient = “energy landscape”
 - Starting shape = points joined by a closed line
 - Let the points move to lowest energy
 - but add high energy terms for
 - high bending / curvature
 - stretching (distance between points)
 - prevents messy edges and explosion



Segmentation - Practical Exercises.

3) Edge Detection

a) Sobel filter approximates 1st derivative

blobs2.gif

Process - find edges

b) Canny edge detection

AuPbSn40.jpg

Plugins - FeatureJ - FJ edges

smoothing scale 3, lower threshold 10

Segmentation - Practical Exercises.

4) Dynamic / Adaptive / Local thresholding

a) dynamic threshold

horizgradcircle.tif

Plugins - dynamic threshold 1b

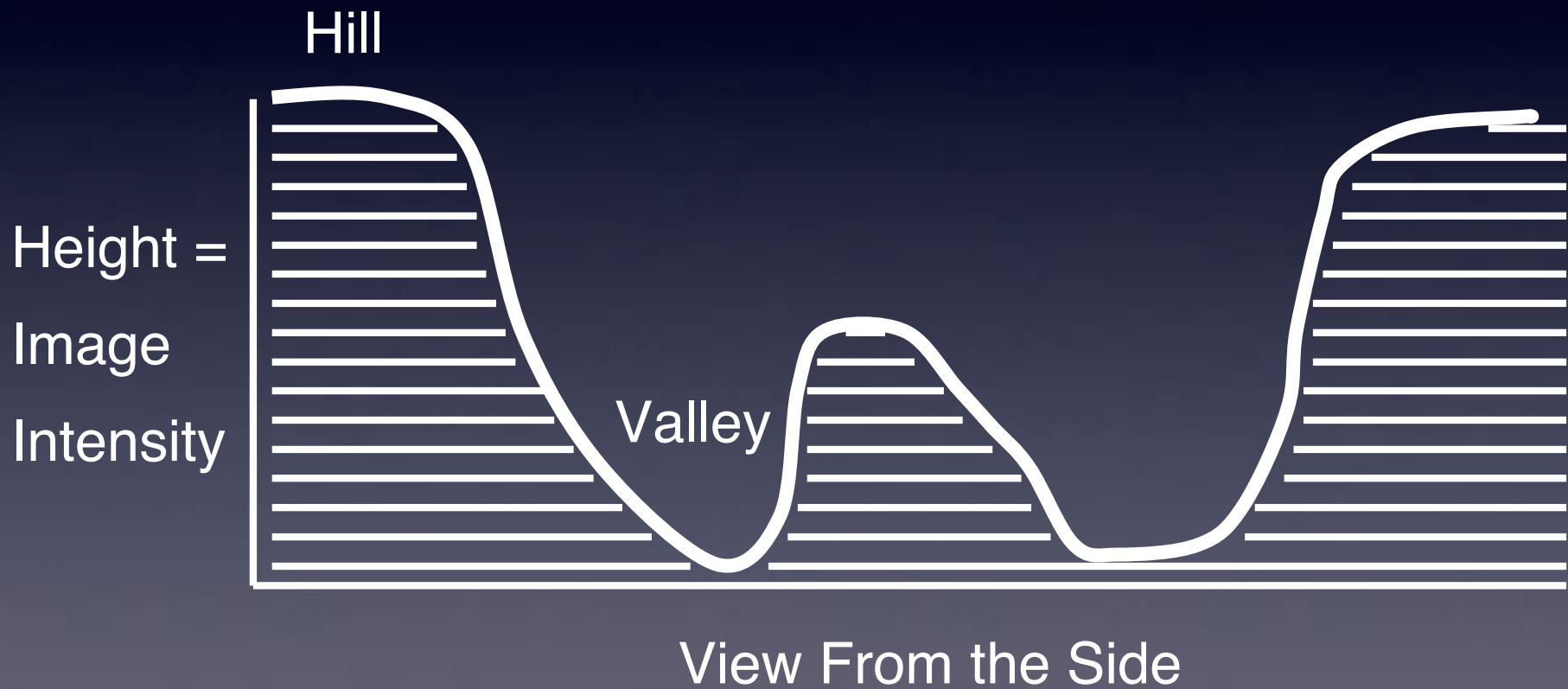
tick all, mask size 3

b) Active Contours (snakes)

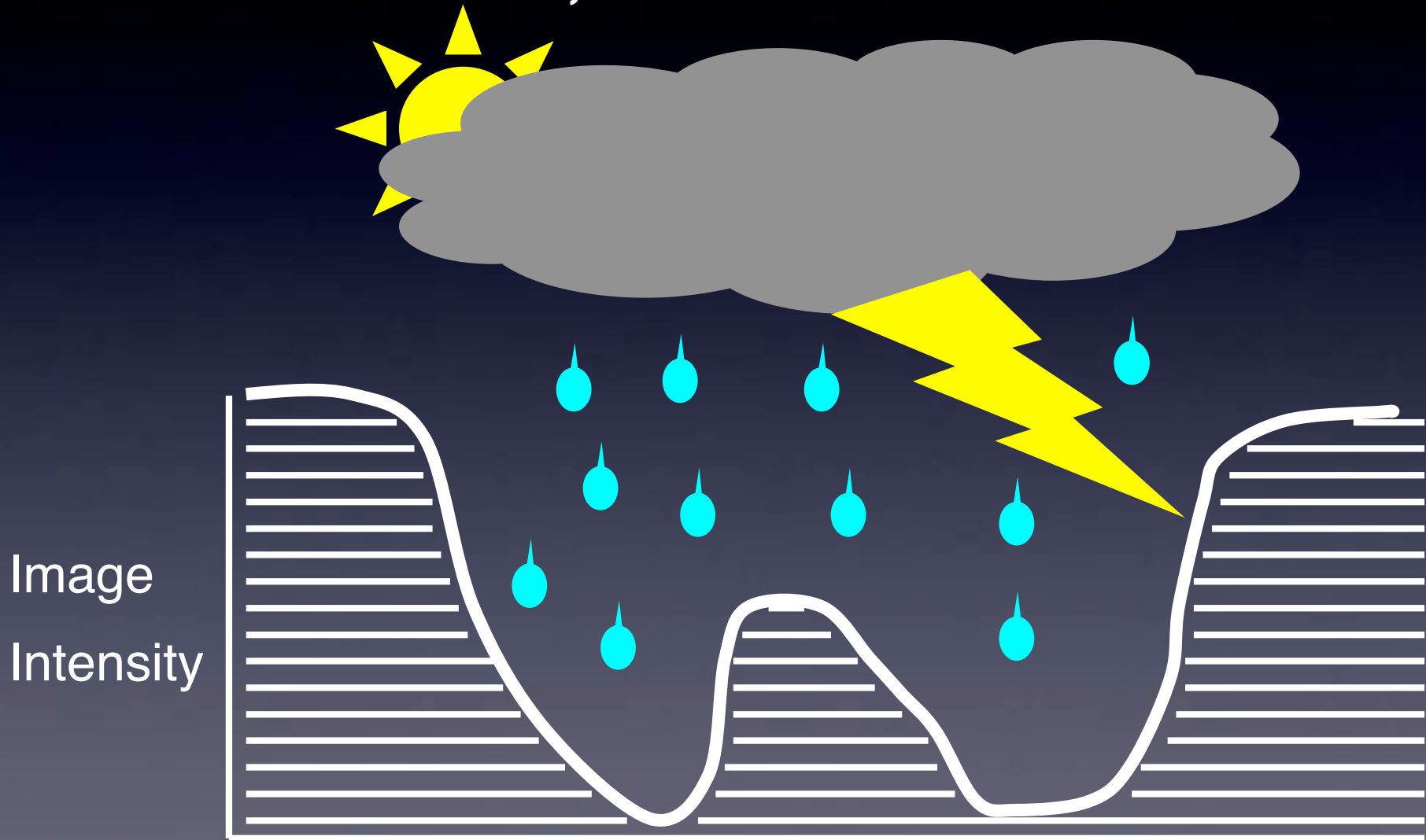
blobs2.gif and blue channel of fluorescent cells

Plugins - ABSnake

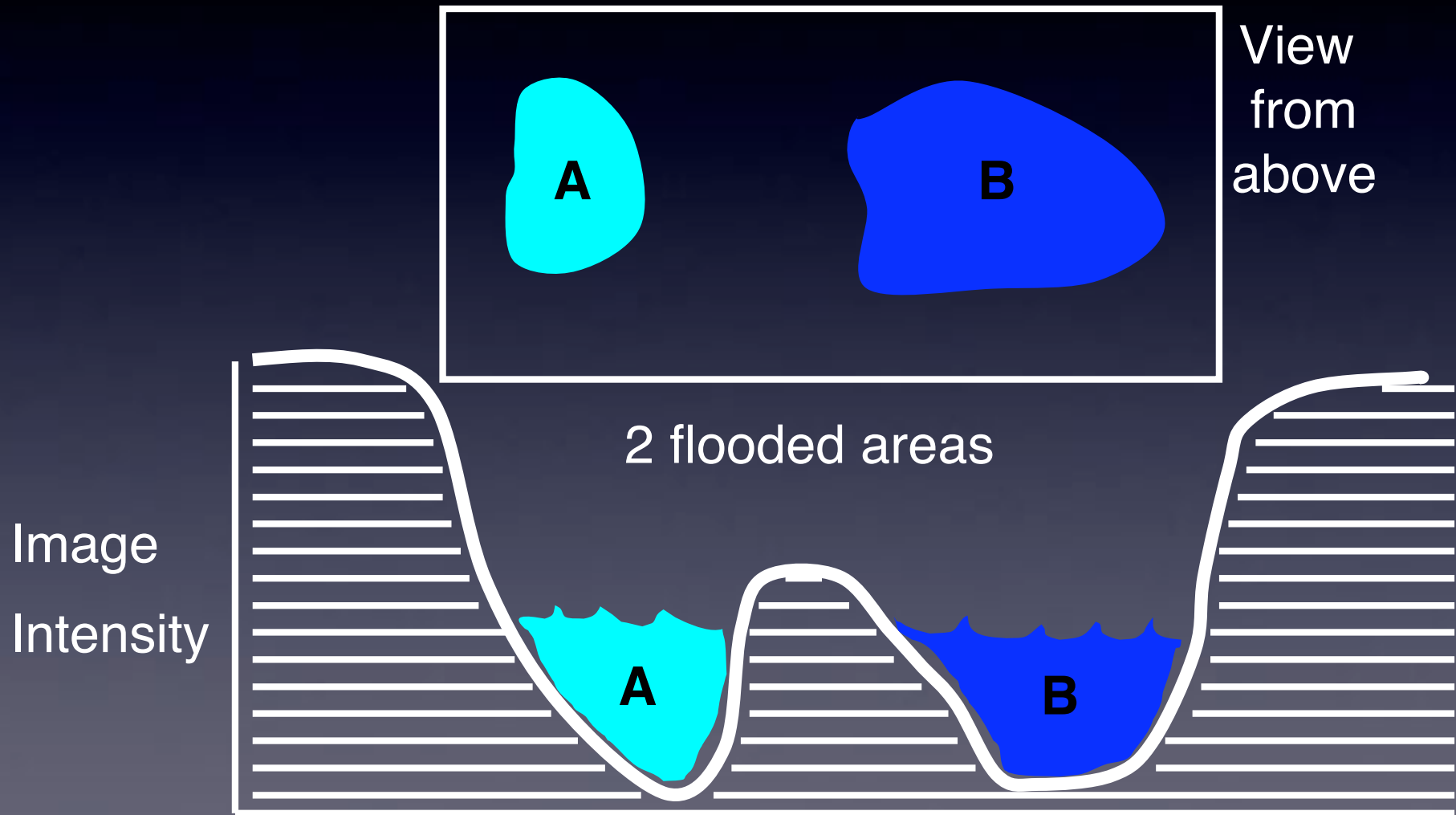
Watershed Algorithm: mountains, lakes and oceans



Watershed Algorithm: mountains, lakes and oceans

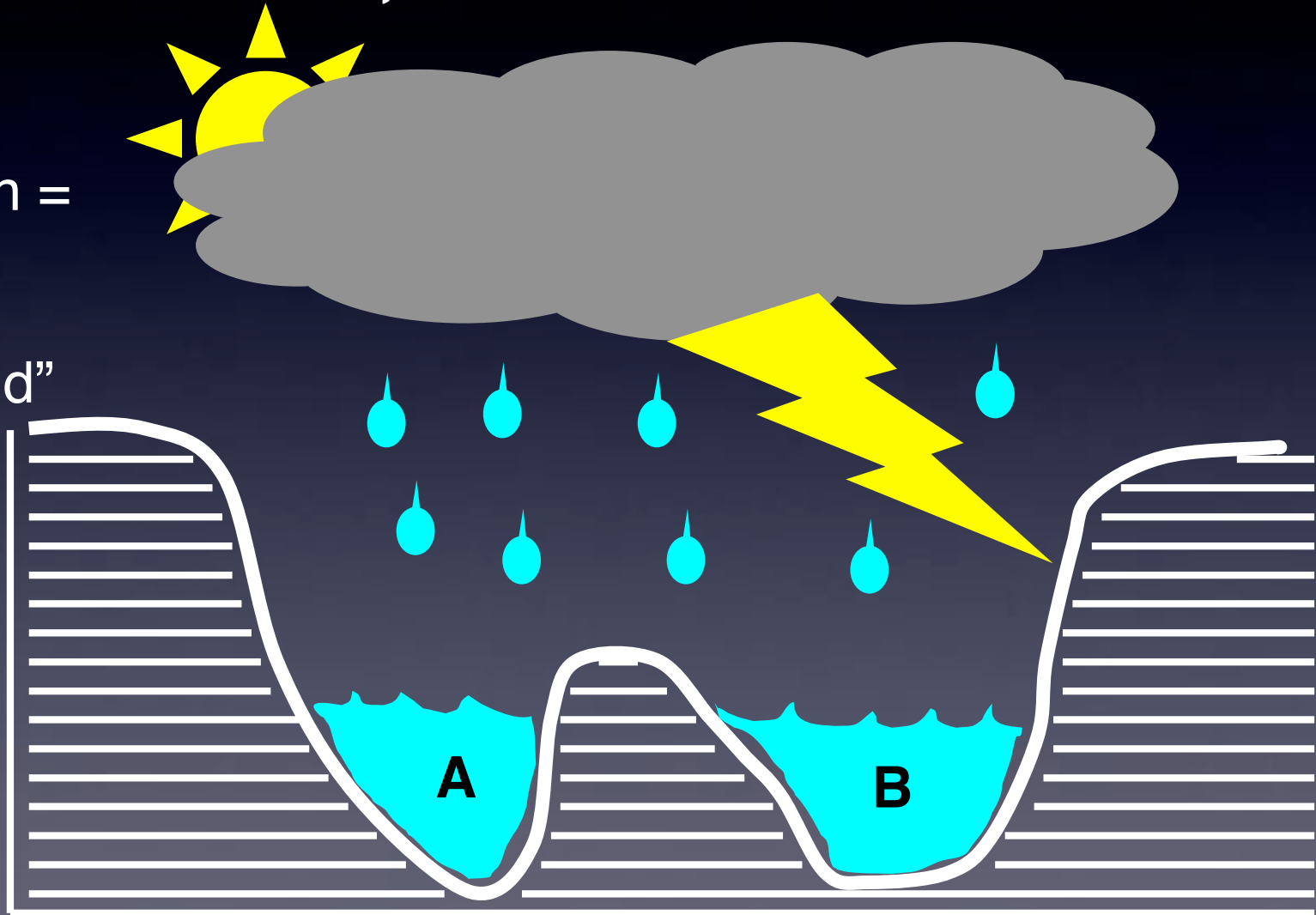


Watershed Algorithm: mountains, lakes and oceans

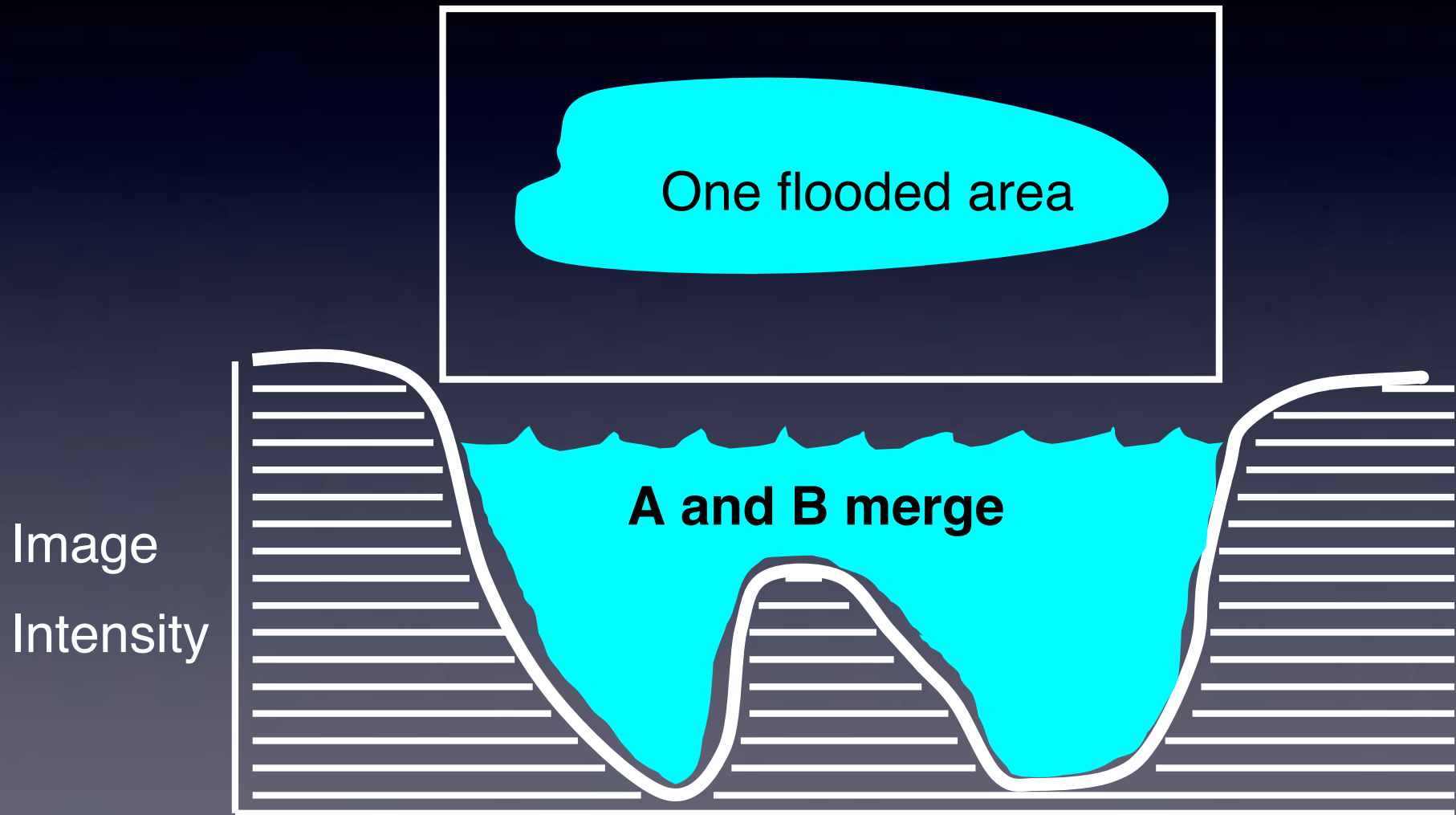


Watershed Algorithm: mountains, lakes and oceans

More rain =
increase
“threshold”

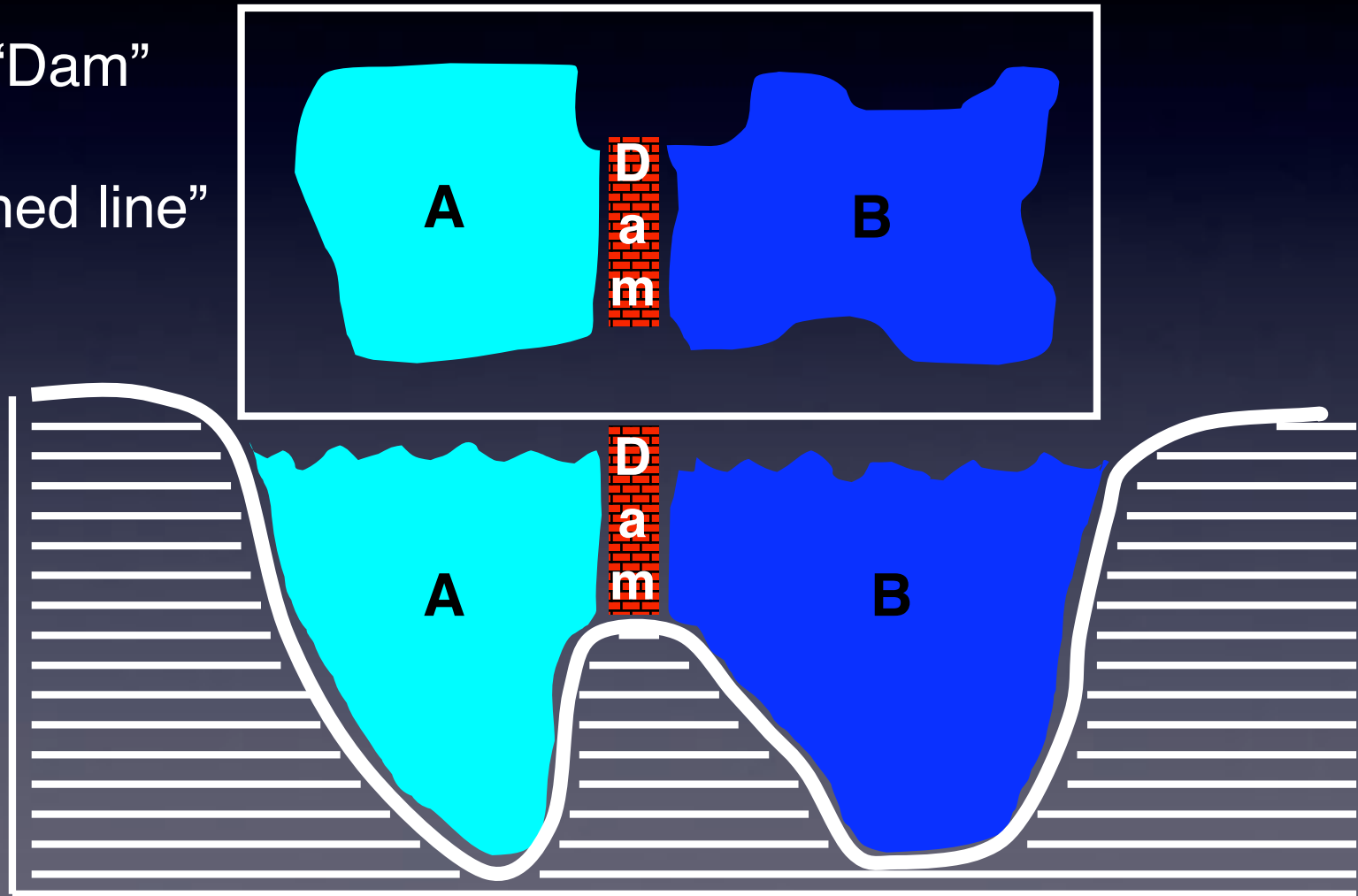


Watershed Algorithm: mountains, lakes and oceans



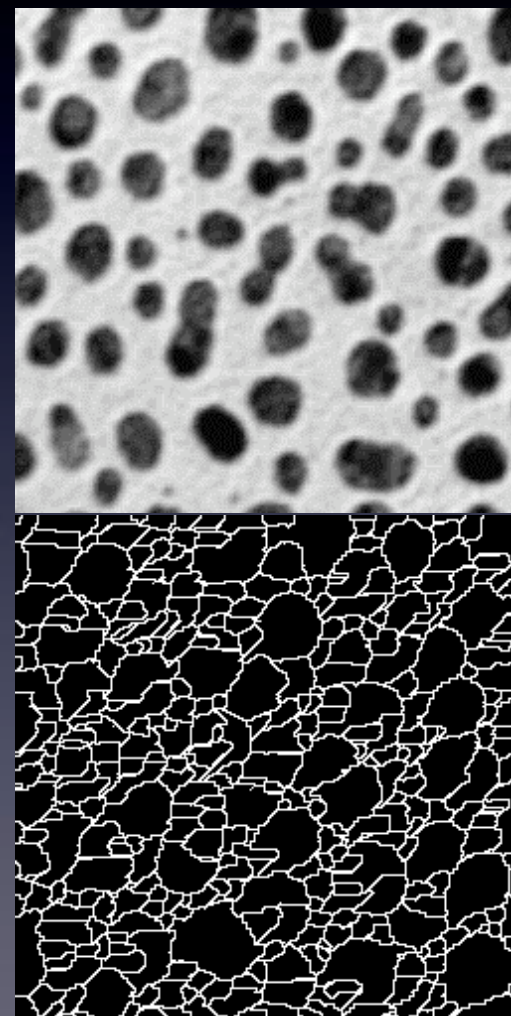
Watershed Algorithm: mountains, lakes and oceans

Make a "Dam"
at the
"Watershed line"



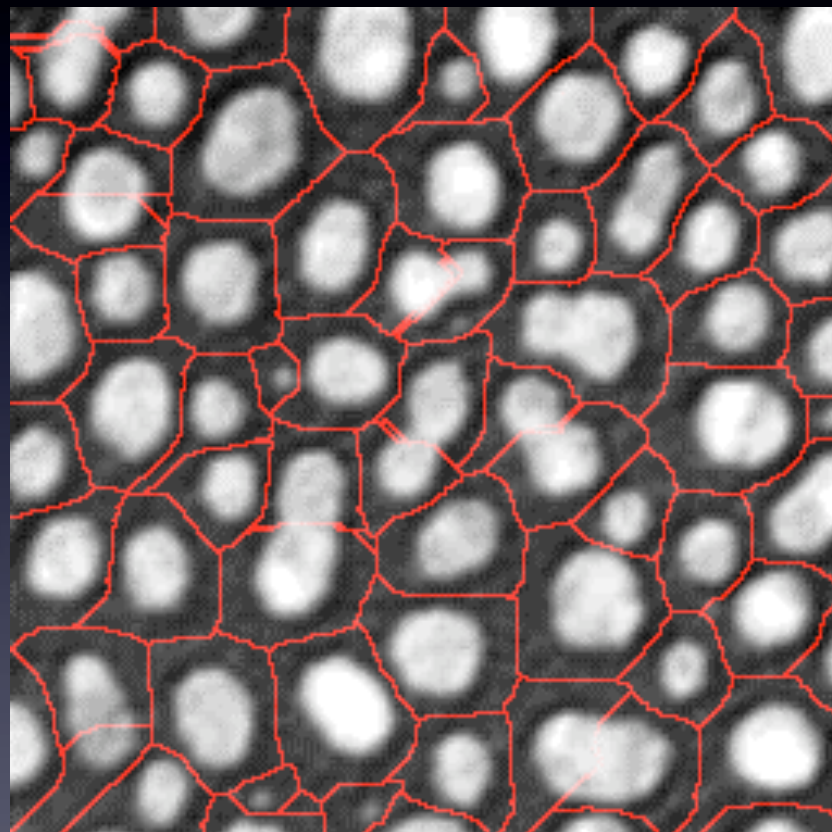
Watershed on a “biological” image:

- Watershed of blobs2.gif
- Over segmented
 - Why?
 - image is grey scale
 - many ‘low hills’

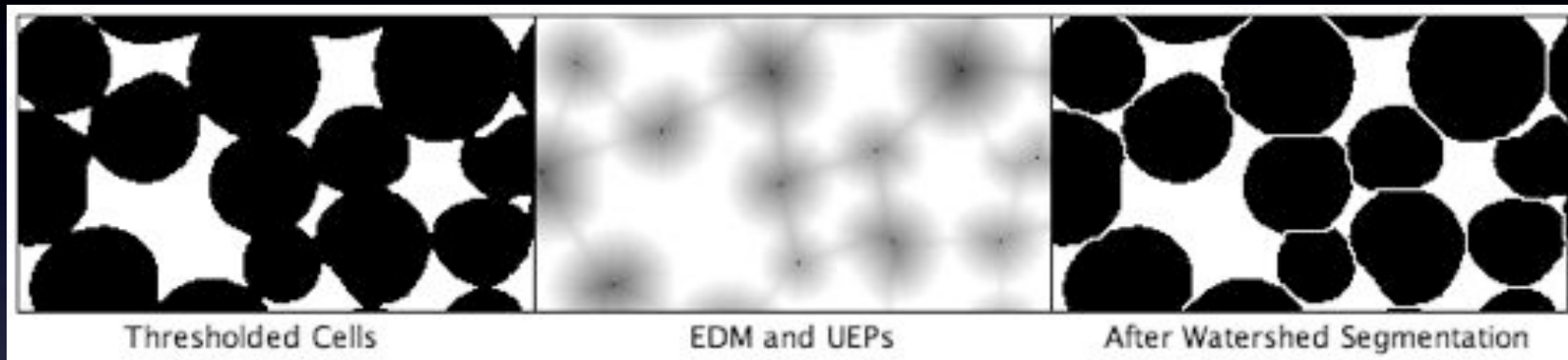


Watershed to find object number

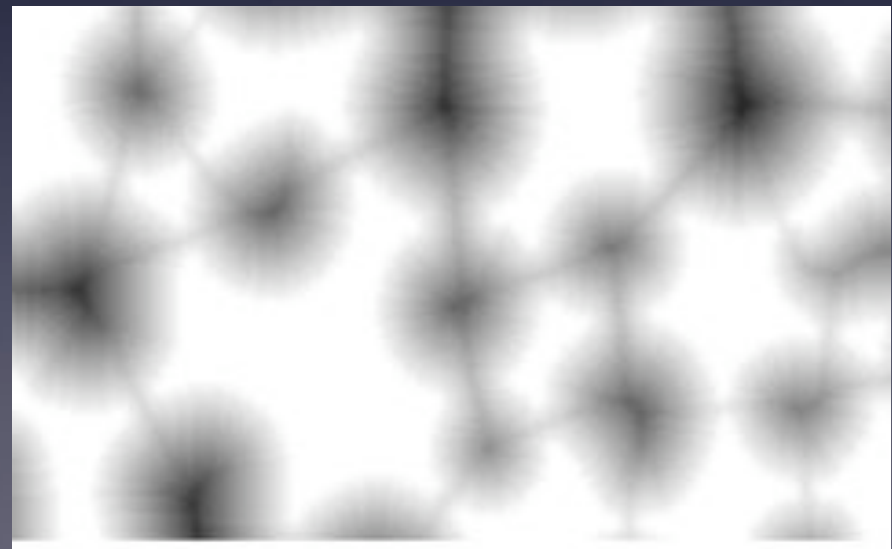
- Blobs2.gif
 - Make Binary
 - Euclidian Distance Map
 - Invert EDM
 - Watershed
-
- Gives number of objects!
(imagine there were too many to
count by hand, eg 2D Gel)



Watershed to separate touching objects



- Euclidian Distance Map
- Ultimate Eroded Points
- Fill with water from UEP
 - until hits edge of object,
or dams between objects



Segmentation - Practical Exercises.

5) Watershed

a) Watershed of raw biological image

blobs2.gif

plugins-filters-watershed algorithm

note over segmentation because image is grey scale not binary

b) Manual Binary-EDM-Watershed

blobs2.gif

process-binary-make binary, process-binary-distance map,

edit-invert, plugins-filters-watershed algorithm

c) Automatic ImageJ watershed

Whiteoverlaps.tif

(Edit - Invert), Process - binary -watershed, (Edit - Invert), Analyse-

Analyse particles (outlines)

Links and Further Reading

- **Standard Text Book**
Digital Image Processing 2nd Ed.
Gonzalez and Woods, Prentice Hall
- **Image Processing Facility**
 - Intranet - Services and Facilities - Image Processing Facility
 - Wiki - info for beginners - tips - software documentation
 - <https://zope.mpi-cbg.de/intranet/services/image-processing-facility>
- **ImageJ**
 - <http://rsb.info.nih.gov/ij/>
 - MacBioPhotonics plugins collection
 - <http://www.macbiophotonics.ca/downloads.htm>
- **Email:** ipf@mpi-cbg.de