




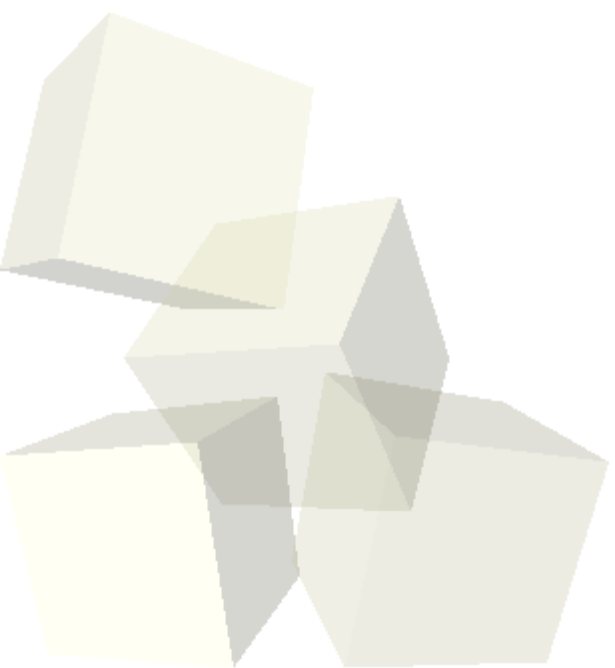
Methods for hierarchical watershed



Michal Hučko



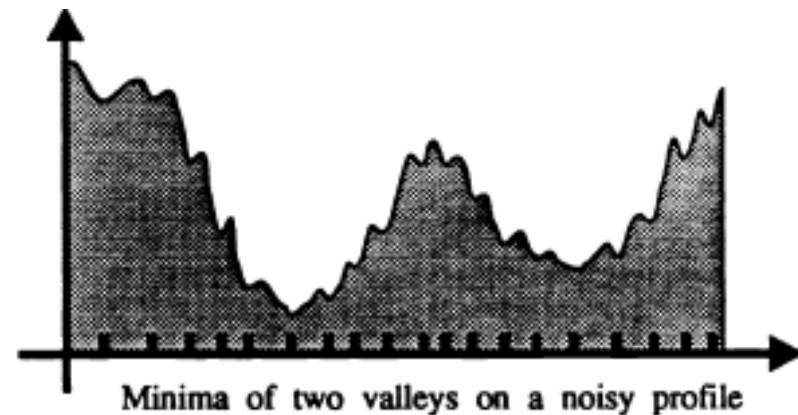
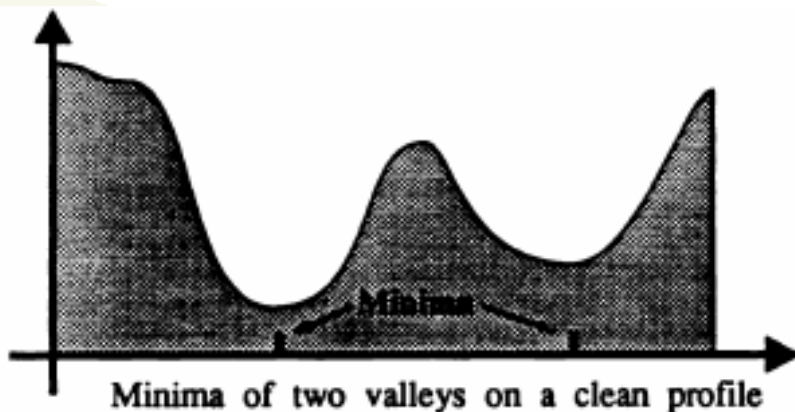
- Hierarchical watershed
- Methods
 - ◆ Dynamics
 - ◆ Mosaic image
 - ◆ Waterfall
 - ◆ Arcs dynamics





Hierarchical watershed

- Watershed
 - ◆ region for each local minimum
- Oversegmentation reduction
 - ◆ pre-filtering
 - denoising, removing of (insignificant) minima
 - ◆ merging of regions
 - grouping of minima





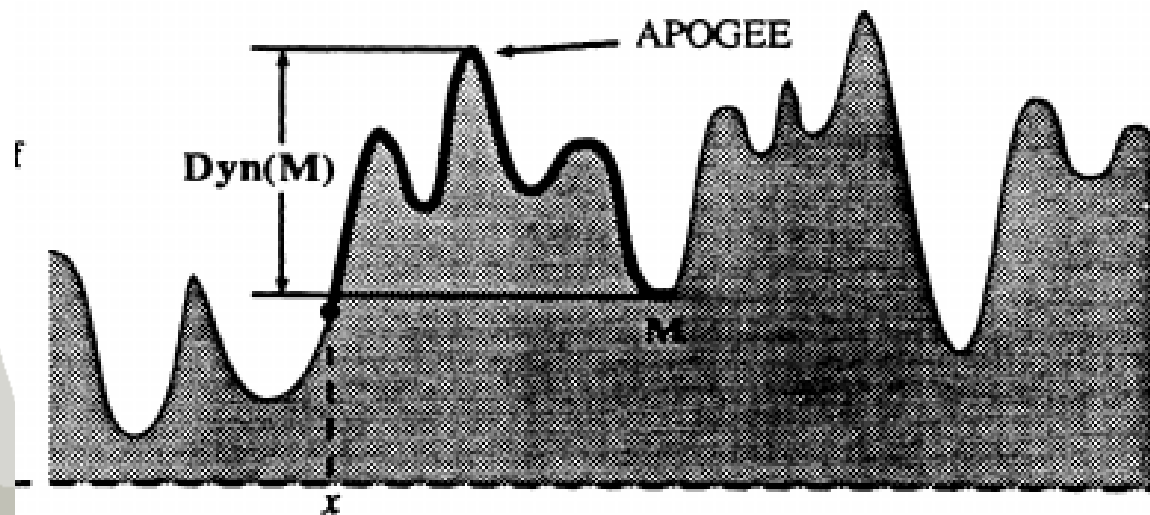
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■ Valuation of minima

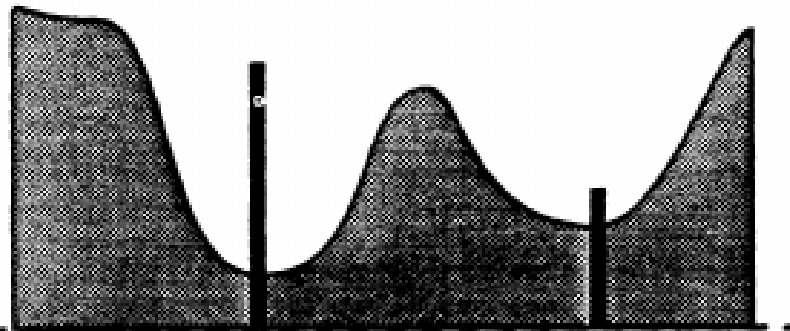
- ♦ path to point belonging to region of minimum of lower value
- ♦ difference between height and apogee height on path



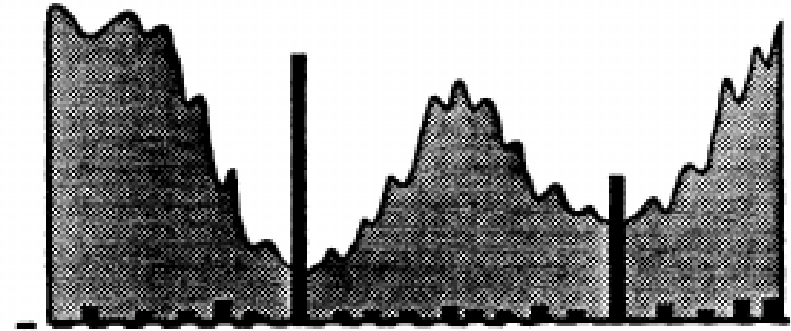
$$\text{Dyn}(M) = \text{Altitude}(\text{APOGEE}) - \text{Altitude}(M)$$



■ Using only minima of certain value

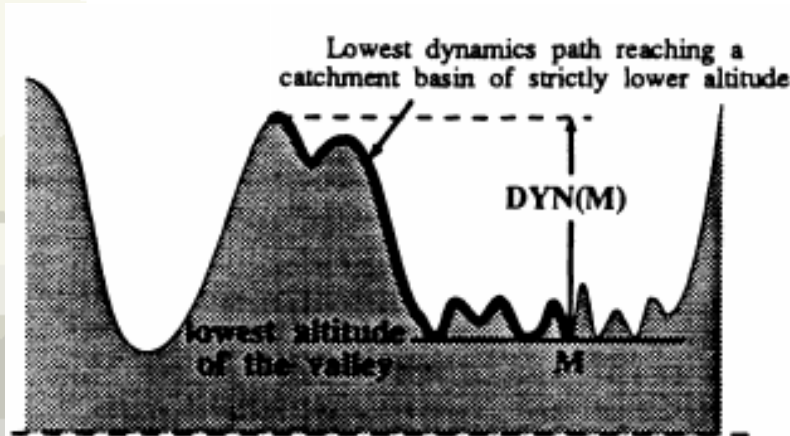


(a) Dynamics of two valleys on a non-noisy profile

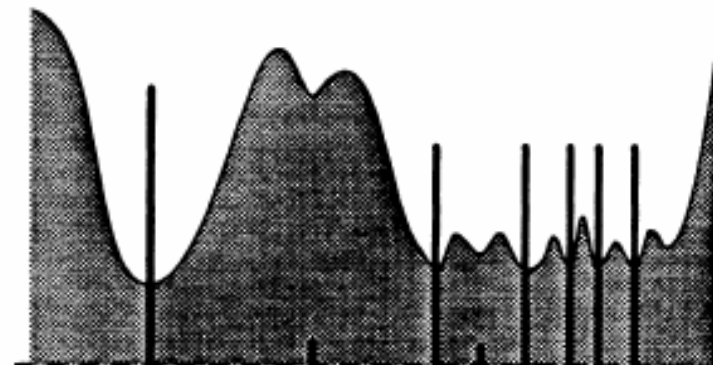


(b) Dynamics of two valleys on a noisy profile

■ Wide valley problem



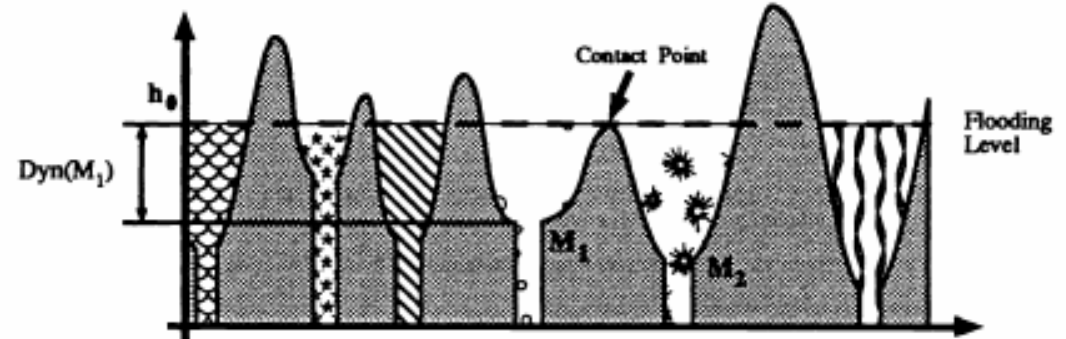
(a) A few minima have the same altitude than the bottom of the largest valley.



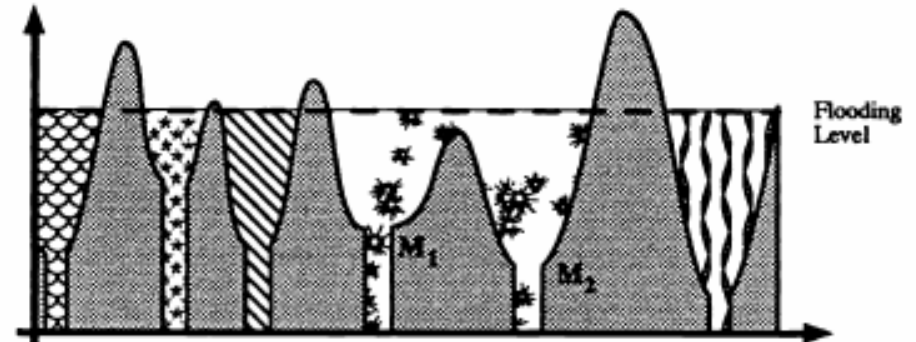
(b) One valley is spotted with more than one minimum of high dynamics.



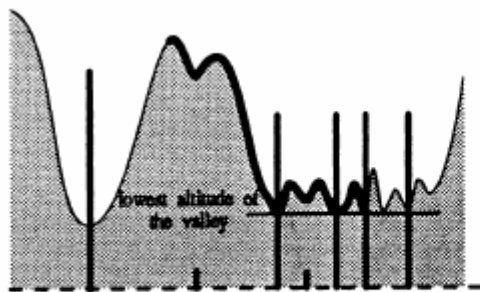
- Algorithm
 - ◆ all minimas & regions at once
- Solves problem



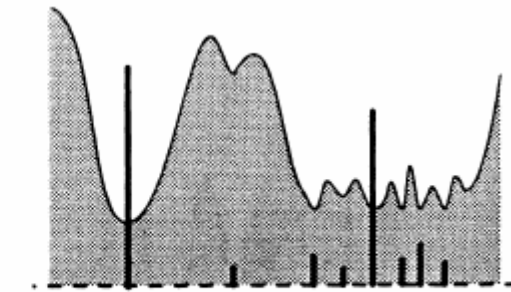
(c) The process pauses when two different sheets get in contact. Let M_1 and M_2 be the minima feeding these sheets such that $alt(M_1) > alt(M_2)$. The dynamics of M_1 is then equal to : $h_0 - alt(M_1)$.



(d). The sheet coming from M_1 is absorbed by M_2 sheet. The flooding starts again and pauses as soon as two new sheets get contact. The process ends when the whole relief is flooded.



(a) Configuration on which dynamics gives undesired results. The biggest valley is spotted with more than one minimum of high dynamics.



(b) Dynamics image after modification of the flooding algorithm. When two sheets issued from minima of same altitude got in contact, the smallest sheet is absorbed and the dynamics of its minima is calculated.



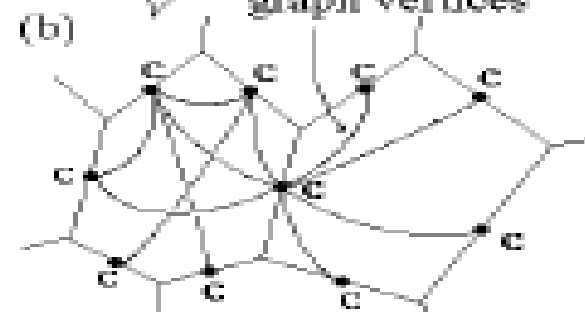
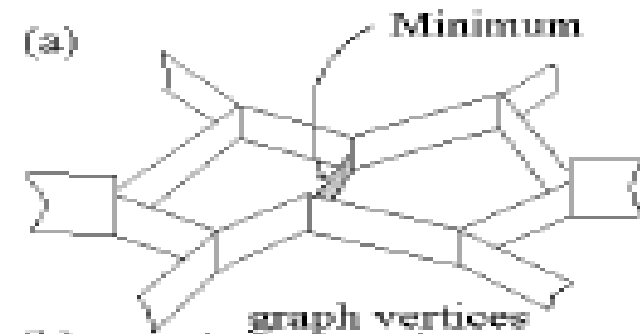
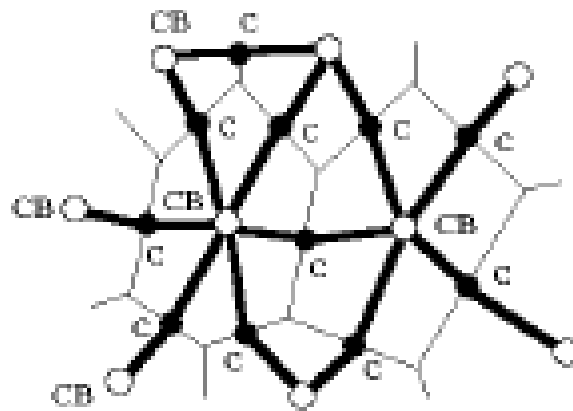
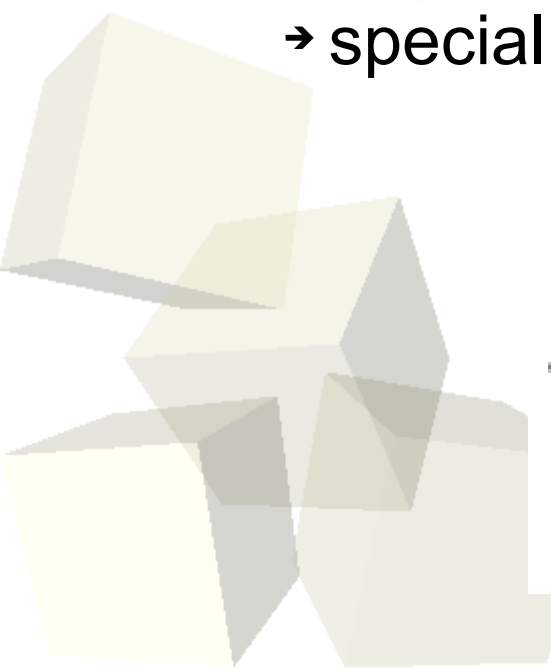
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 - ◆ **Mosaic image**
 - ◆ Waterfall
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Mosaic image (1)

- Mosaic image
 - ◆ evaluation of watershed
 - ◆ replacement of values by mean region value
- New graph
 - ◆ vertices – watersheds
 - ◆ edges – connects edges of the same region
 - ◆ non-planar
 - special vertices for regions



Cx



- Vertex value
 - ◆ gradient size
 - mean values of separated regions
 - ◆ min. intensity of adjacent vertices
 - for region vertices
- New pixel image
 - ◆ values from graph
 - ◆ watershed segmentation



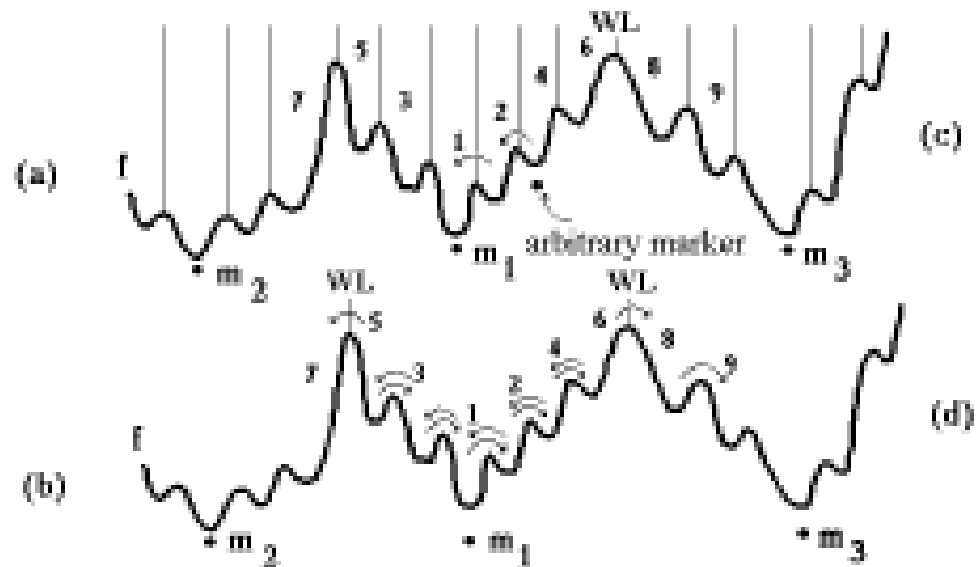
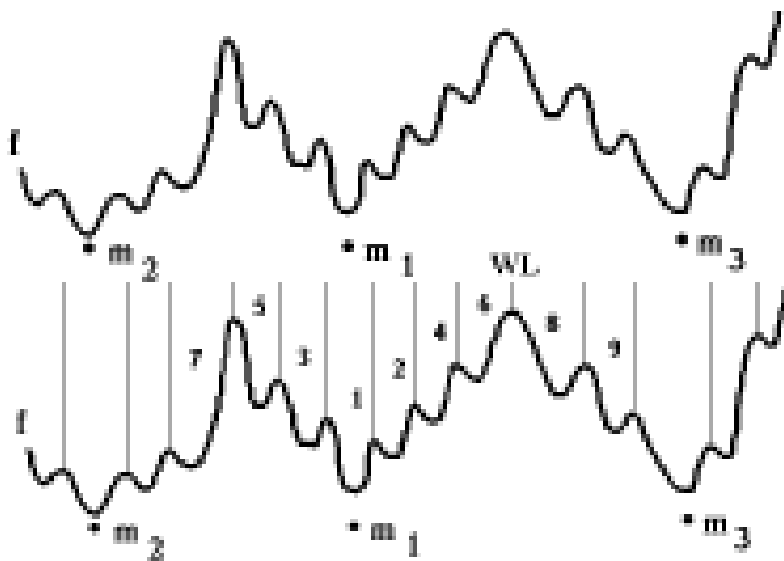


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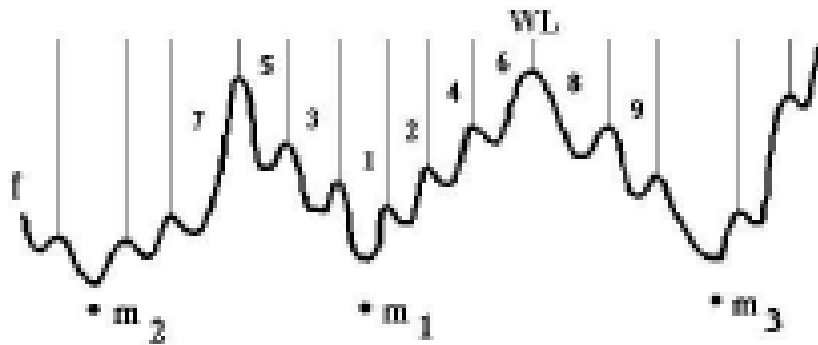
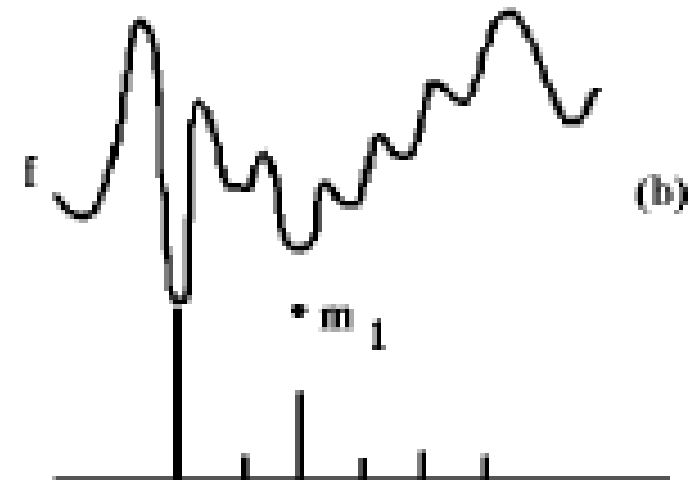
- Identification of significant minimas
 - ◆ reciprocal overflow
- Identification of regions
 - ◆ without previous watershed transformation





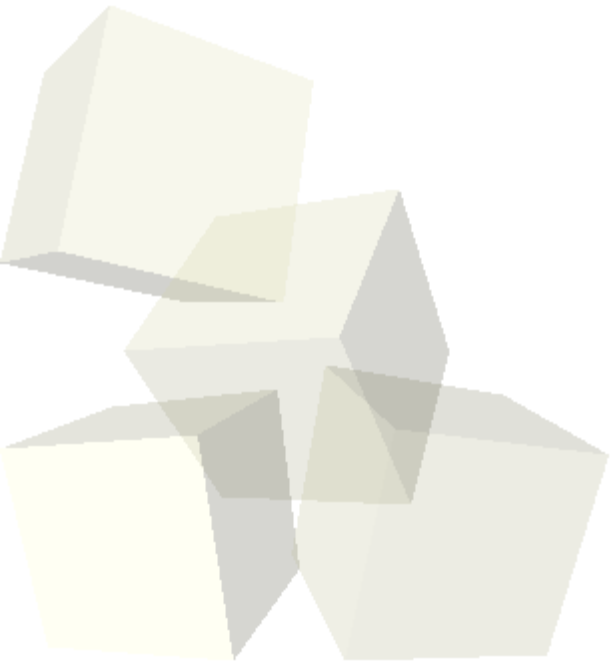
Waterfall (2)

- Efficient algorithm
 - ◆ geodetic reconstruction
- Comparison
 - ◆ mosaic image – equivalent
 - ◆ dynamics - differences



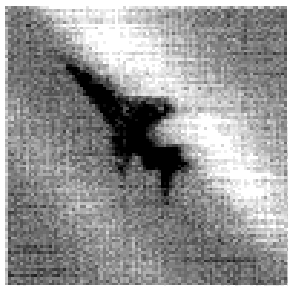


- Hierarchical watershed
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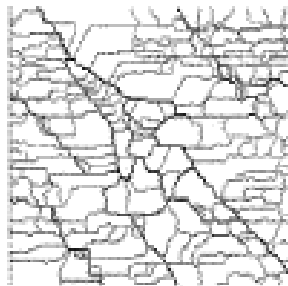




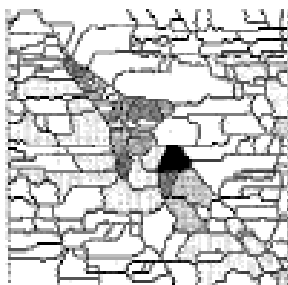
- Significance (saliency)
 - ◆ not minimas (regions)
 - ◆ watershed lines



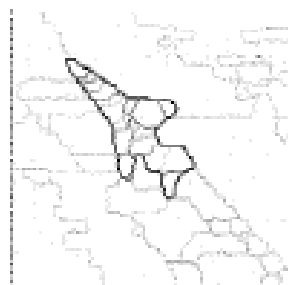
(a) Original image



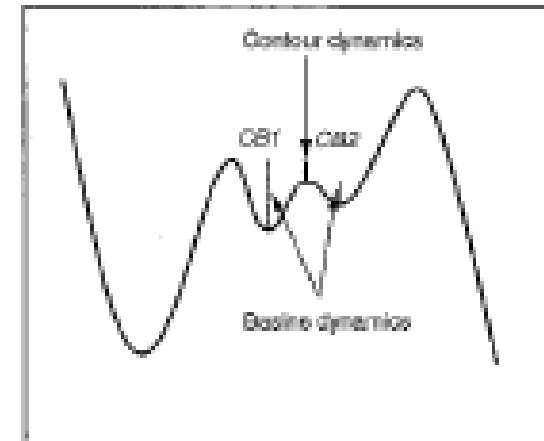
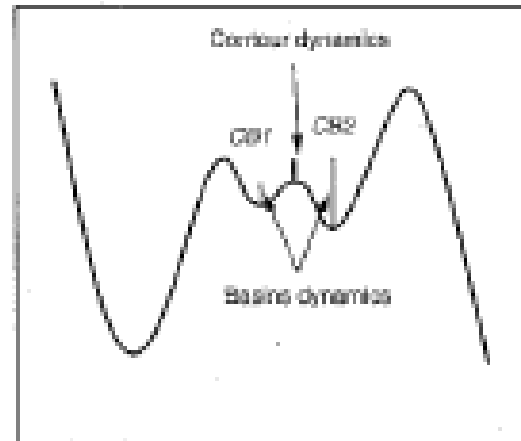
(b) Waterfall algorithm



(c) Map of the basins valuated by their dynamics (white = low, black = high)



(d) Computation of the dynamics of contours



- Grimaud M. - A new measure of contrast: the dynamics
(<http://dx.doi.org/10.1117/12.60650>)
- Beucher S. - Watershed, hierarchical segmentation and waterfall algorithm
(cmm.enscm.fr/~beucher/publi/ismm94_beucher.pdf)
- Najman L. and Schmitt M. - Geodesic Saliency of Watershed Contours and Hierarchical Segmentation
(www.laurentnajman.org/Papers/i1163.pdf)



Thank you for your attention

