

Edge detection



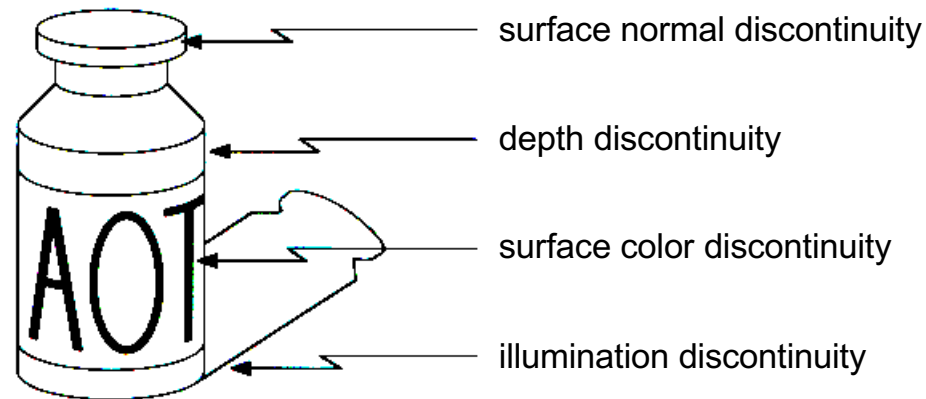
[Winter in Kraków photographed by Marcin Ryczek](#)

Overview

- Motivating edge detection
- Image gradients
- Derivative of Gaussian filters
- Canny edge detector
- Role of edge detection in image understanding

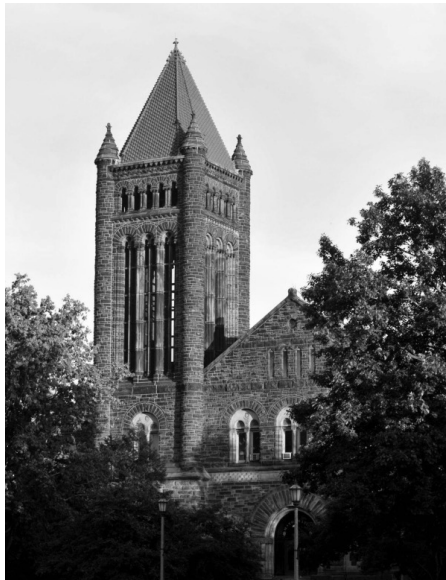
Edge detection

- **Goal:** Identify sudden changes (discontinuities) in an image
- Intuitively, edges carry most of the semantic and shape information from the image



Edge detection

Input photo



Ideal: artist's line drawing



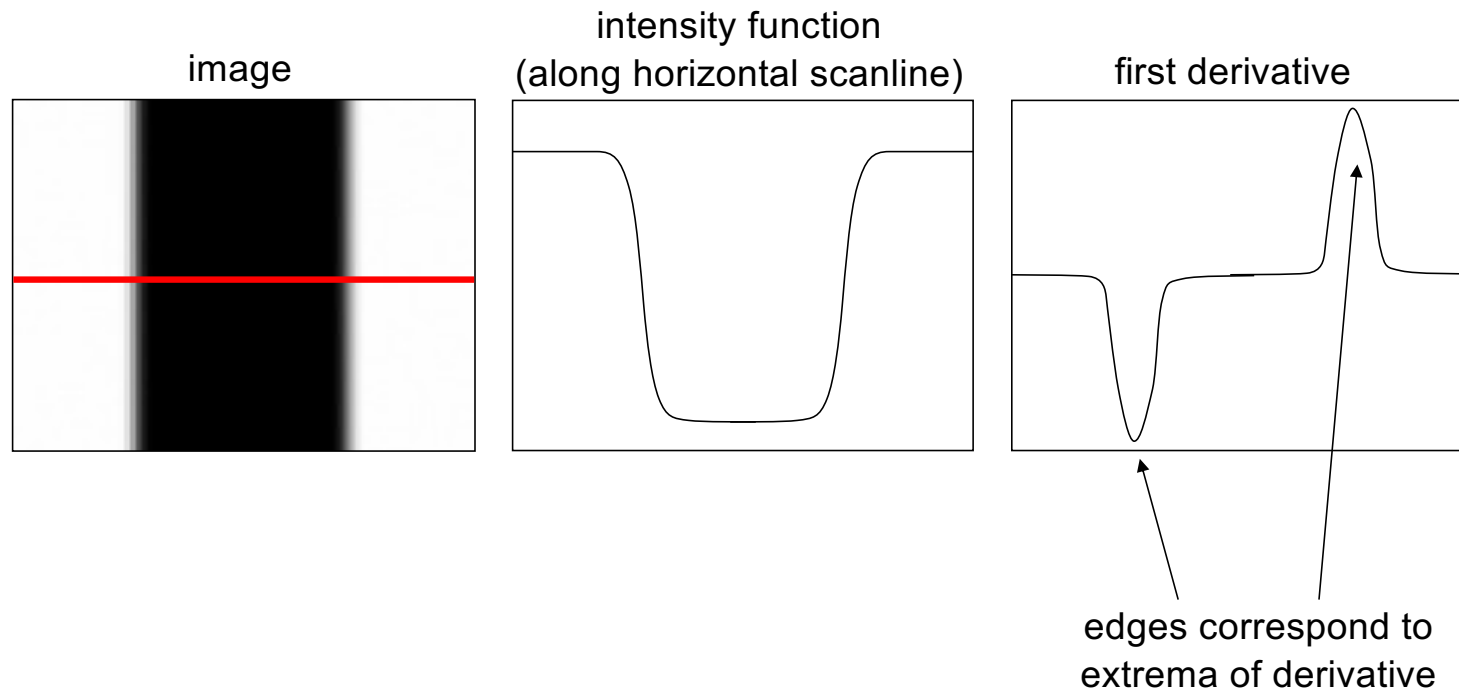
[Image source](#)

Reality

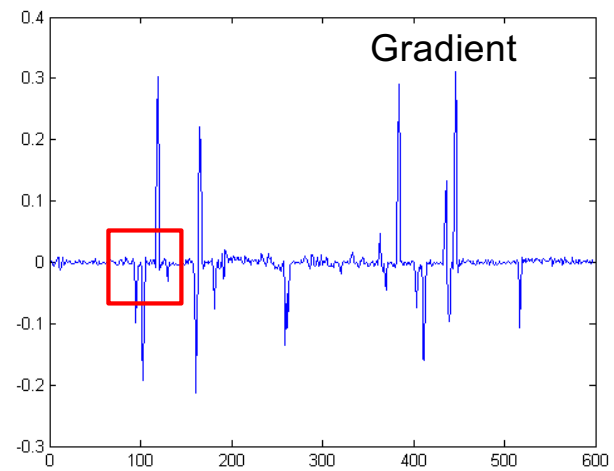
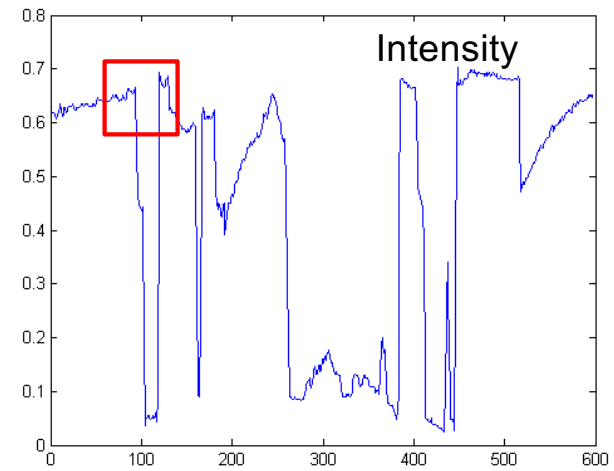
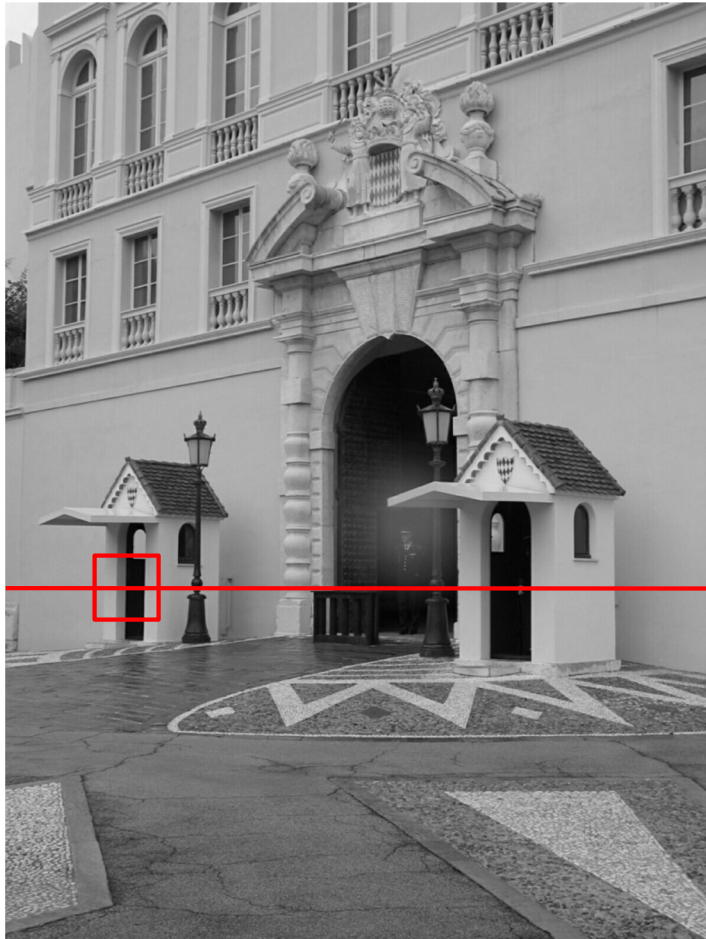


Characterizing edges

- An edge is a place of rapid change in the image intensity function



A realistic example

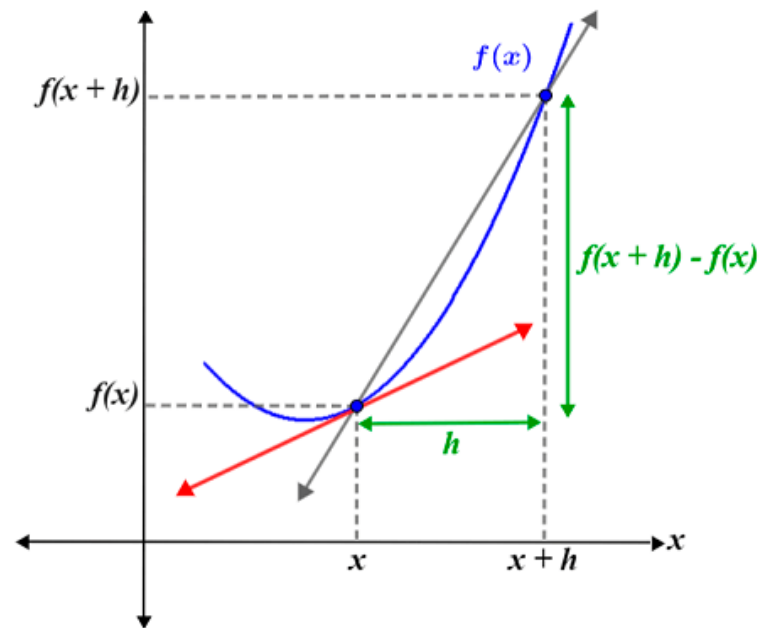


Source: D. Hoiem

Partial derivatives of an image

- For 2D function $f(x, y)$, the partial derivative w.r.t. x is

$$\frac{\partial f(x, y)}{\partial x} = \lim_{h \rightarrow 0} \frac{f(x + h, y) - f(x, y)}{h}$$



Partial derivatives of an image

- For 2D function $f(x, y)$, the partial derivative w.r.t. x is

$$\frac{\partial f(x, y)}{\partial x} = \lim_{h \rightarrow 0} \frac{f(x + h, y) - f(x, y)}{h}$$

- For discrete data, we can approximate using finite differences:

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

- To implement the above as convolution, what would be the associated filter?

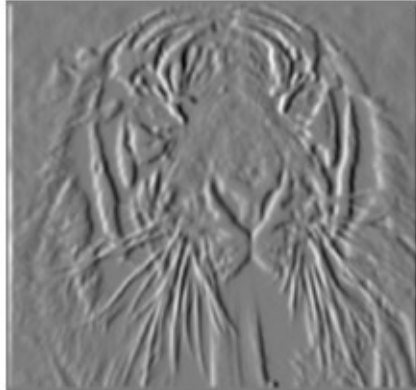
Partial derivatives of an image

$f(x, y)$



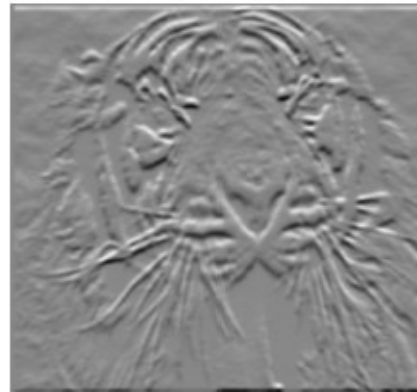
$\frac{\partial f(x, y)}{\partial x}$

-1	1
----	---



$\frac{\partial f(x, y)}{\partial y}$

-1
1



Finite difference filters

Other approximations of derivative filters exist:

- Prewitt

$$M_x \begin{array}{|c|c|c|} \hline -1 & 0 & 1 \\ \hline -1 & 0 & 1 \\ \hline -1 & 0 & 1 \\ \hline \end{array} \quad M_y \begin{array}{|c|c|c|} \hline 1 & 1 & 1 \\ \hline 0 & 0 & 0 \\ \hline -1 & -1 & -1 \\ \hline \end{array}$$

- Sobel

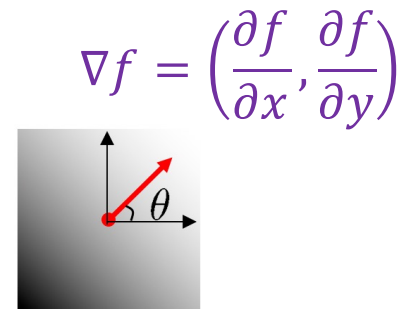
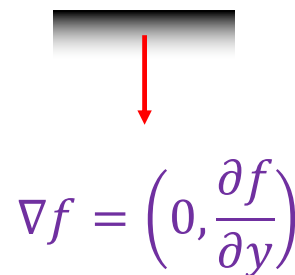
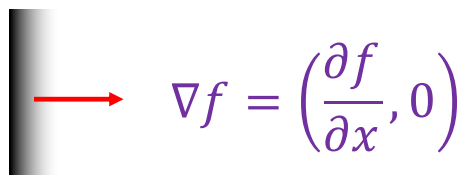
$$M_x \begin{array}{|c|c|c|} \hline -1 & 0 & 1 \\ \hline -2 & 0 & 2 \\ \hline -1 & 0 & 1 \\ \hline \end{array} \quad M_y \begin{array}{|c|c|c|} \hline 1 & 2 & 1 \\ \hline 0 & 0 & 0 \\ \hline -1 & -2 & -1 \\ \hline \end{array}$$

- Roberts

$$M_x \begin{array}{|c|c|} \hline 0 & 1 \\ \hline -1 & 0 \\ \hline \end{array} \quad M_y \begin{array}{|c|c|} \hline 1 & 0 \\ \hline 0 & -1 \\ \hline \end{array}$$

Image gradient

- The gradient of an image: $\nabla f = \left(\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right)$



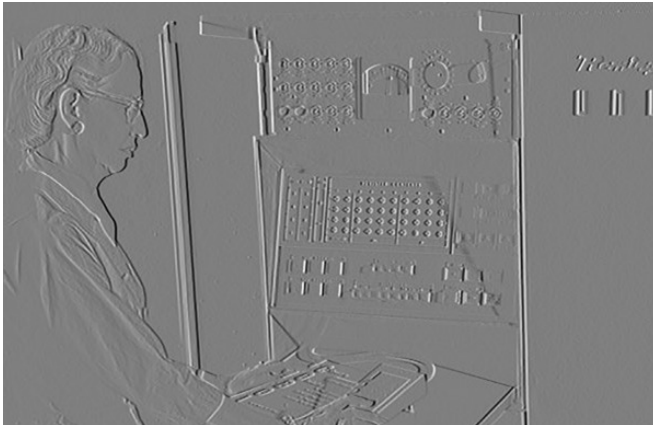
- The gradient points in the direction of the most rapid *increase* in intensity
- Gradient orientation is given by $\theta = \tan^{-1} \frac{\partial f / \partial y}{\partial f / \partial x}$
- Gradient magnitude is given by $\|\nabla f\| = \sqrt{\left(\frac{\partial f}{\partial x} \right)^2 + \left(\frac{\partial f}{\partial y} \right)^2}$

Image gradient: Example

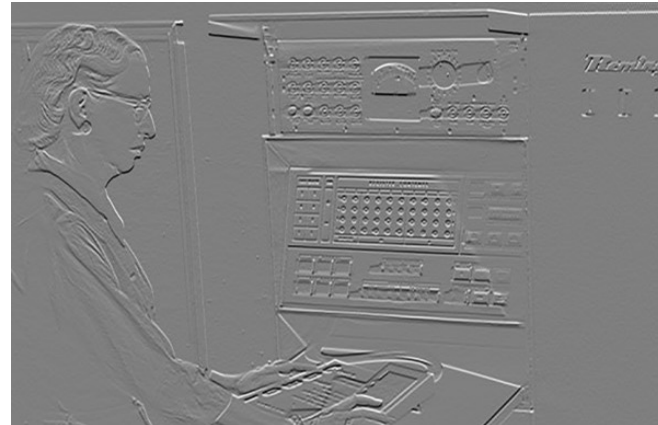
$f(x, y)$



$\frac{\partial f}{\partial x}$



$\frac{\partial f}{\partial y}$



Source: D. Fouhey

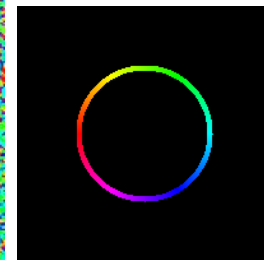
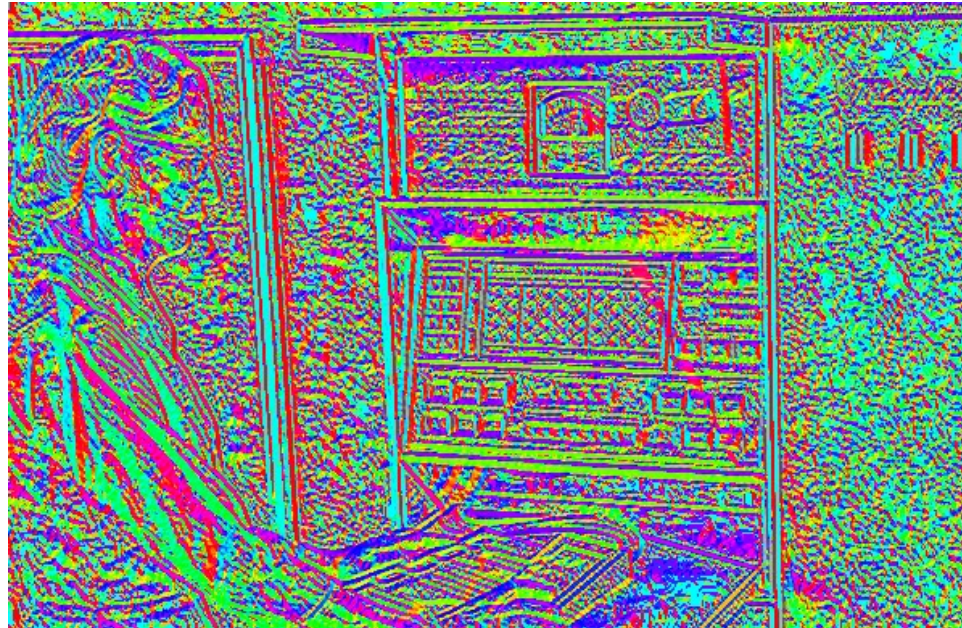
Image gradient: Example

$$\text{Magnitude: } \|\nabla f\| = \sqrt{\left(\frac{\partial f}{\partial x}\right)^2 + \left(\frac{\partial f}{\partial y}\right)^2}$$



Image gradient: Example

Orientation: $\tan^{-1} \frac{\partial f / \partial y}{\partial f / \partial x}$



Source: D. Fouhey

Image gradient: Example

Orientation: $\tan^{-1} \frac{\partial f / \partial y}{\partial f / \partial x}$



Make lightness equal to gradient magnitude

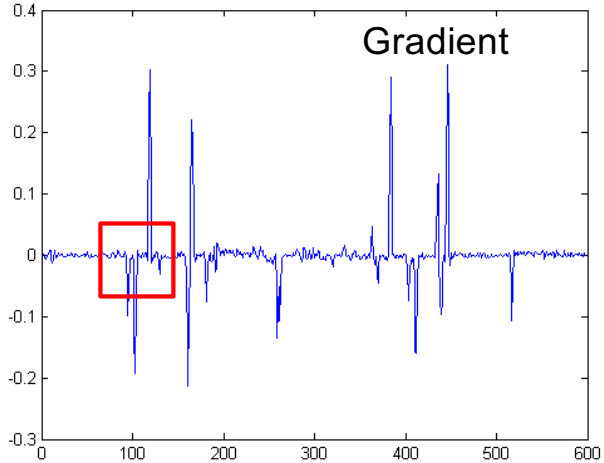
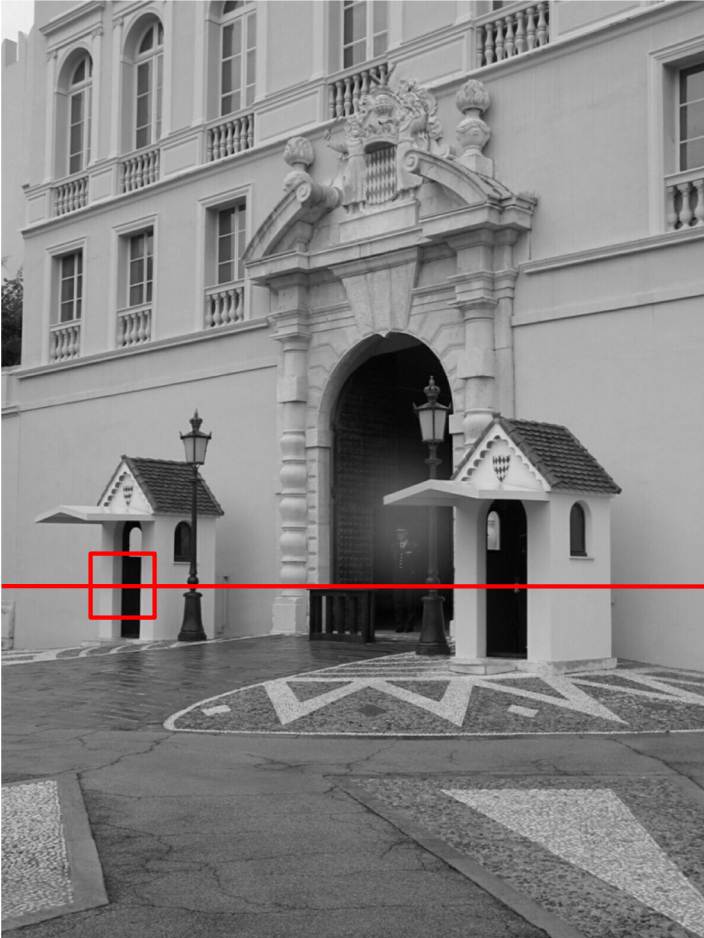
Aside: Gradient-domain image editing

- Goal: solve for pixel values in the target region to match gradients of the source region while keeping background pixels the same



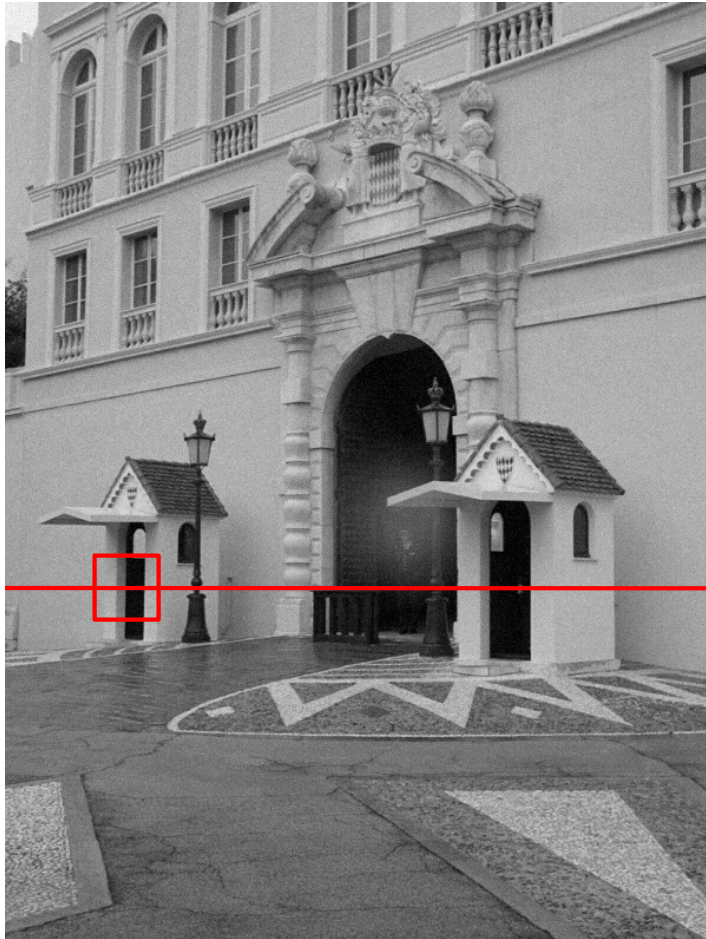
P. Perez et al. [Poisson Image Editing](#). SIGGRAPH 2003

Derivatives and noise

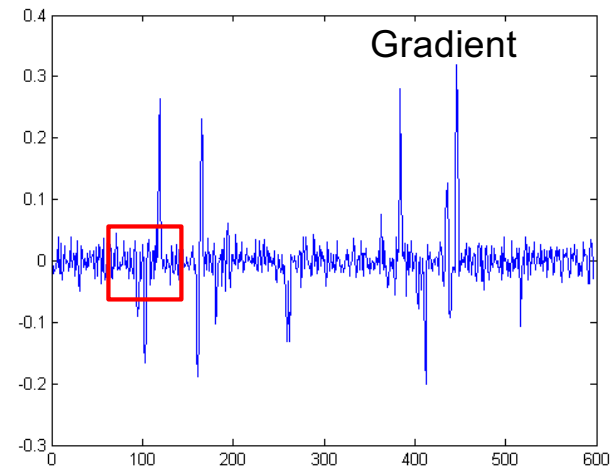


Source: D. Hoiem

Derivatives and noise



- Let's add a little Gaussian noise



Source: D. Hoiem

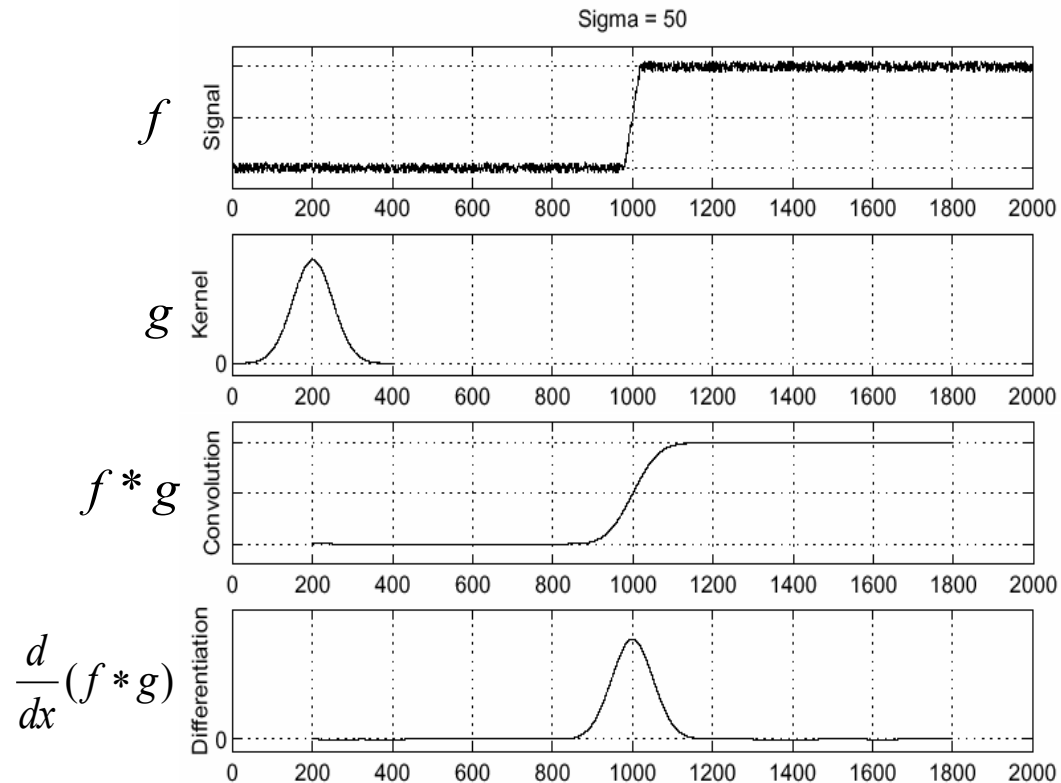
Derivatives and noise

- Suppose pixels of the “true” image $f_{i,j}$ are corrupted by additive Gaussian noise $\epsilon_{i,j} \sim N(0, \sigma^2)$
- What happens when we compute pixel differences?

$$\begin{aligned} D_{i,j} &= (f_{i,j+1} + \epsilon_{i,j+1}) - (f_{i,j} + \epsilon_{i,j}) \\ &= \underbrace{(f_{i,j+1} - f_{i,j})}_{\text{True difference}} + \underbrace{(\epsilon_{i,j+1} - \epsilon_{i,j})}_{\text{Difference of two zero-mean Gaussian random variables (same as sum)}} \end{aligned}$$

$$\epsilon_{i,j+1} - \epsilon_{i,j} \sim N(0, 2\sigma^2) \rightarrow \text{Variance doubles!}$$

Finding noisy edges: Smooth first



- To find edges, look for peaks in $\frac{d}{dx}(f * g)$

Source: S. Seitz

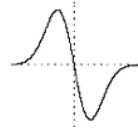
Finding noisy edges: Smooth first

- Let d denote the derivative filter, e.g., $[-1 \ 0 \ 1]$

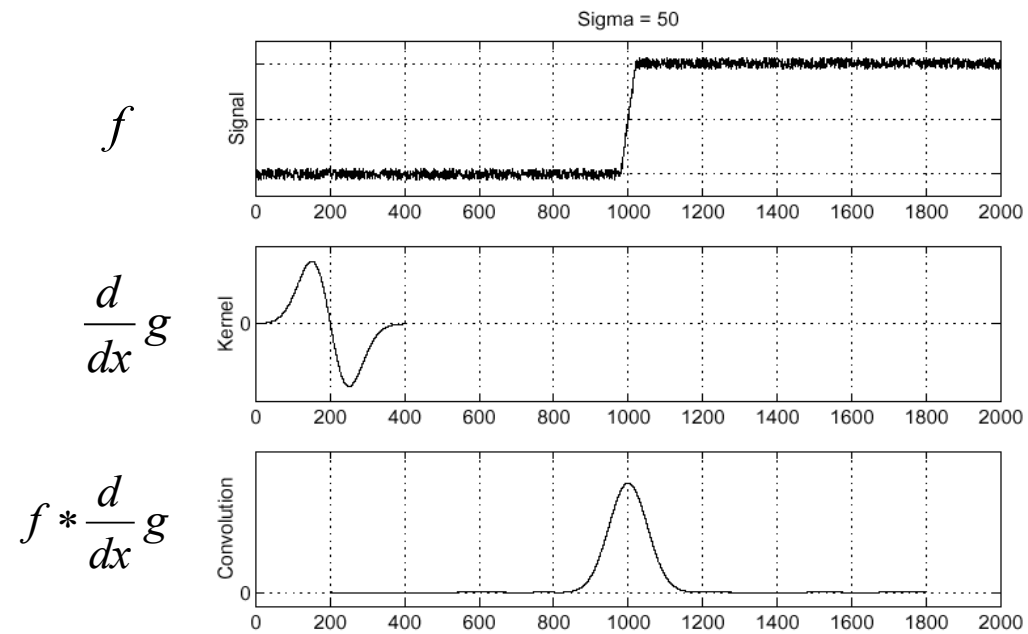
$$\frac{d}{dx}(f * g) = f * g * d$$

$$= f * (g * d) = f * \boxed{\frac{d}{dx} g}$$

Derivative of Gaussian
filter



Filtering with derivative of Gaussian

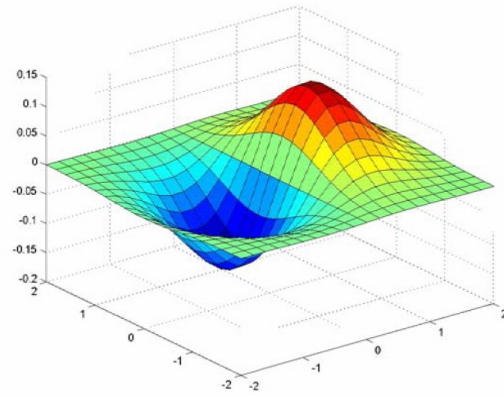


Source: S. Seitz

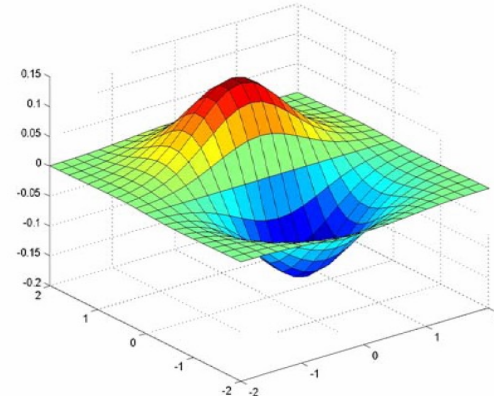
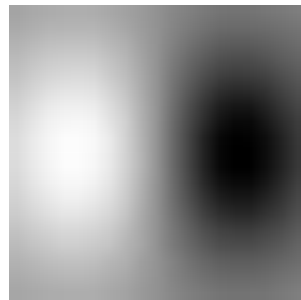
Overview

- Motivating edge detection
- Image gradients
- Derivative of Gaussian filters

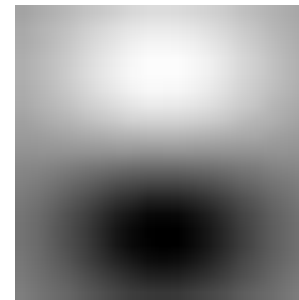
2D Derivative of Gaussian filters



x -direction



y -direction



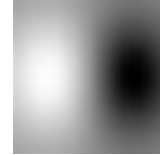
2D Derivative of Gaussian filters

- (Unnormalized) 2D Gaussian:

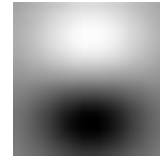
$$g(x, y) \propto \exp\left(-\frac{x^2 + y^2}{2\sigma^2}\right) = \exp\left(-\frac{x^2}{2\sigma^2}\right) \exp\left(-\frac{y^2}{2\sigma^2}\right)$$

- (Unnormalized) Gaussian derivatives:

$$\frac{\partial g}{\partial x} \propto -x \exp\left(-\frac{x^2}{2\sigma^2}\right) \exp\left(-\frac{y^2}{2\sigma^2}\right)$$



$$\frac{\partial g}{\partial y} \propto -y \exp\left(-\frac{y^2}{2\sigma^2}\right) \exp\left(-\frac{x^2}{2\sigma^2}\right)$$



- These are products of a 1D Gaussian in one direction and 1D derivative of Gaussian in the other direction!

Derivative of Gaussian: Frequency domain

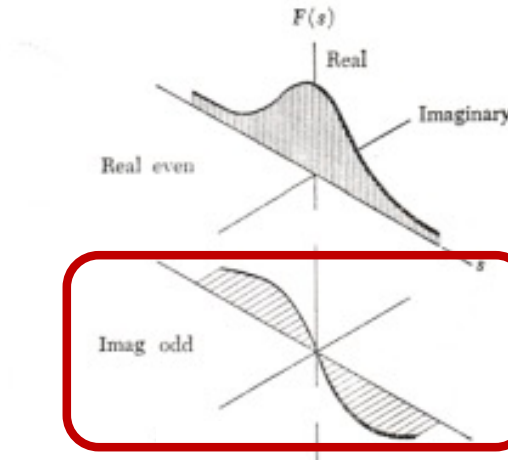
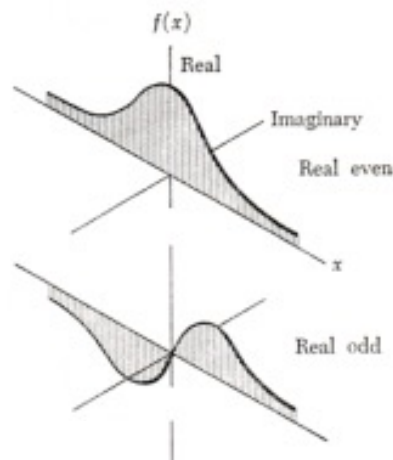
- If $F(u)$ is the Fourier transform of $f(t)$, then

$$\mathcal{F}\left\{\frac{d}{dt}f(t)\right\} = i2\pi uF(u)$$

- For a 1D Gaussian with $\sigma = 1$, $F(u) = g(u)$, so we have

$$\mathcal{F}\left\{\frac{d}{dt}g(t)\right\} = i2\pi ug(u) = -i2\pi \frac{d}{du}g(u)$$

- This is minus the derivative of Gaussian on the imaginary axis:



(should be flipped upside down)

Derivative of Gaussian: Frequency domain

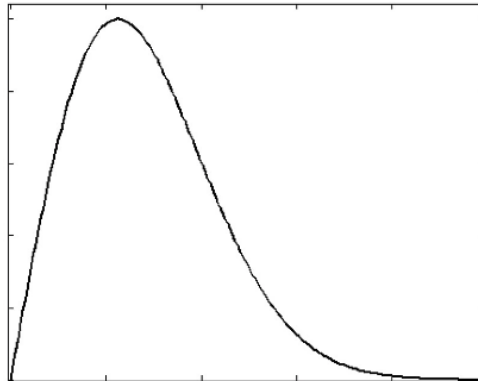
- If $F(u)$ is the Fourier transform of $f(t)$, then

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$$\mathcal{F}\left\{\frac{d}{dt}g(t)\right\} = i2\pi ug(u) = -i2\pi \frac{d}{du}g(u)$$

- The magnitude spectrum looks like this:



Functions as a
band-pass filter!

Edge detection in frequency domain

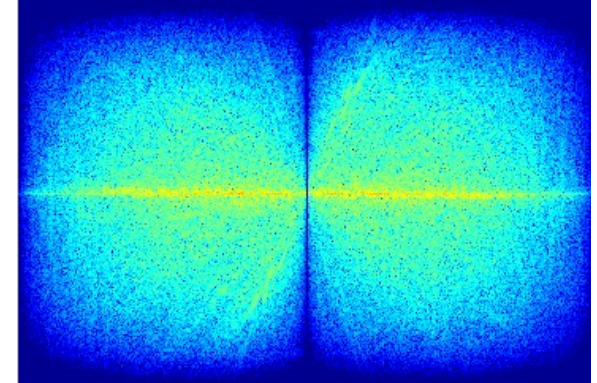
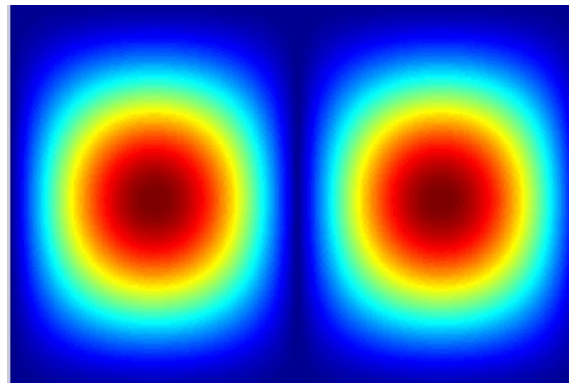
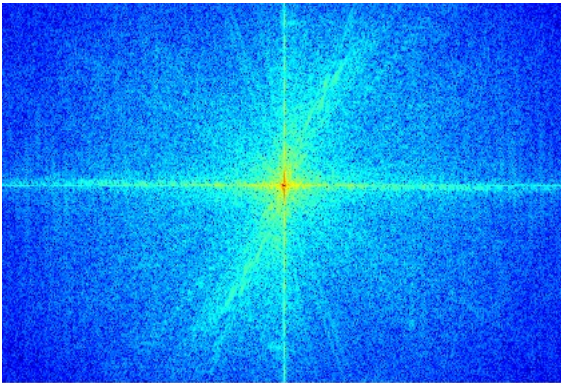
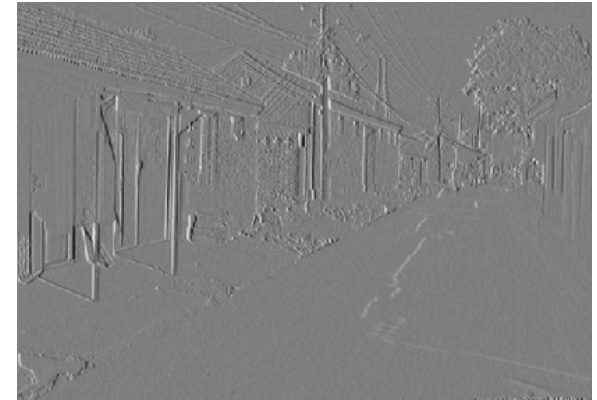
Image



Filter



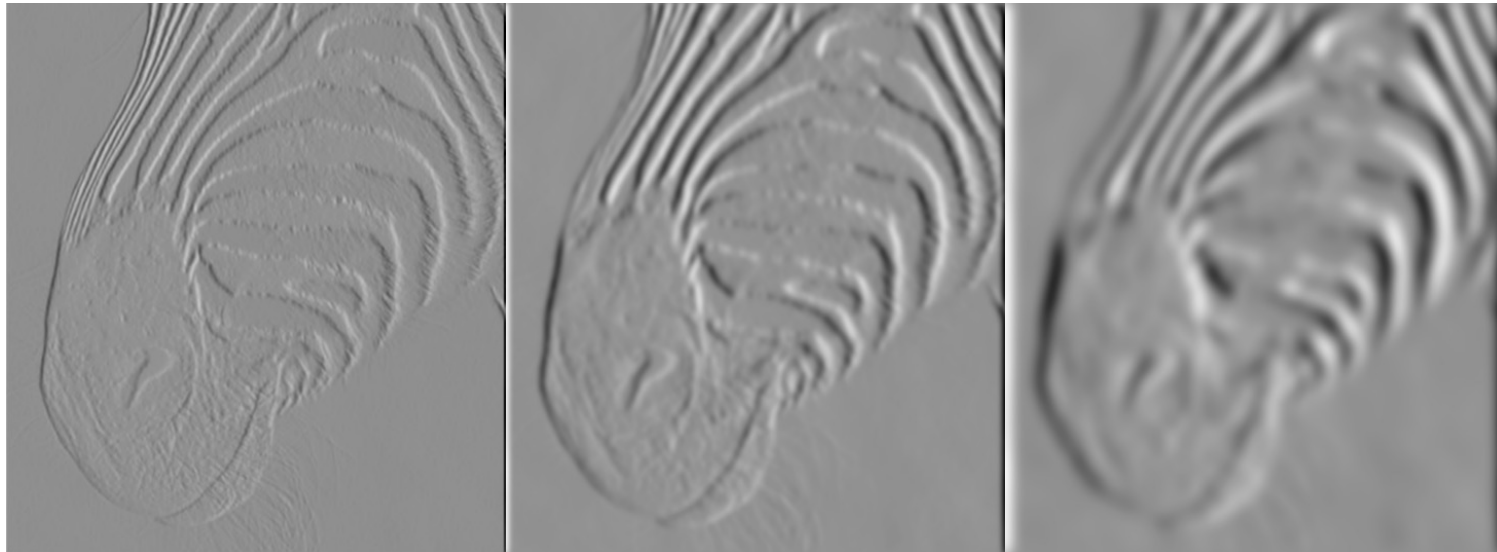
Filtered image



Source: D. Hoiem

Derivative of Gaussian: Scale

- Using Gaussian derivatives with different values of σ finds structures at different scales or frequencies



$\sigma = 1$

$\sigma = 3$

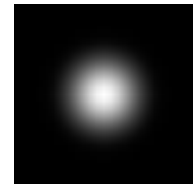
$\sigma = 7$

Source: D. Forsyth

Summing up: Types of filters

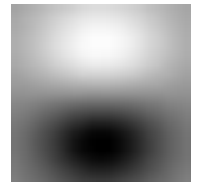
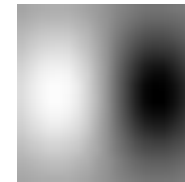
- Smoothing filters

- Gaussian: remove “high-frequency” components; “low-pass” filter
- Can the values of a smoothing filter be negative?
- What should the values sum to?
 - **One**: constant regions are not affected by the filter



- Derivative filters

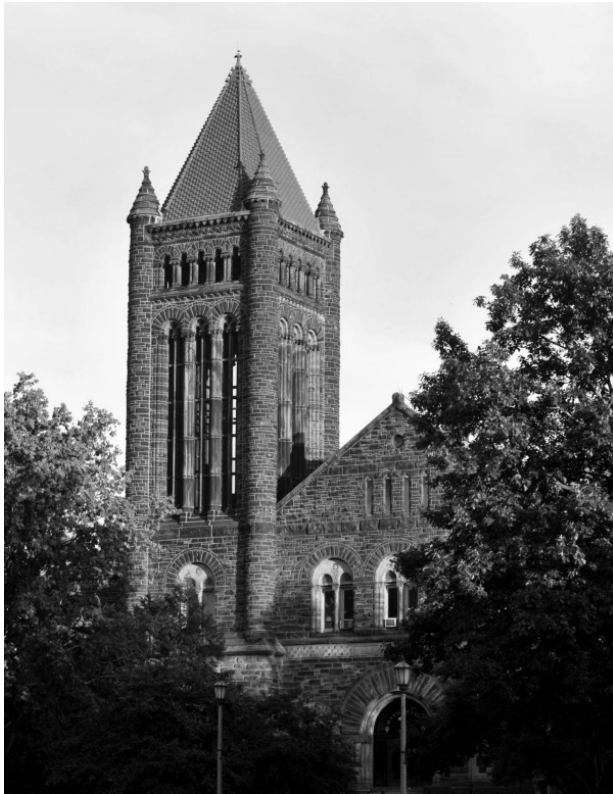
- Derivatives of Gaussian: compute smoothed differences; “band-pass” filters
- Can the values of a derivative filter be negative?
- What should the values sum to?
 - **Zero**: no response in constant regions



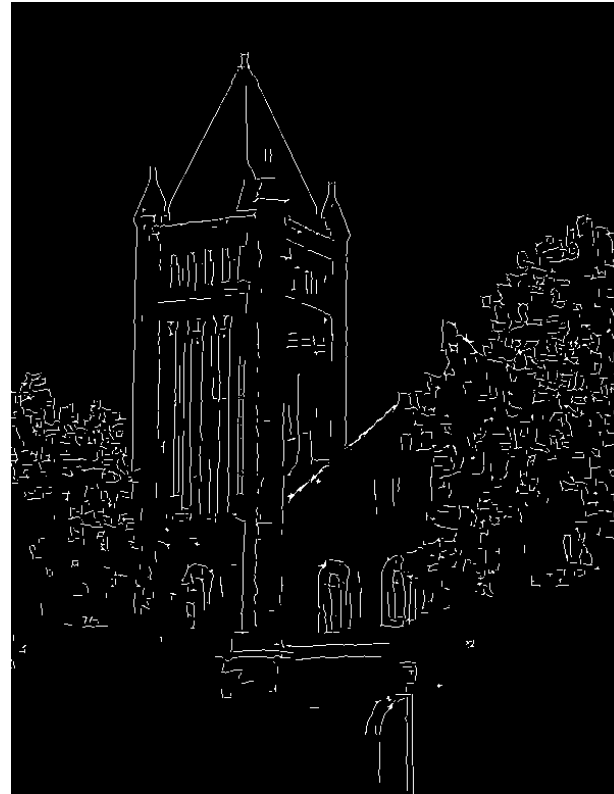
Edge detection: Overview

- Motivating edge detection
- Image gradients
- Derivative of Gaussian filters
- Canny edge detector

Building an edge detector



original image

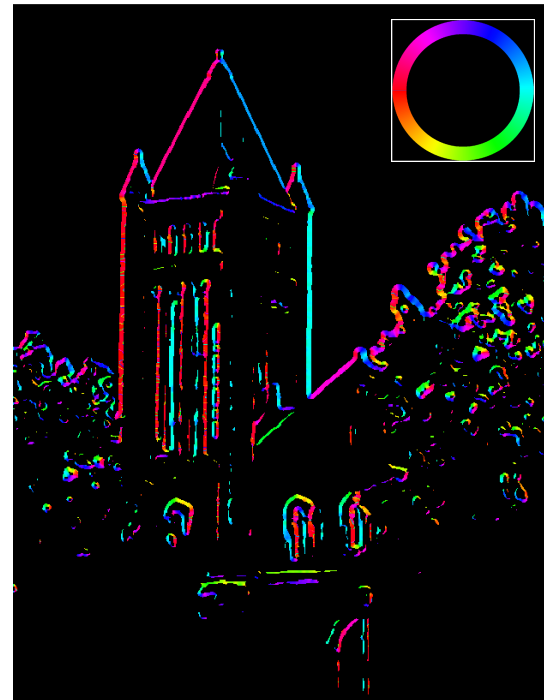
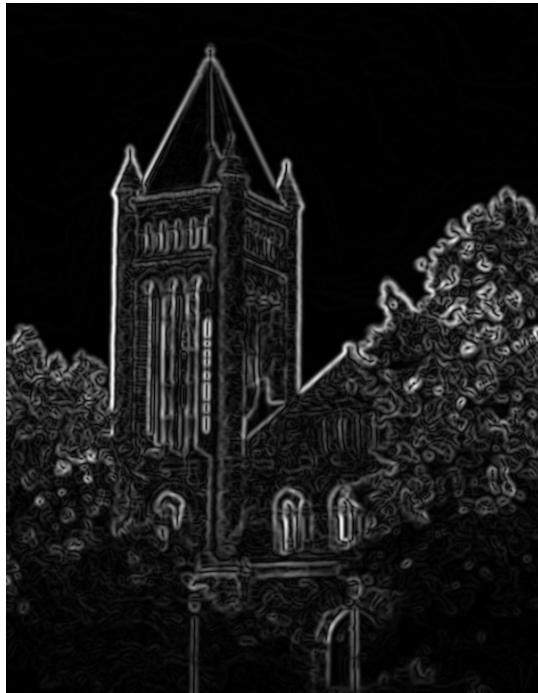


final output

J. Canny. [A Computational Approach To Edge Detection](#). PAMI 1986

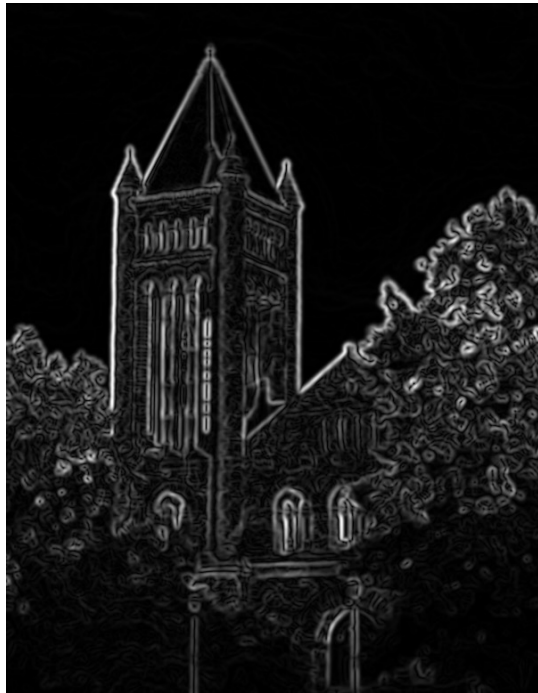
Building an edge detector

1. Compute x and y derivative images
2. Find magnitude and orientation of the gradient



Building an edge detector

1. Compute x and y derivative images
2. Find magnitude and orientation of the gradient



Let's threshold the gradient magnitude

Building an edge detector

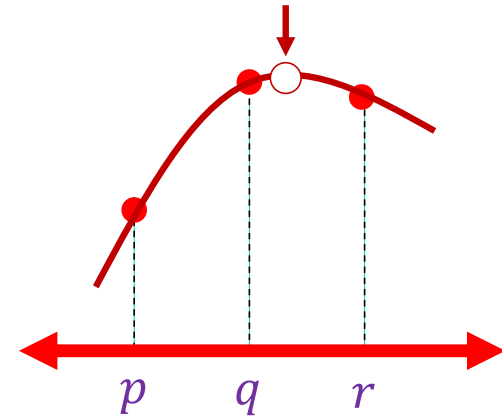
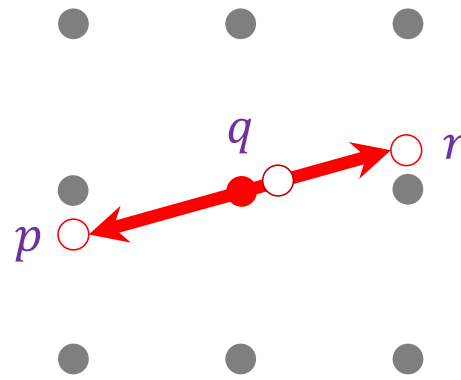
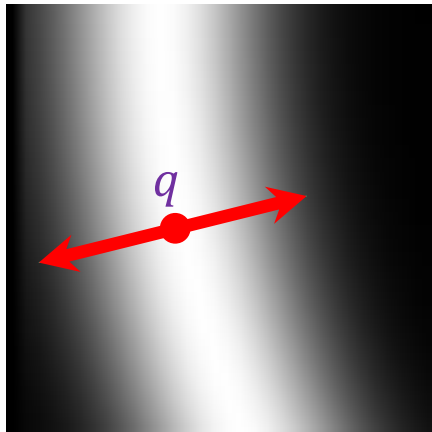
1. Compute x and y derivative images
2. Find magnitude and orientation of the gradient



We get thick trails, not neat edge curves

Let's threshold the gradient magnitude

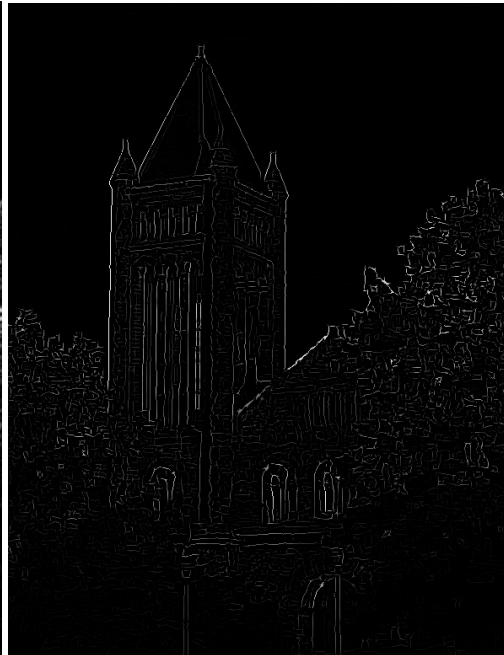
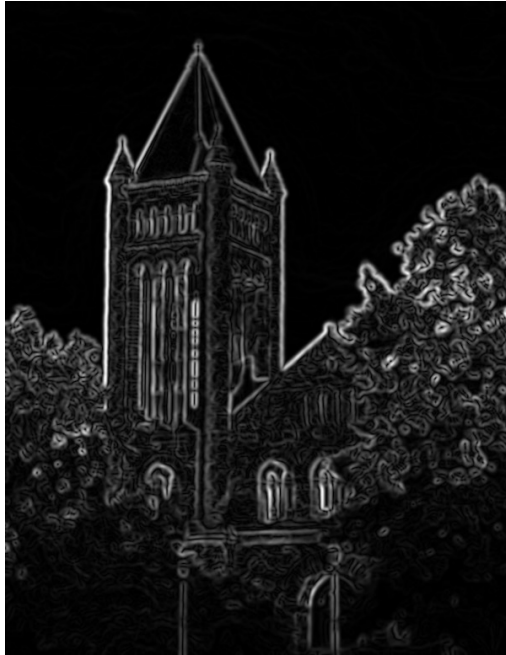
Non-maximum suppression



1D image "slice" normal to the edge

- For each location q above threshold, check that the gradient magnitude is higher than at adjacent points p and r along the direction of the gradient
 - Need to interpolate to get the gradient magnitude values at p and r
 - Can even use nonlinear interpolation to get sub-pixel edge localization!

Non-maximum suppression



NMS

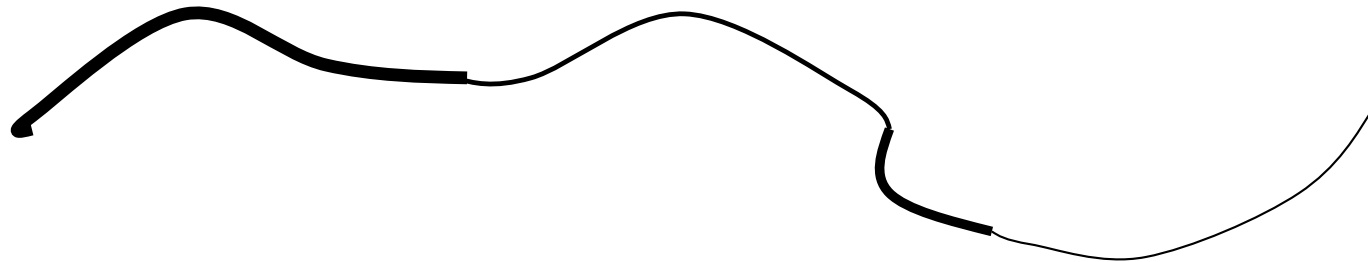


NMS > threshold

Another problem: pixels along this edge didn't survive the thresholding

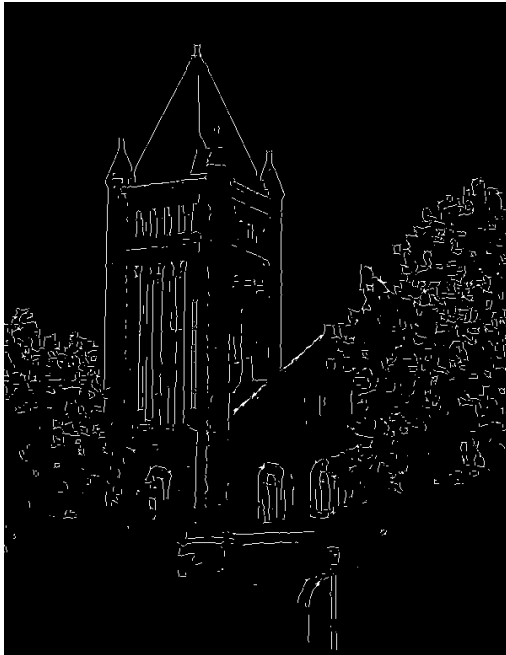
Hysteresis thresholding

- Use a high threshold to start edge curves, and a low threshold to continue them



Source: Steve Seitz

Hysteresis thresholding



high threshold
(strong edges)



low threshold
(weak edges)



hysteresis threshold

Recap: Canny edge detector

1. Compute x and y derivative images
2. Find magnitude and orientation of the gradient
3. Non-maximum suppression:
 - Thin wide “ridges” down to single pixel width
4. Linking and thresholding (hysteresis):
 - Define two thresholds: low and high
 - Use the high threshold to start edge curves and the low threshold to continue them

J. Canny, [A Computational Approach To Edge Detection](#), IEEE Trans. PAMI, 8:679-714, 1986.

Overview

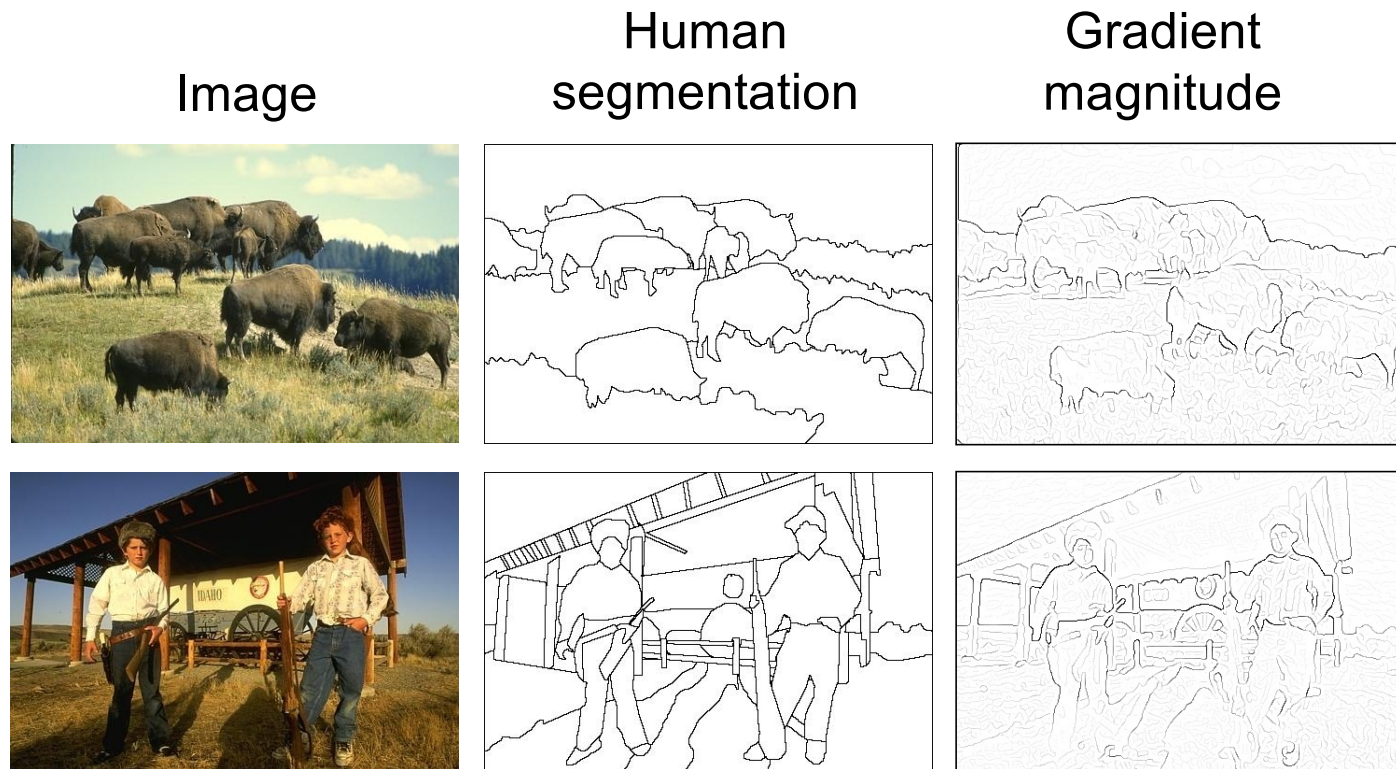
- Motivating edge detection
- Image gradients
- Derivative of Gaussian filters
- Canny edge detector
- What is the role of edge detection in image understanding?

Top-down vs. bottom-up edge detection



Figure from Marr (1982), attributed to R. C. James

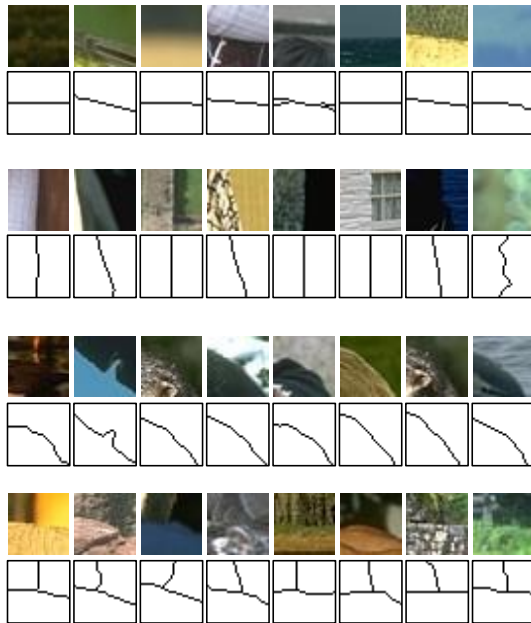
Top-down vs. bottom-up edge detection



D. Martin, C. Fowlkes, D. Tal, and J. Malik. [A Database of Human Segmented Natural Images and its Application to Evaluating Segmentation Algorithms and Measuring Ecological Statistics.](#) ICCV 2001

Trainable edge detection

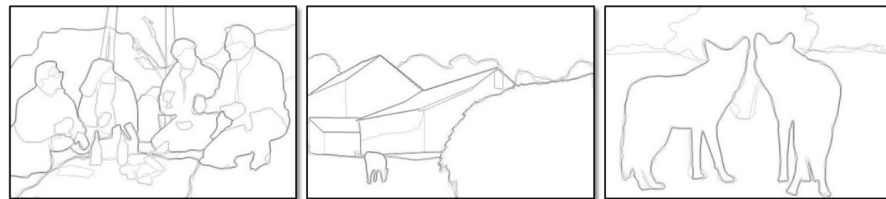
Training data



Input images



Ground truth

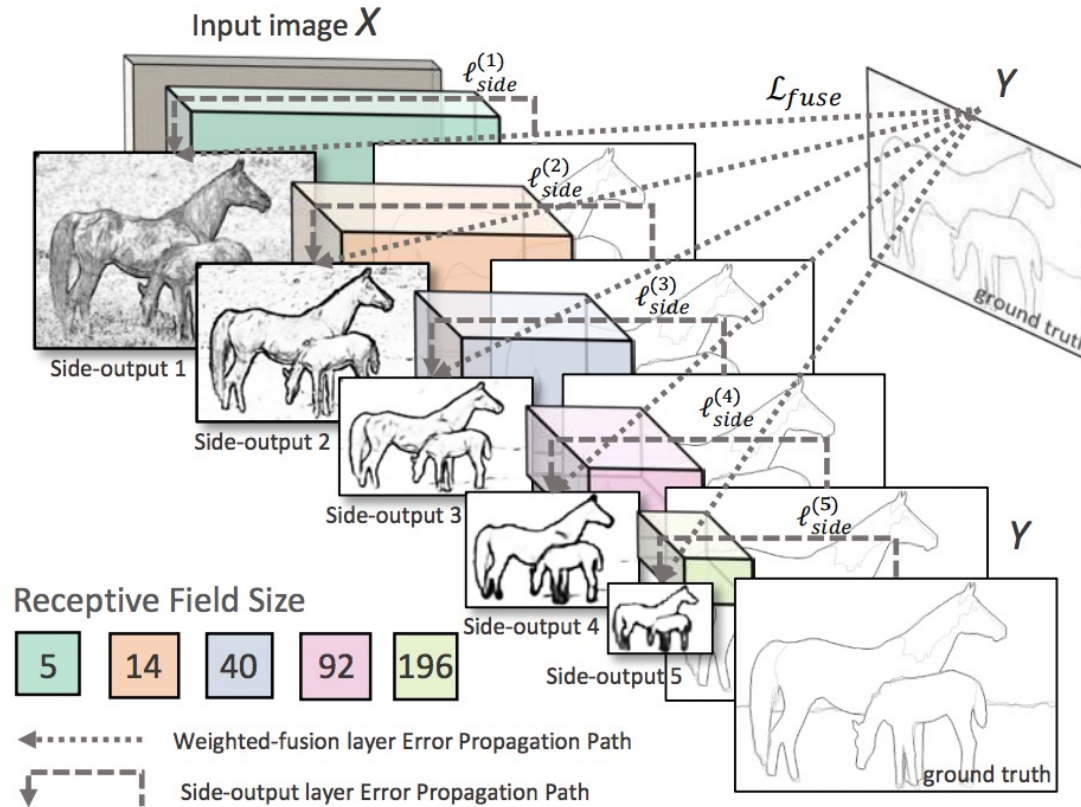


Output



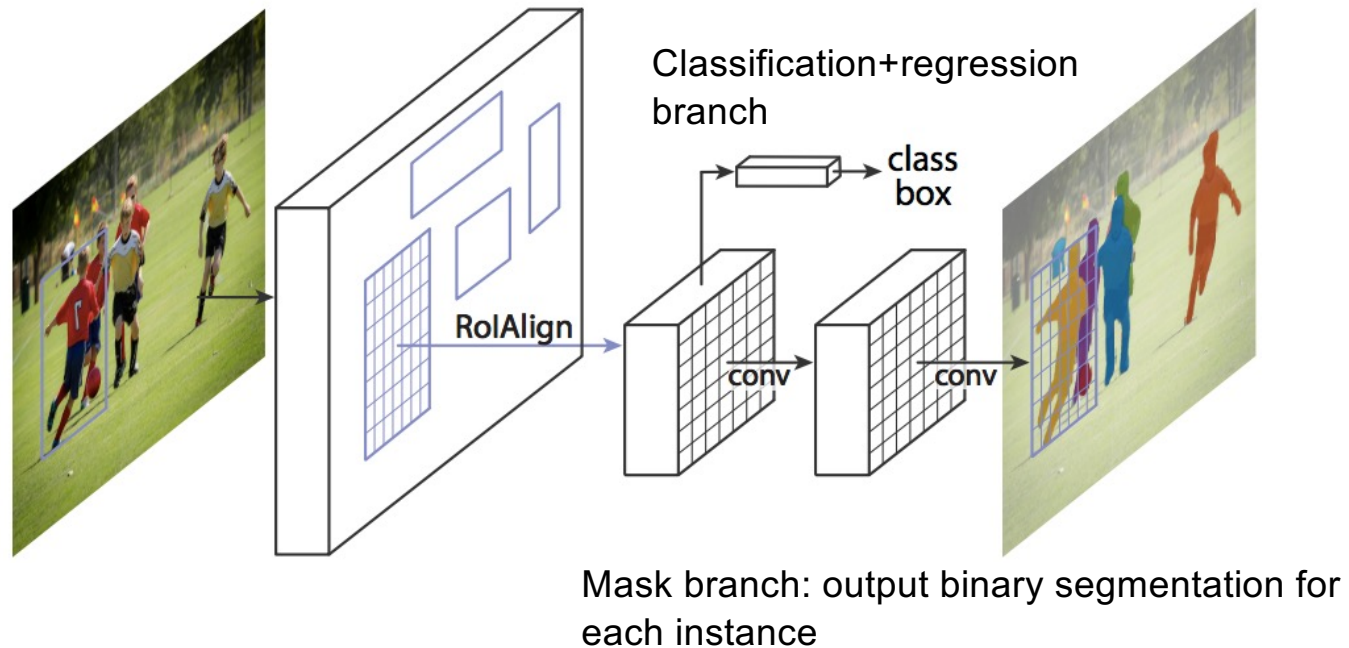
P. Dollar and L. Zitnick. [Structured forests for fast edge detection](#). ICCV 2013

Trainable edge detection



S. Xie and Z. Tu. [Holistically-nested edge detection](#). ICCV 2015

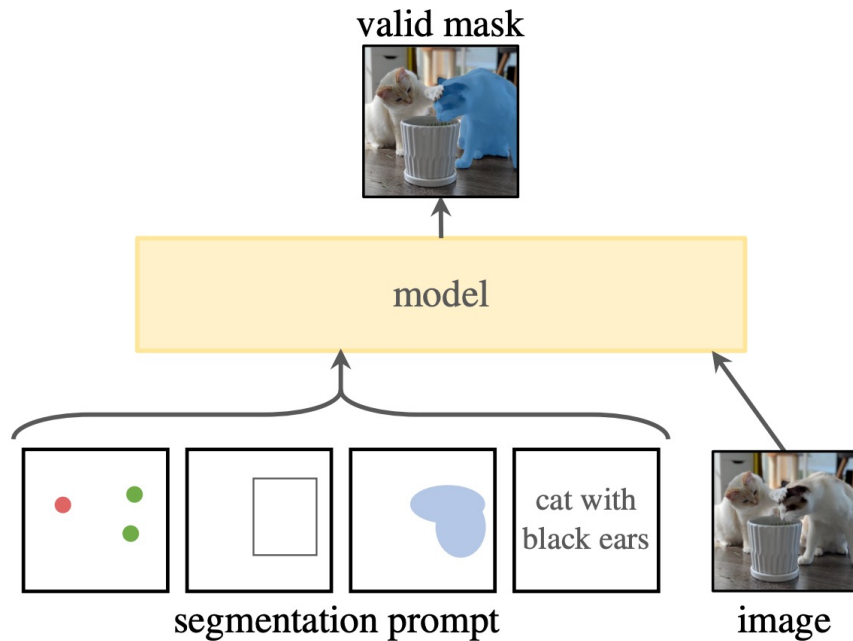
Today: Segmentation instead of edge detection



K. He et al. [Mask R-CNN](#). ICCV 2017

Today: Massively trained promptable segmentation

Task: Promptable segmentation



Data engine

