

# Edge Detection

Ref: Forsyth+Ponce Ch. 7,8

Trucco+Verri Ch. 4

- Our goal is to extract a “line drawing” representation from an image
- Useful for recognition: edges contain shape information
  - **invariance**



# Derivatives

- Edges are locations with high image gradient or derivative
- Estimate derivative using finite difference

$$\frac{\partial}{\partial x} I(x_0, y_0) \approx I(x_0 + 1, y_0) - I(x_0, y_0)$$

- Problem?

# Smoothing

- Reduce image noise by smoothing with a Gaussian  $J = G * I$

$$J(x, y) = \sum_{u, v} G(x - u, y - v) I(u, v)$$

$$G(x, y) = \frac{1}{2\pi\sigma^2} e^{-(x^2 + y^2)/2\sigma^2}$$



# Convolution is Associative

- We compute derivative of smoothed image:

$$J_x = \frac{\partial J}{\partial x} = K_{\partial/\partial x} * (G * I)$$

- Since convolution is associative:

$$\frac{\partial J}{\partial x} = \frac{\partial G}{\partial x} * I$$

# Separable Convolution

- Note that  $G$  can be factored as

$$G(x, y) = \frac{1}{2\pi\sigma^2} \left( e^{-\frac{x^2}{2\sigma^2}} \right) \left( e^{-\frac{y^2}{2\sigma^2}} \right)$$

and computed as two 1-D convolutions

# Edge orientation

- Would like gradients in all directions
- Approximate:
  - Compute smoothed derivatives in x,y directions

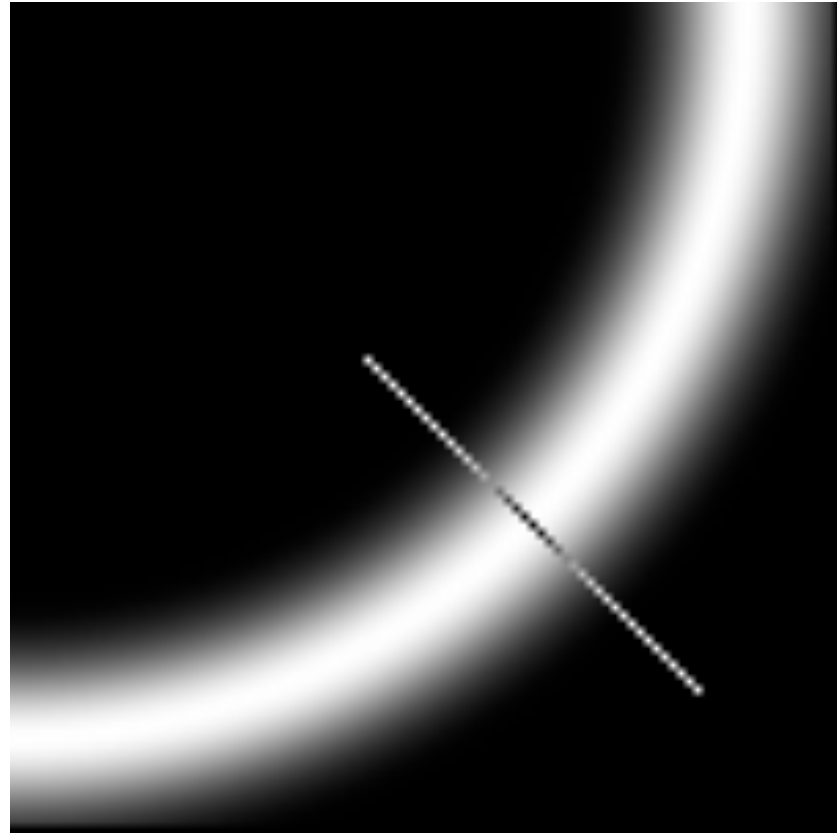
- Edge strength  $e_s(i, j) = \sqrt{J_x^2(i, j) + J_y^2(i, j)}$

- Edge normal  $e_o(i, j) = \text{atan} \frac{J_y}{J_x}$

# Canny Edge Detection

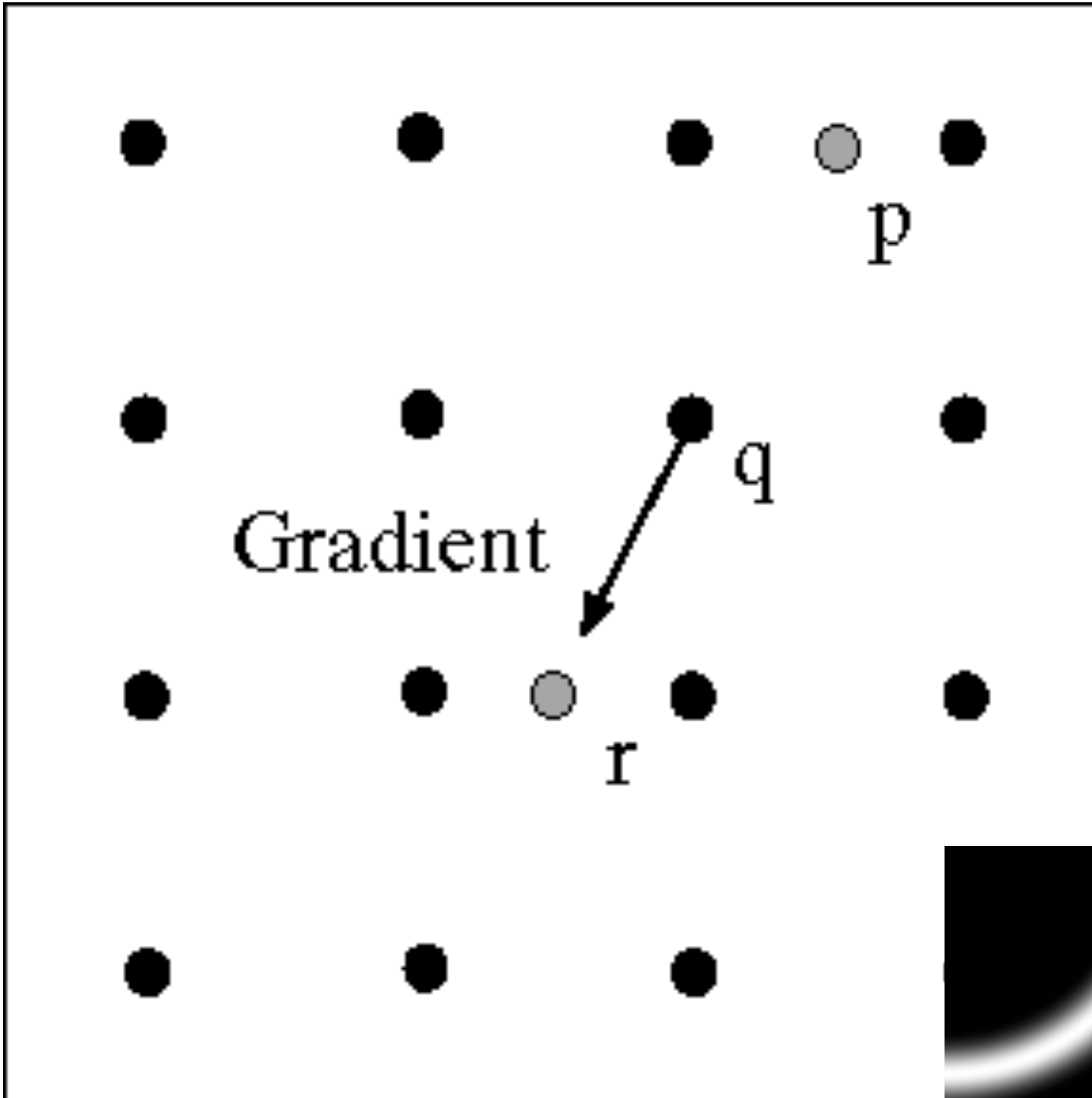
- Compute edge strength and orientation at all pixels
- “Non-max suppression”
  - Reduce thick edge strength responses around true edges
- Link and threshold using “hysteresis”
  - Simple method of “contour completion”





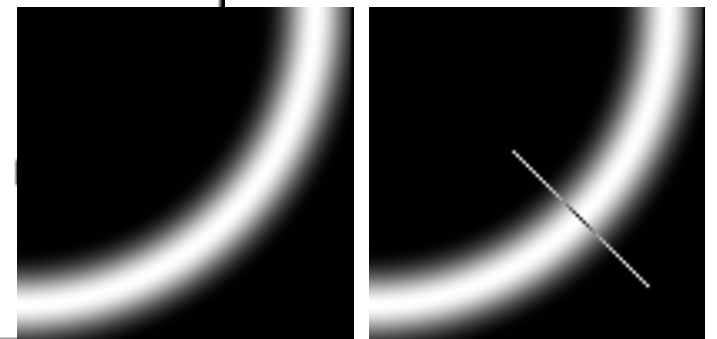
## **Non-maximum suppression:**

Select the single maximum point across the width of an edge.



**Non-maximum  
suppression**

At q, the  
value must  
be larger  
than values  
interpolated  
at p or r.



# Examples: Non-Maximum Suppression



Original image



Gradient magnitude

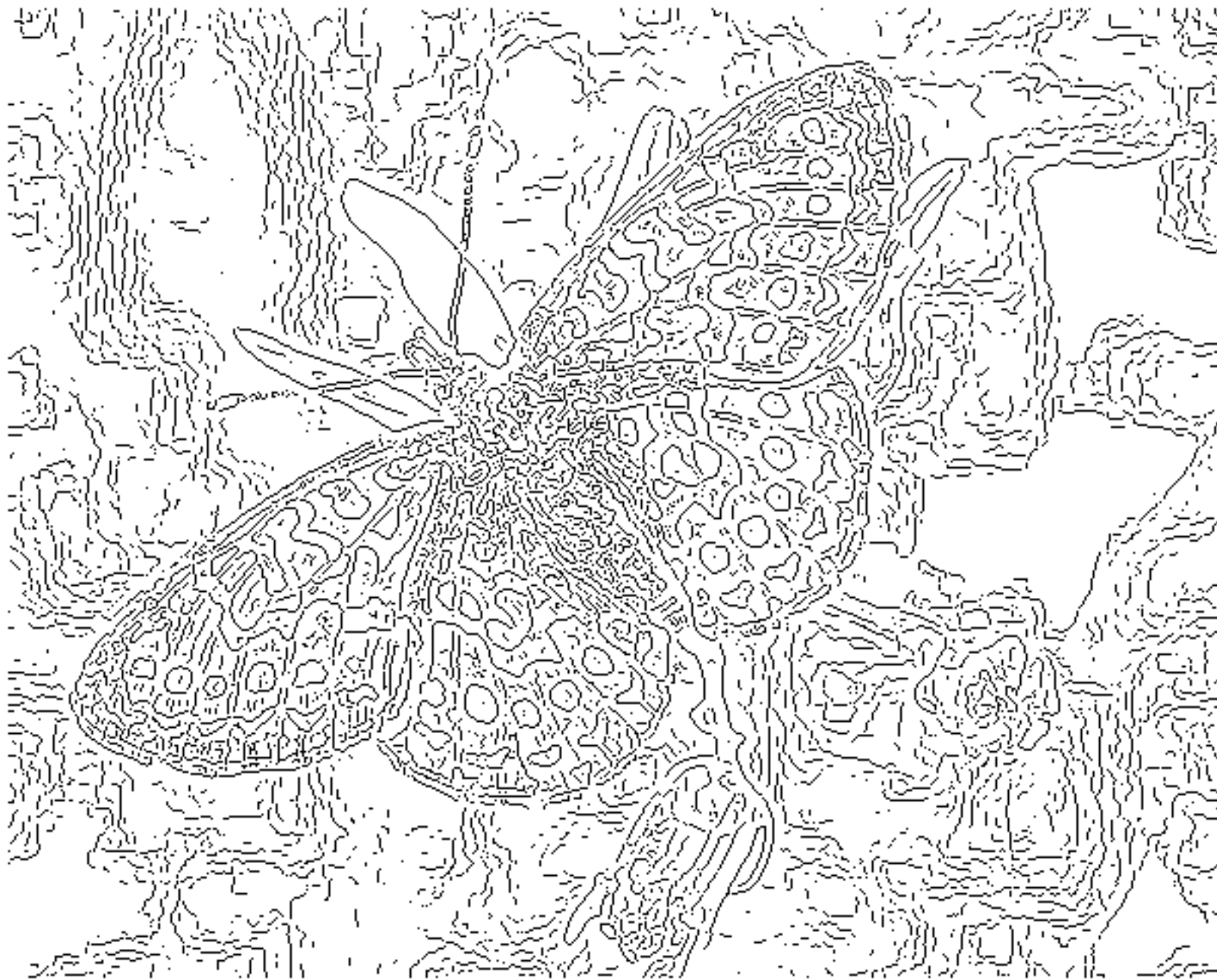


courtesy of G. Loy

Non-maxima  
suppressed

Slide credit: Christopher Rasmussen





fine scale  
high  
threshold



coarse  
scale,  
high  
threshold

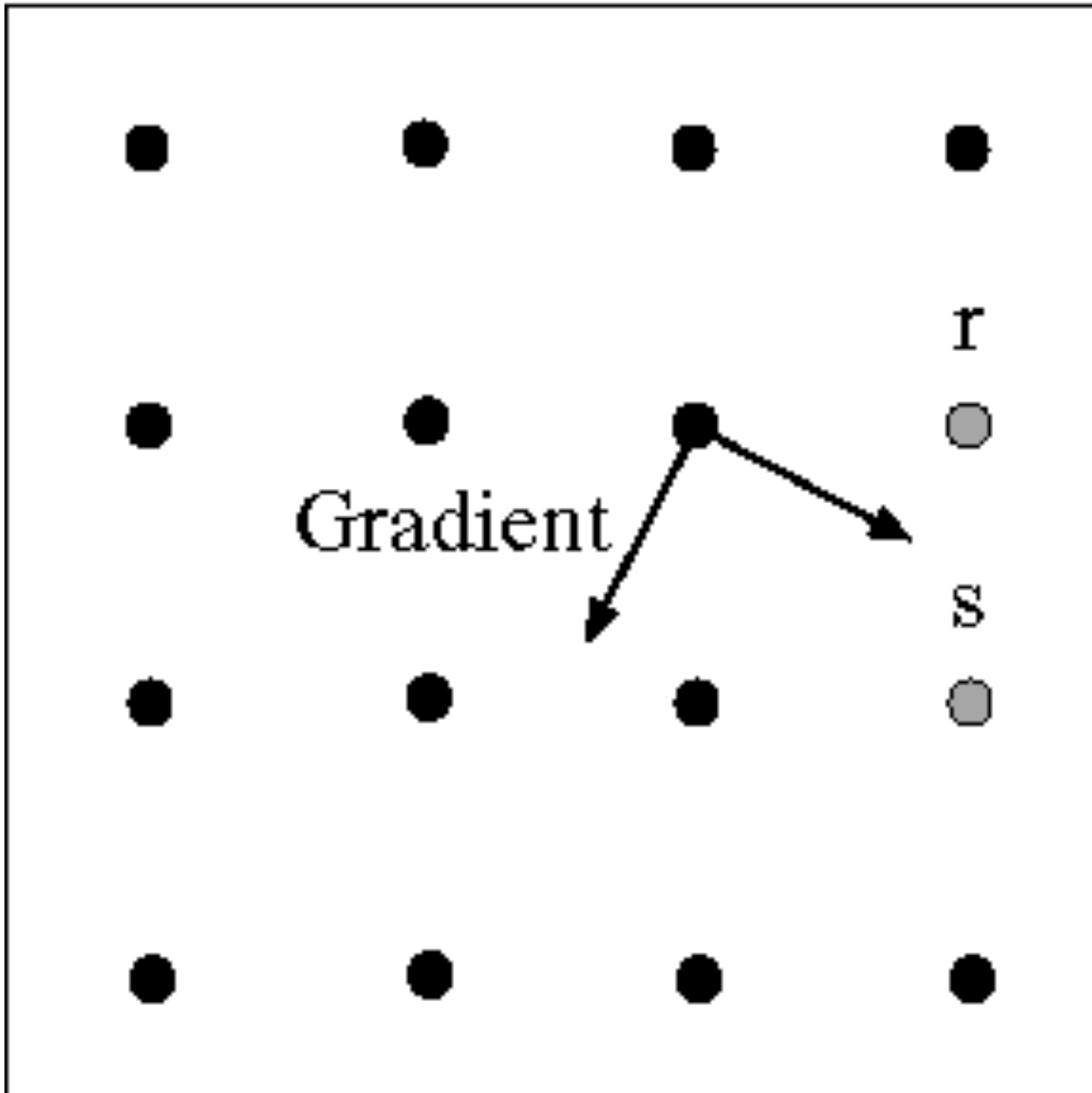


coarse  
scale  
low  
threshold

## Linking to the next edge point

Assume the marked point is an edge point.

Take the normal to the gradient at that point and use this to predict continuation points (either r or s).





# Edge Hysteresis

- **Hysteresis:** A lag or momentum factor
- Idea: Maintain two thresholds  $k_{\text{high}}$  and  $k_{\text{low}}$ 
  - Use  $k_{\text{high}}$  to find strong edges to start edge chain
  - Use  $k_{\text{low}}$  to find weak edges which continue edge chain
- Typical ratio of thresholds is roughly

$$k_{\text{high}} / k_{\text{low}} = 2$$

# Example: Canny Edge Detection

Original image



gap is gone



Strong + connected weak edges

Strong edges only



Weak edges



courtesy of G. Loy

# Problem?

- Texture
  - Canny edge detection responds all over textured regions