SNS COLLEGE OF TECHNOLOGY

Coimbatore-35
An Autonomous Institution

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DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

19ECE351 – IMAGE PROCESSING AND COMPUTER VISION

III B.E. ECE / V SEMESTER

UNIT 1 – DIGITAL IMAGE FUNDAMENTALS AND TRANSFORMS

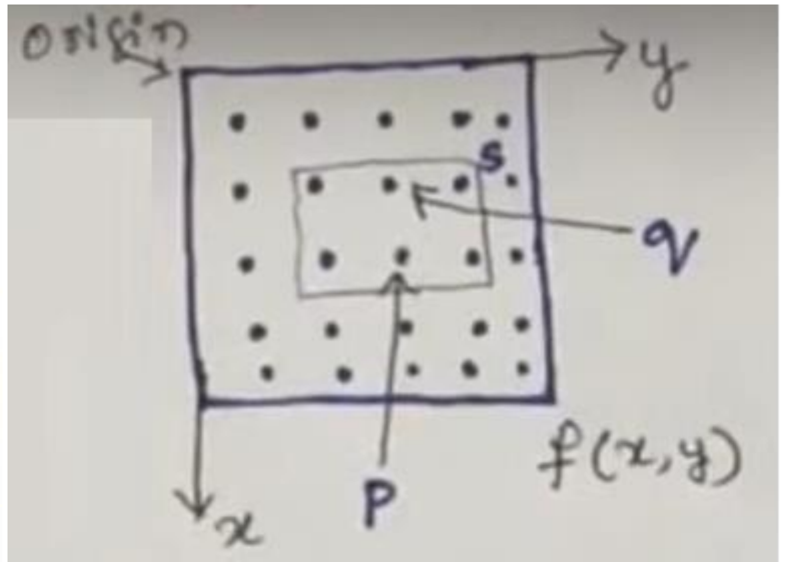
TOPIC – Neighbors of a pixel, Adjacency, Connectivity, Regions and Boundaries

Neighborhood Operations in Images

Basic Relationships Between Pixels

- Neighborhood
- Adjacency
- Connectivity
- Paths
- Regions and boundaries

Basic Relationships Between Pixels

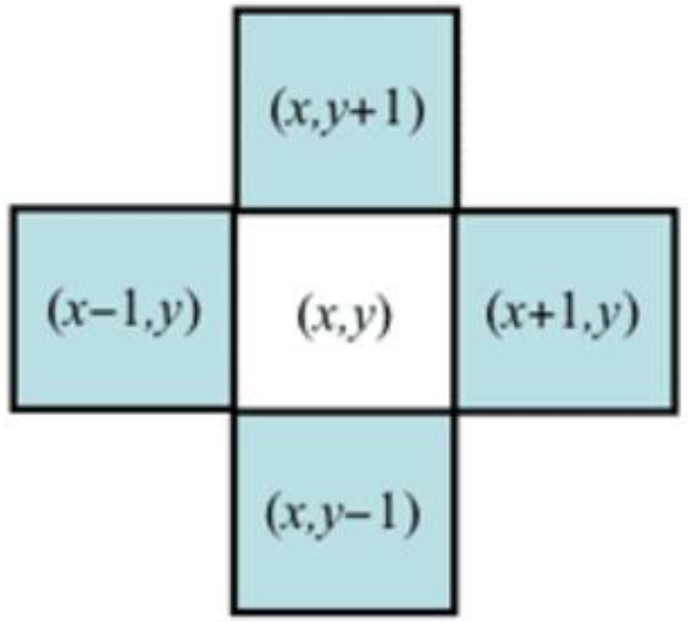


- **Neighbors** of a pixel p at coordinates (x,y)

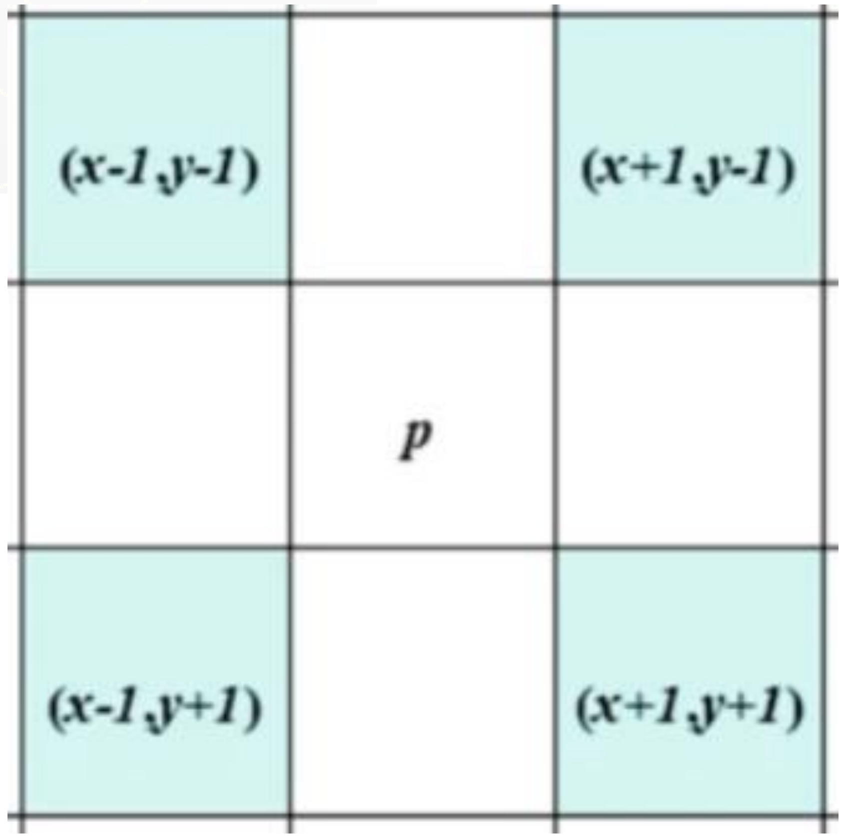
- **4-neighbors of p**, denoted by $\mathbf{N_4(p)}$:
  (x-1, y), (x+1, y), (x,y-1), and (x, y+1).

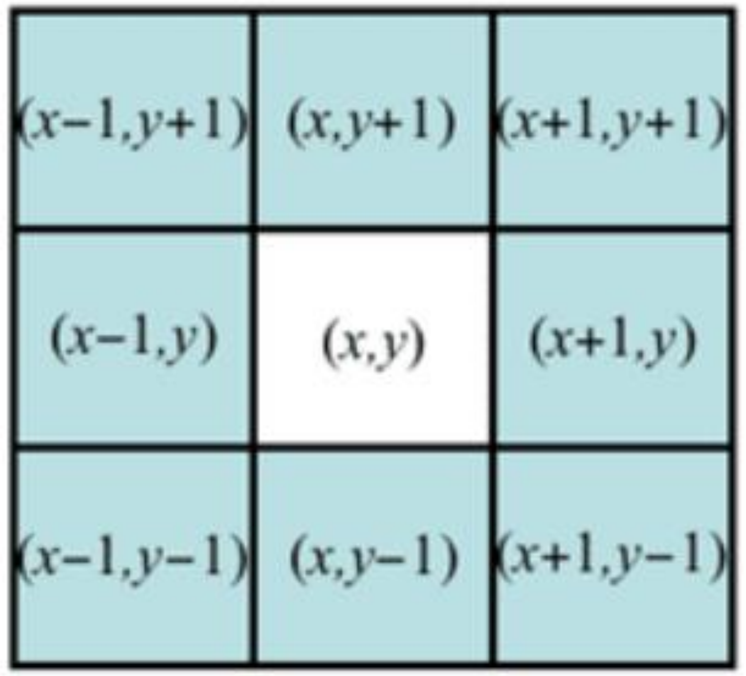
- **4 diagonal neighbors of p**, denoted by $\mathbf{N_D(p)}$:
  (x-1, y-1), (x+1, y+1), (x+1,y-1), and (x-1, y+1).

- **8 neighbors of p**, denoted $\mathbf{N_8(p)}$
  $N_8(p) = N_4(p) \cup N_D(p)$



4-neighbourhood





8-neighbourhood

Basic Relationships Between Pixels

- **Adjacency**

  Let V be the set of intensity values

- **4-adjacency**: Two pixels p and q with values from V are 4-adjacent if q is in the set $N_4(p)$.

- **8-adjacency**: Two pixels p and q with values from V are 8-adjacent if q is in the set $N_8(p)$.

Basic Relationships Between Pixels

- **Adjacency**
  Let V be the set of intensity values

- **m-adjacency**: Two pixels p and q with values from V are m-adjacent if

(i) q is in the set $N_4(p)$, or

(ii) q is in the set $N_D(p)$ and the set $N_4(p) \cap N_4(p)$ has no pixels whose values are from V.

Connectivity | Adjacent

1. 4-adjacency
2. 8-adjacency
3. m-adjacency
   [mixed-adjacency]

Binary Image

V={1}

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

Gray scale Image

[0-255] V={0,1,2,3...10}

54	10	100	5
81	150	2	34
201	200	3	45
7	70	147	56

0	1	1
0	1	0
0	0	1

0	1	1
0	1	0
0	0	1

Basic Relationships Between Pixels

- **Path**
- A (digital) path (or curve) from pixel p with coordinates (x_0, y_0) to pixel q with coordinates (x_n, y_n) is a sequence of distinct pixels with coordinates

$$(x_0, y_0), (x_1, y_1), \ldots, (x_n, y_n)$$

Where (x_i, y_i) and (x_{i-1}, y_{i-1}) are adjacent for $1 \le i \le n$.

- Here n is the *length* of the path.
- If $(x_0, y_0) = (x_n, y_n)$, the path is ***closed*** path.
- We can define 4-, 8-, and m-paths based on the type of adjacency used.

Basic Relationships Between Pixels

- **Connected in S**

  Let S represent a subset of pixels in an image. Two pixels p with coordinates (x_0, y_0) and q with coordinates (x_n, y_n) are said to be **connected in S** if there exists a path

  $$(x_0, y_0), (x_1, y_1), \ldots, (x_n, y_n)$$

  Where $\forall i, 0 \le i \le n, (x_i, y_i) \in S$

Basic Relationships Between Pixels

Let S represent a subset of pixels in an image

- For every pixel *p* in S, the set of pixels in S that are connected to *p* is called a ***connected component*** of S.
- If S has only one connected component, then S is called ***Connected Set.***
- We call R a **region** of the image if R is a connected set
- Two regions, R_i and R_j are said to be ***adjacent*** if their union forms a connected set.
- Regions that are not to be adjacent are said to be ***disjoint.***

Regions

Let R be a subset of pixels in an image. We call R a region of the image if R is a connected set.

Basic Relationships Between Pixels

- **Boundary (or border)**

- The ***boundary*** of the region R is the set of pixels in the region that have one or more neighbors that are not in R.
- If R happens to be an entire image, then its boundary is defined as the set of pixels in the first and last rows and columns of the image.

- **Foreground and background**

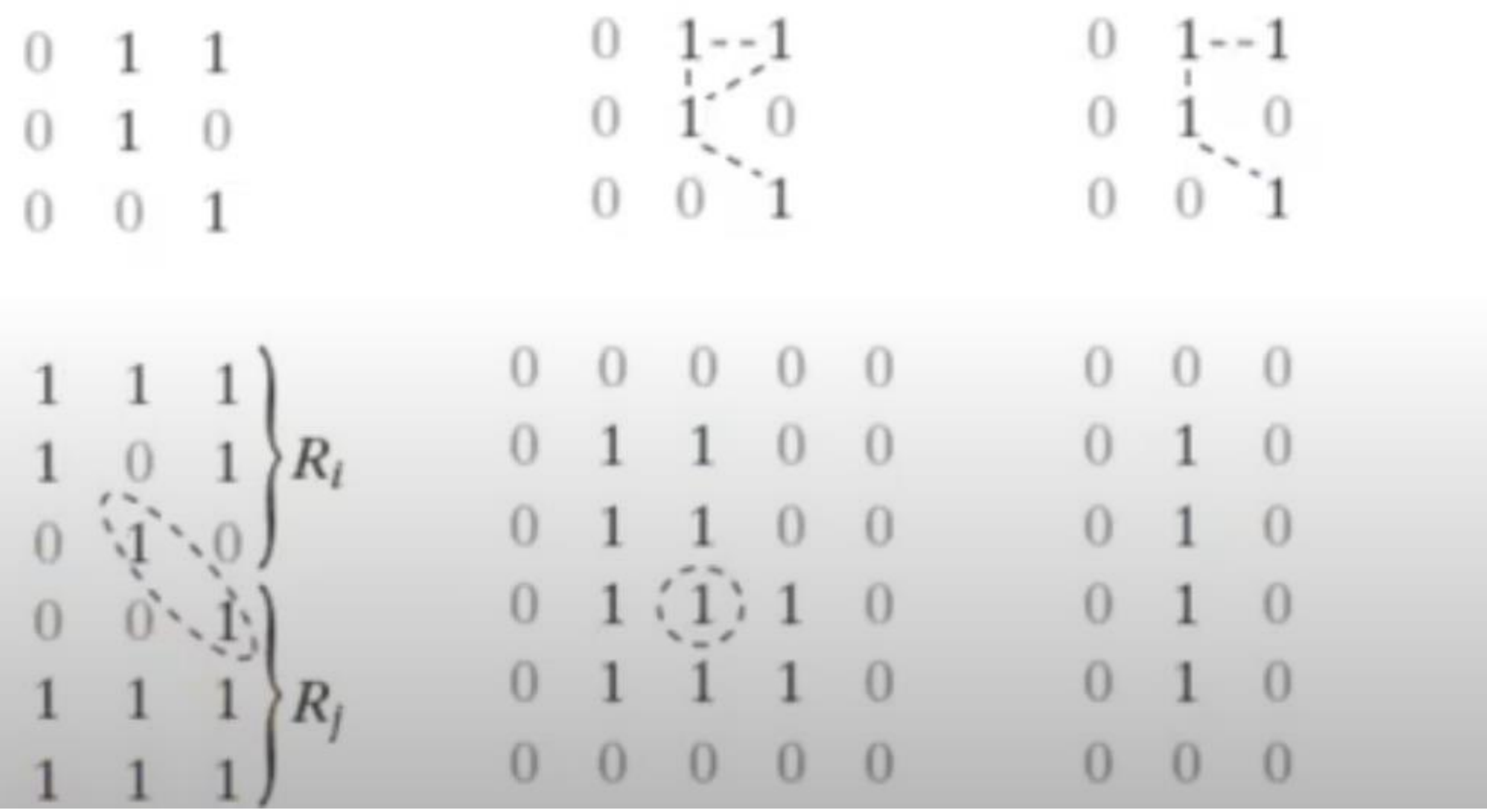
- An image contains K disjoint regions, R_k, $k = 1, 2, \ldots, K$. Let R_u denote the union of all the K regions, and let $(R_u)^c$ denote its complement.

All the points in R_u is called **foreground**;

All the points in $(R_u)^c$ is called **background**.

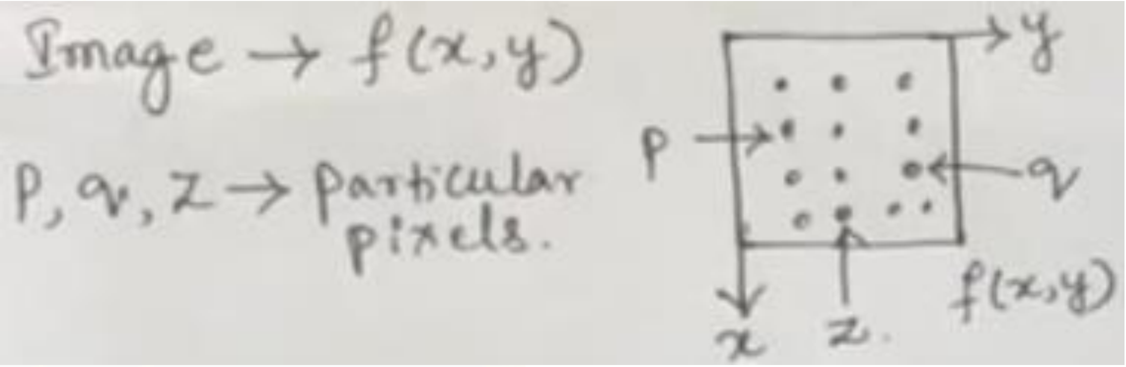
Boundary

The boundary (also called the border or contour) of a region R is the set of points that are adjacent to points in the complement of R



Distance Measures

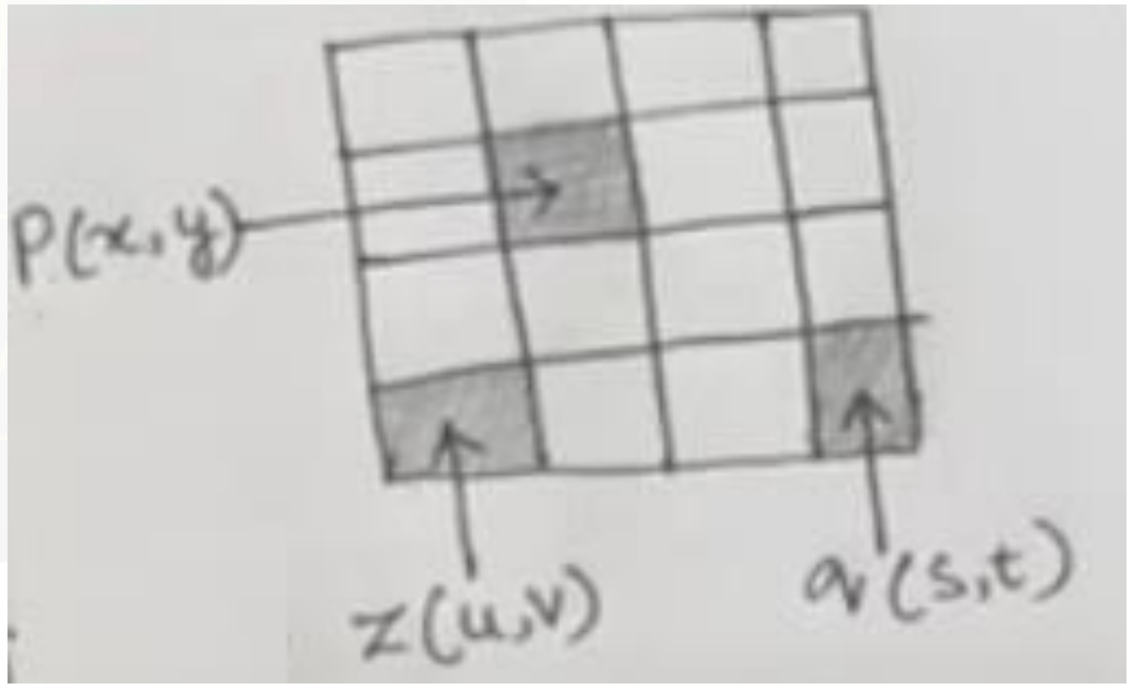
- Given pixels *p, q* and *z* with coordinates (x, y), (s, t), (u, v) respectively, the distance function D has following properties:



a. D(p, q) ≥ 0 [D(p, q) = 0, iff p = q]

b. D(p, q) = D(q, p)

c. D(p, z) ≤ D(p, q) + D(q, z)

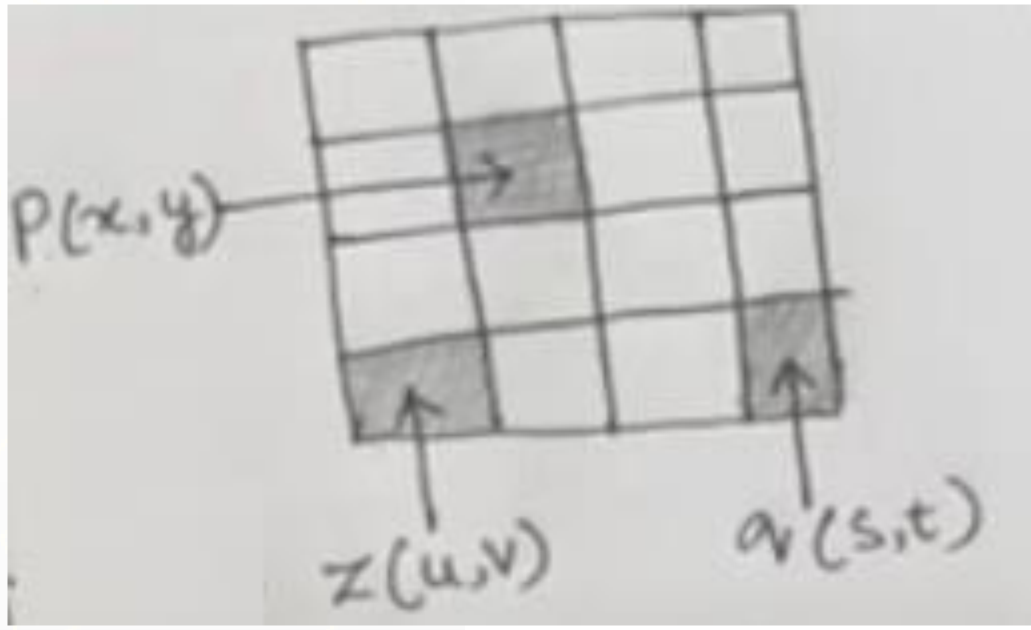


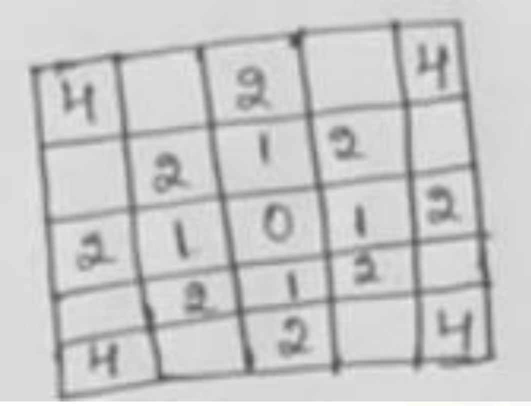
Distance Measures

The following are the different Distance measures:

a. Euclidean Distance :

$D_e(p, q) = [(x-s)^2 + (y-t)^2]^{1/2}$





b. City Block Distance:

$D_4(p, q) = |x-s| + |y-t|$

		2		
	2	1	2	
2	1	0	1	2
	2	1	2	
		2		

c. Chess Board Distance:

$D_8(p, q) = max(|x-s|, |y-t|)$

2	2	2	2	2
2	1	1	1	2
2	1	0	1	2
2	1	1	1	2
2	2	2	2	2

Thank you!