

Categorizing the Topological Image Landscape with Local Binary Patterns

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Original image
(481x321 = 154401 pixels)



94% merged pixels
(9264 regions)

LOCAL BINARY PATTERNS

- Proposed in 1996 as a texture descriptor [Ojala96]
- Describes texture around each pixel in an image as a decimal number

$$LBP = \sum_{i=0}^7 s(g(p_i) - g(c)) \cdot 2^i \quad s(x) = \begin{cases} 1, & \text{if } x \geq 0 \\ 0, & \text{if } x < 0 \end{cases}$$

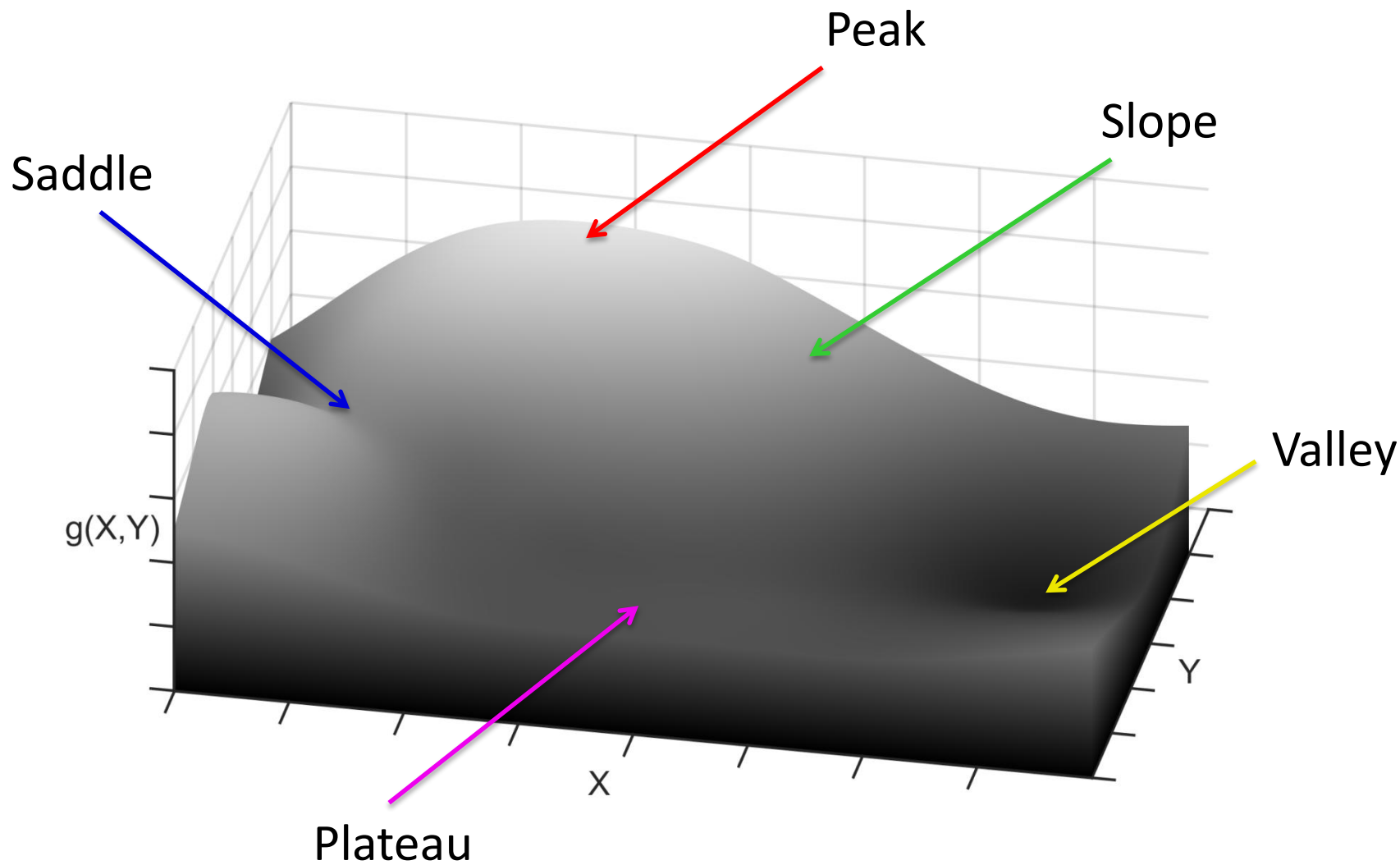
1	5	9
4	5	3
8	4	7

IMAGE FORMATION



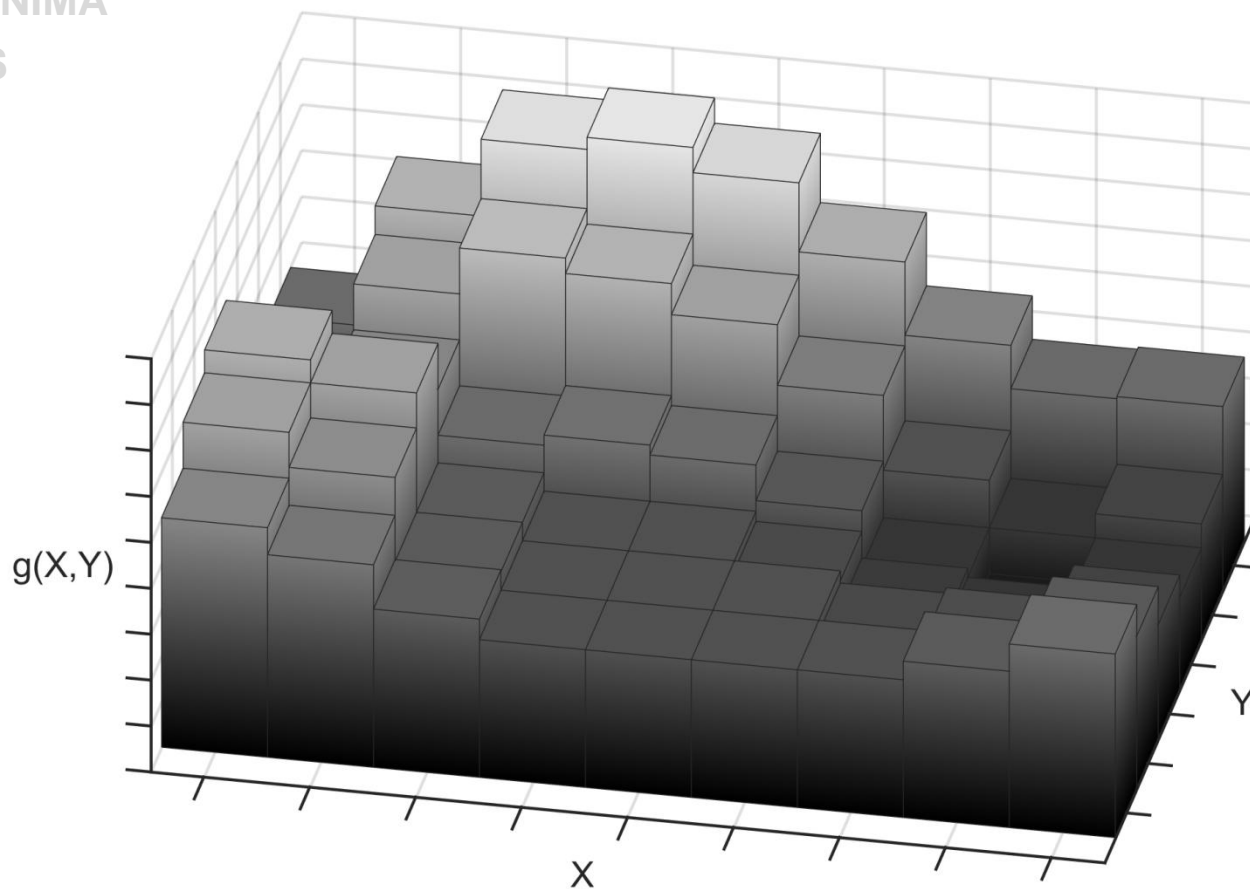
Image from <http://www.onlineeducationincanada.com/>

CONTINUOUS IMAGE LANDSCAPE



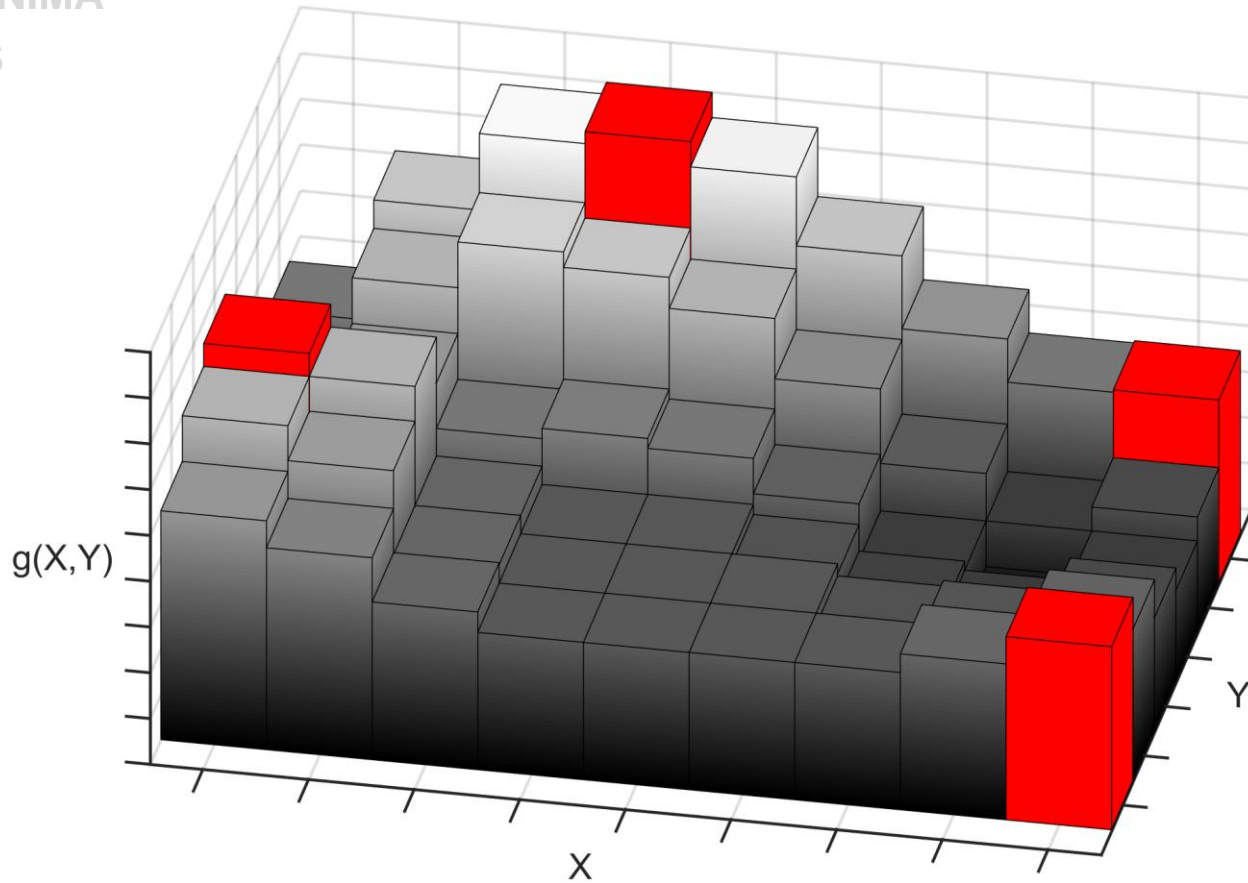
DISCRETE IMAGE LANDSCAPE

LOCAL MAXIMA
LOCAL MINIMA
PLATEAUS
SADDLES
SLOPES



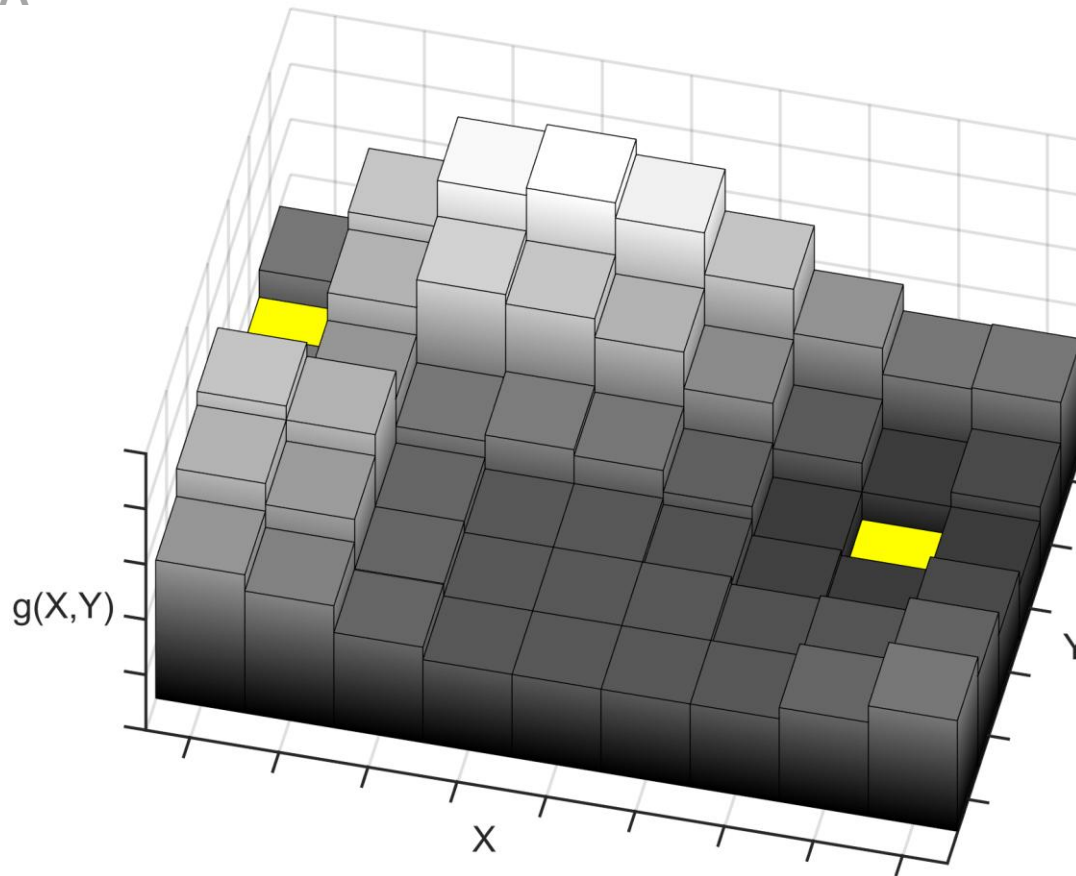
LOCAL MAXIMA

LOCAL MAXIMA
LOCAL MINIMA
PLATEAUS
SADDLES
SLOPES



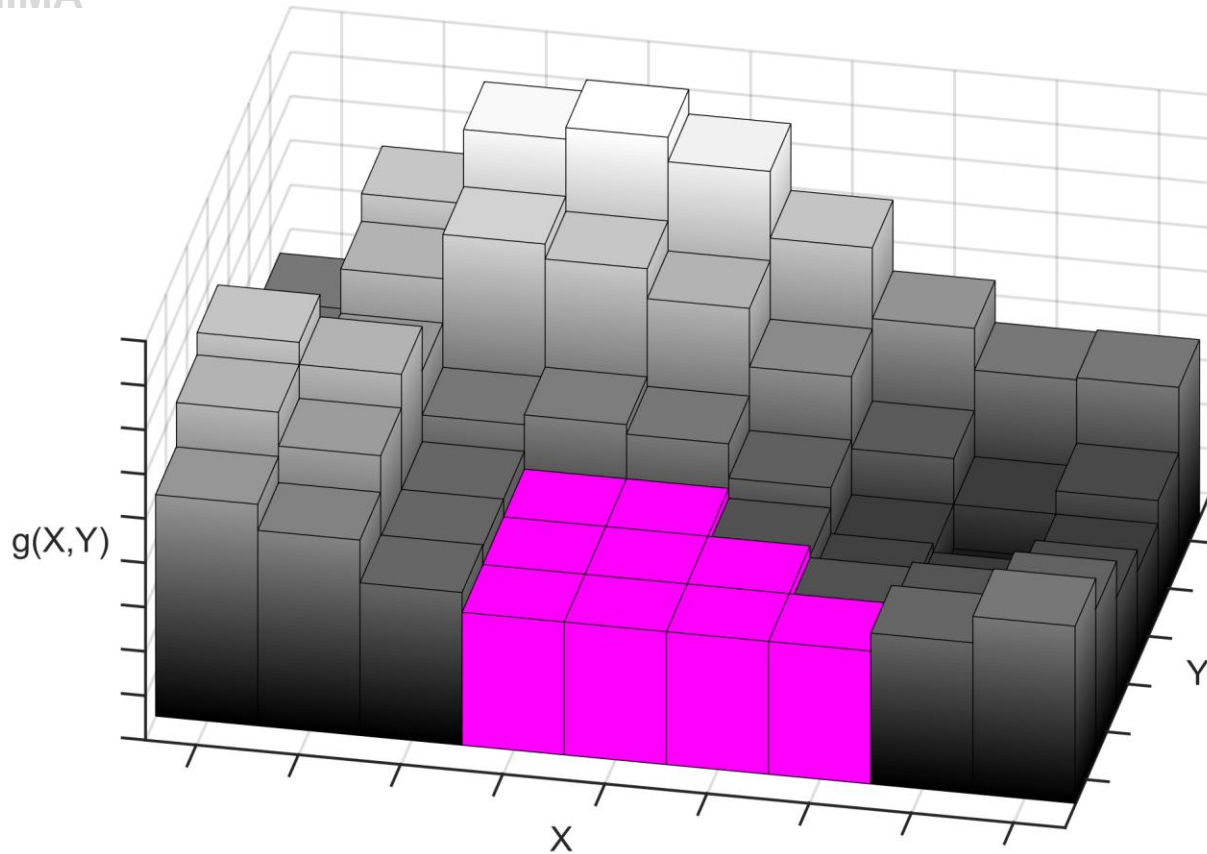
LOCAL MINIMA

LOCAL MAXIMA
LOCAL MINIMA
PLATEAUS
SADDLES
SLOPES



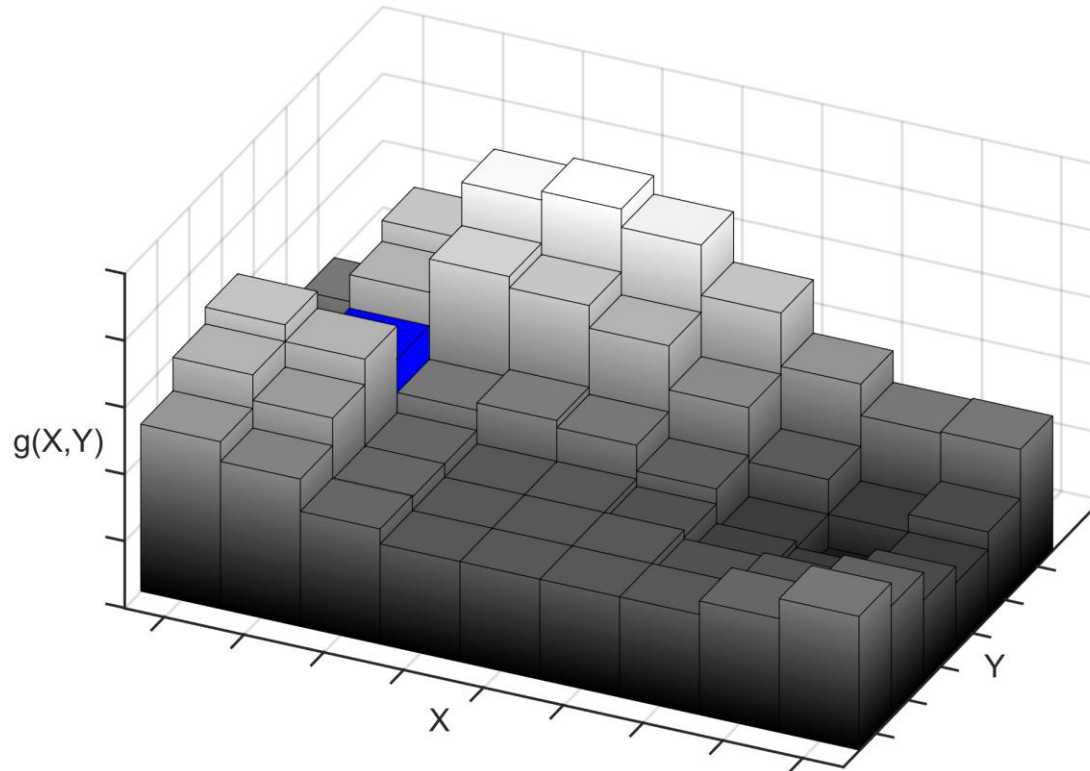
PLATEAUS

- LOCAL MAXIMA
- LOCAL MINIMA
- PLATEAUS**
- SADDLES
- SLOPES



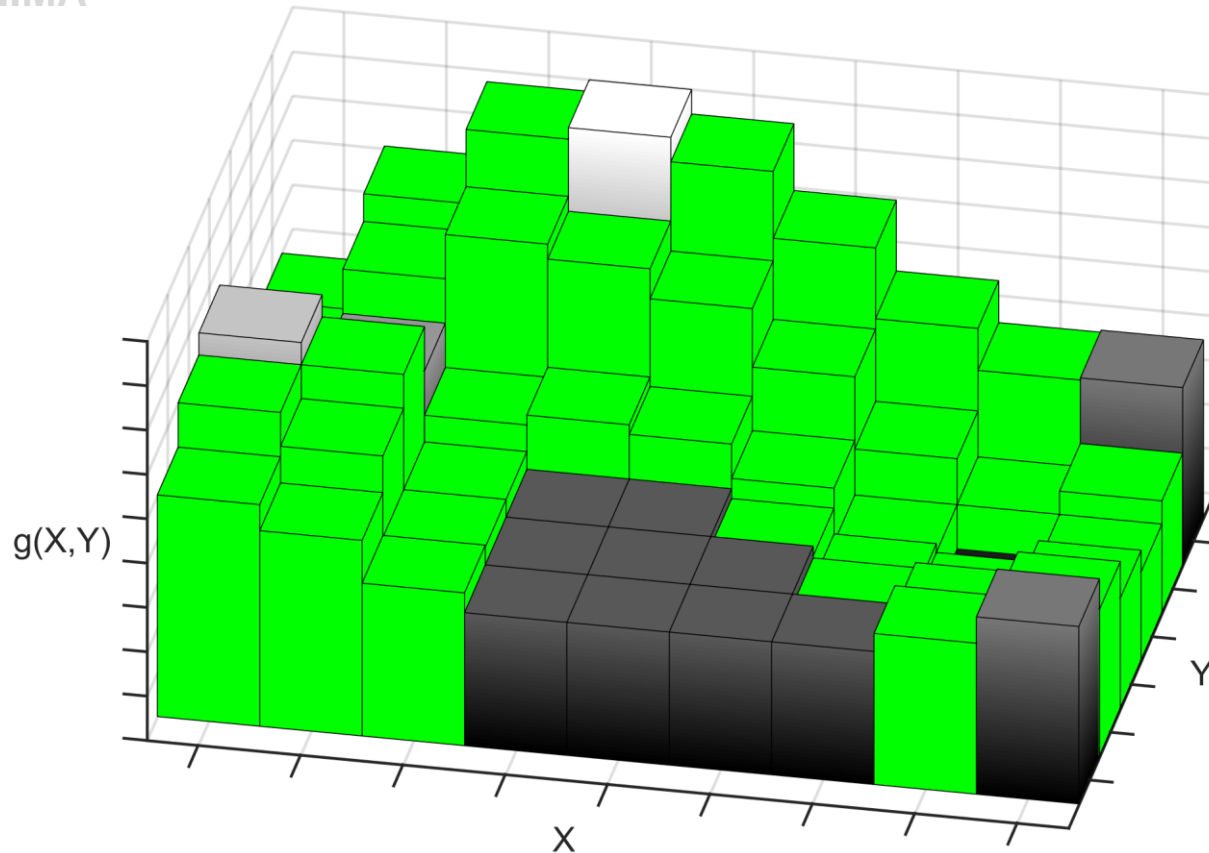
SADDLES

- LOCAL MAXIMA
- LOCAL MINIMA
- PLATEAUS
- SADDLES**
- SLOPES

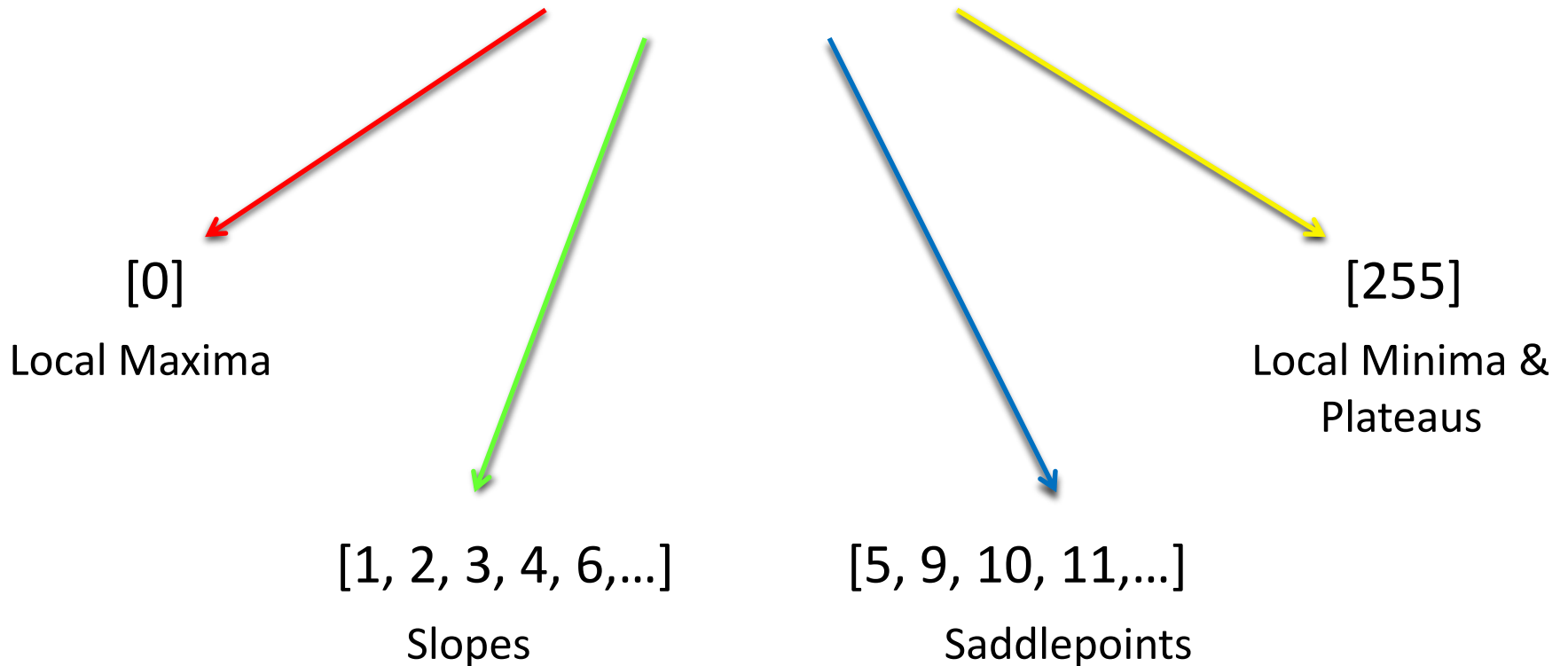


SLOPES

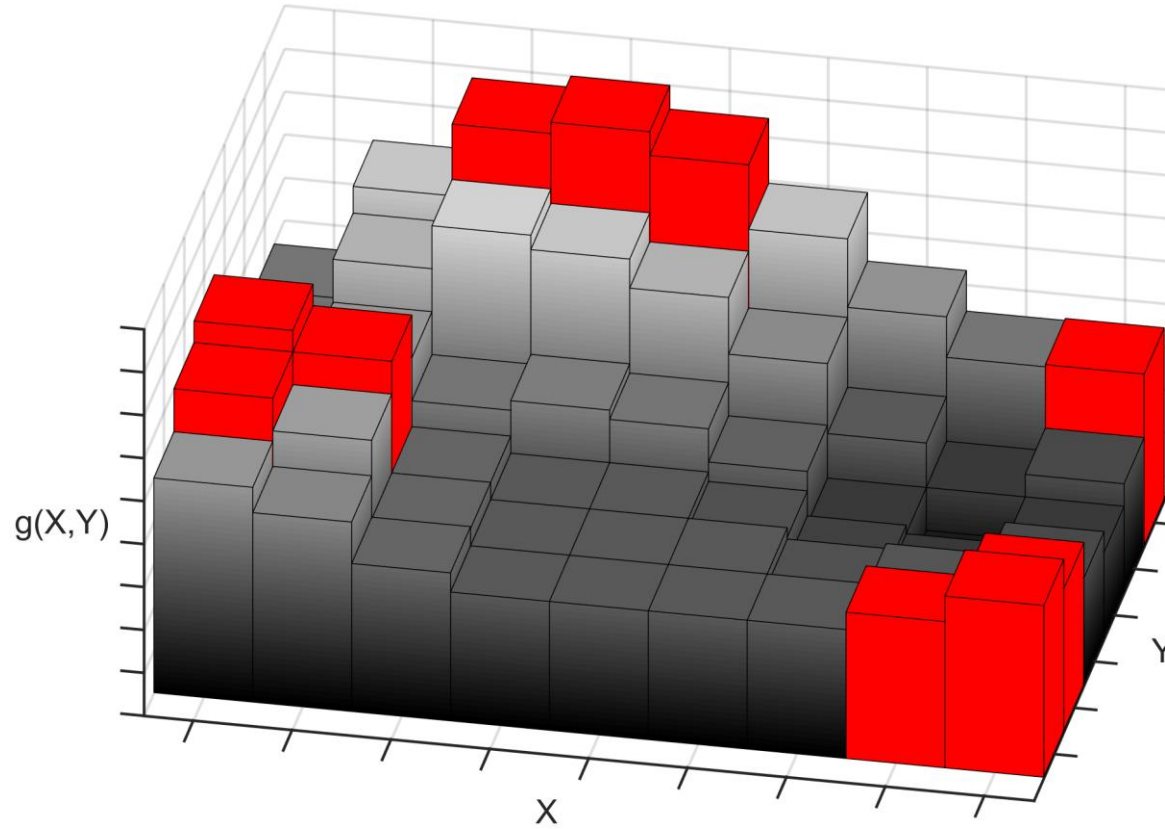
LOCAL MAXIMA
LOCAL MINIMA
PLATEAUS
SADDLES
SLOPES



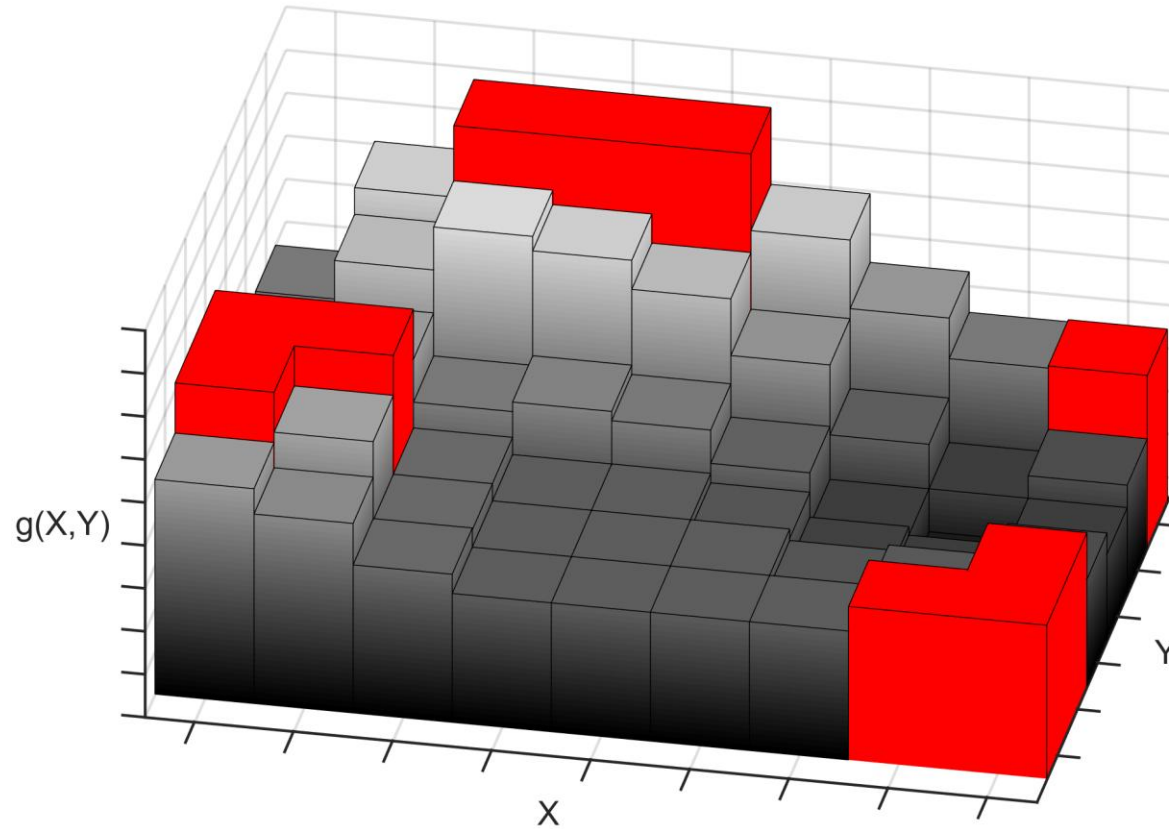
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11,, 252, 253, 254, 255]



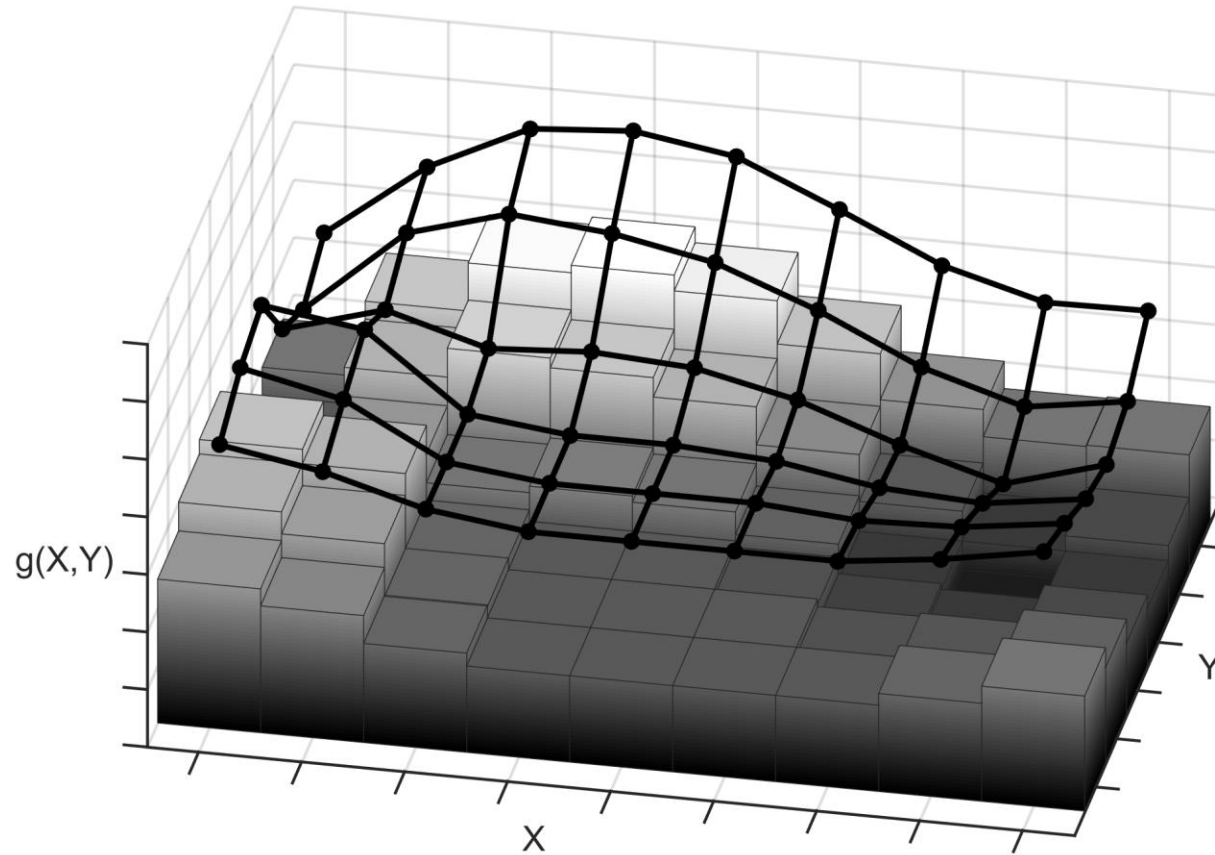
REGION Merging



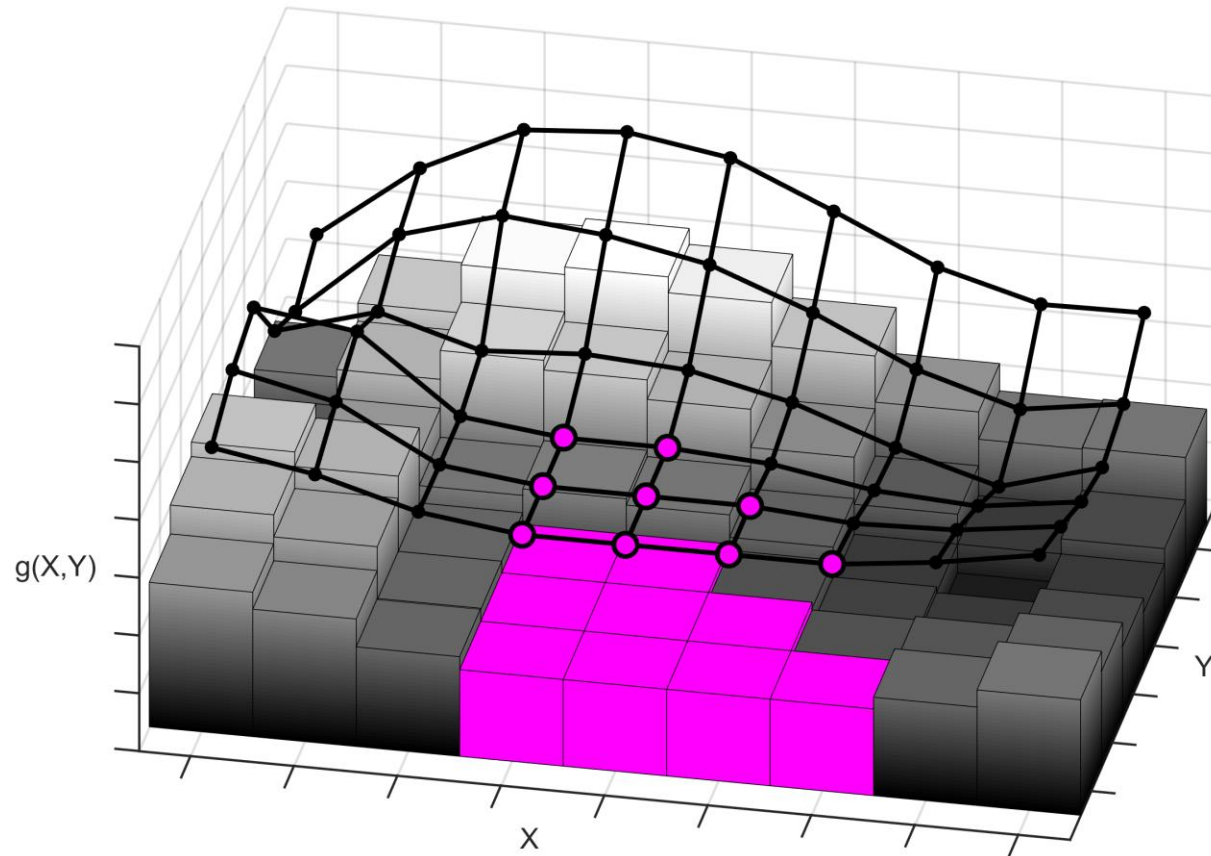
REGION Merging



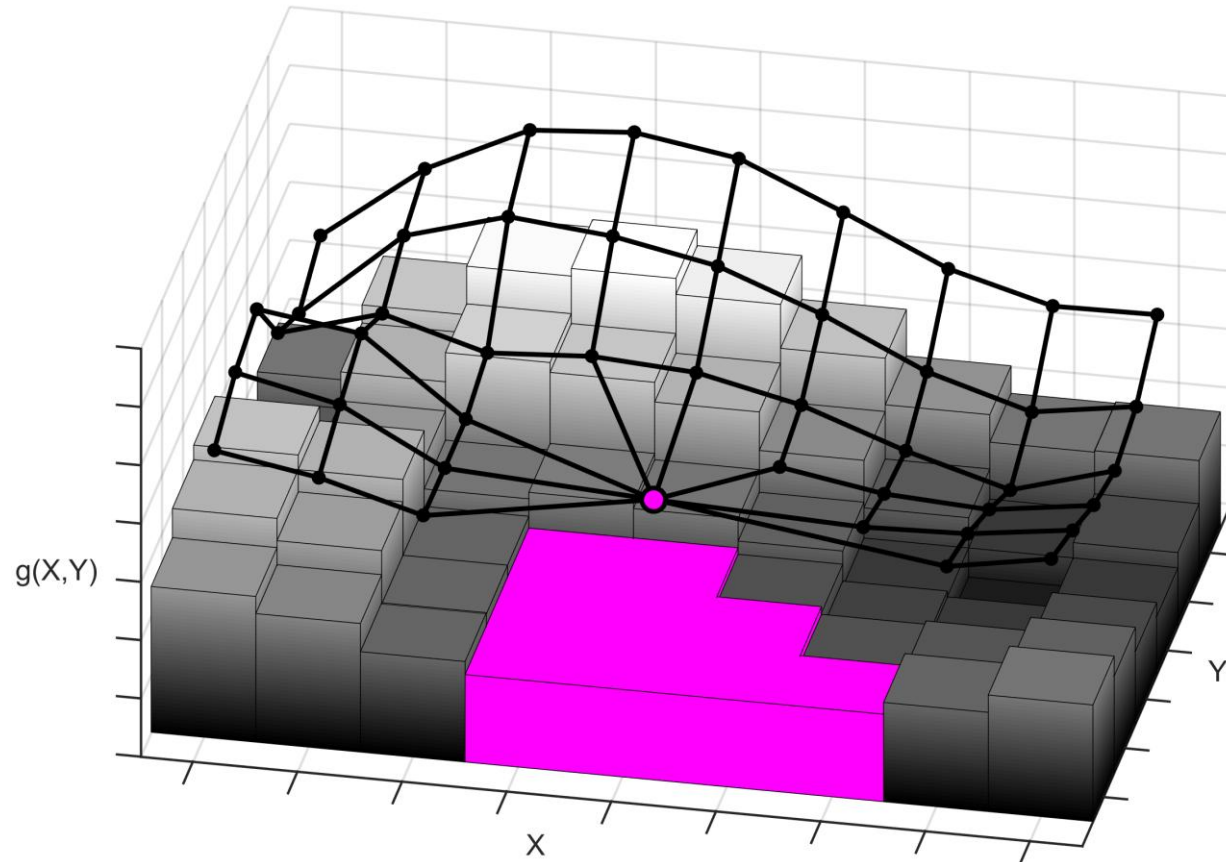
GRAPH REPRESENTATION

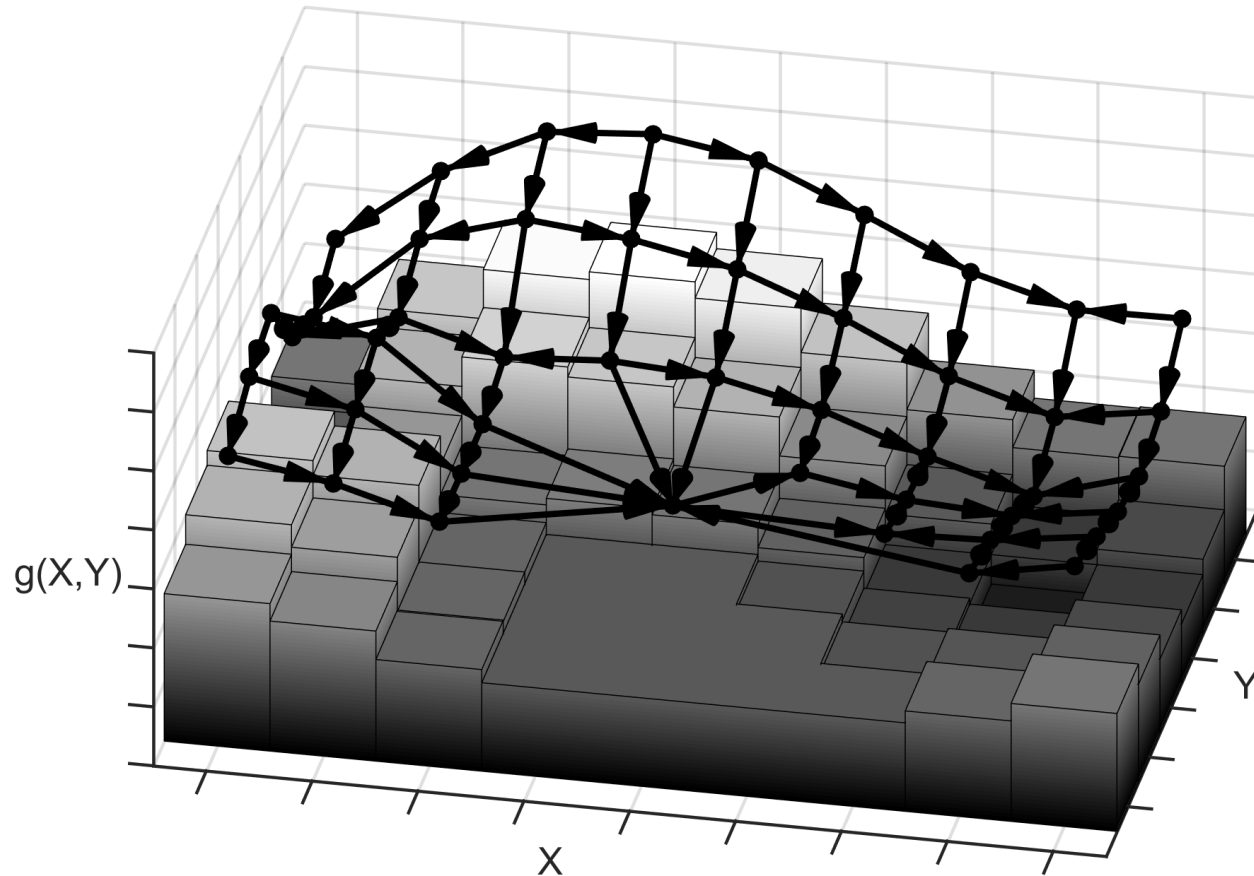


REGION MERGING IN GRAPHS



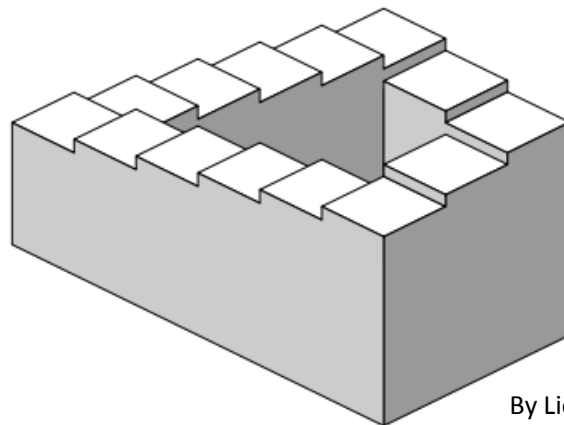
REGION MERGING IN GRAPHS





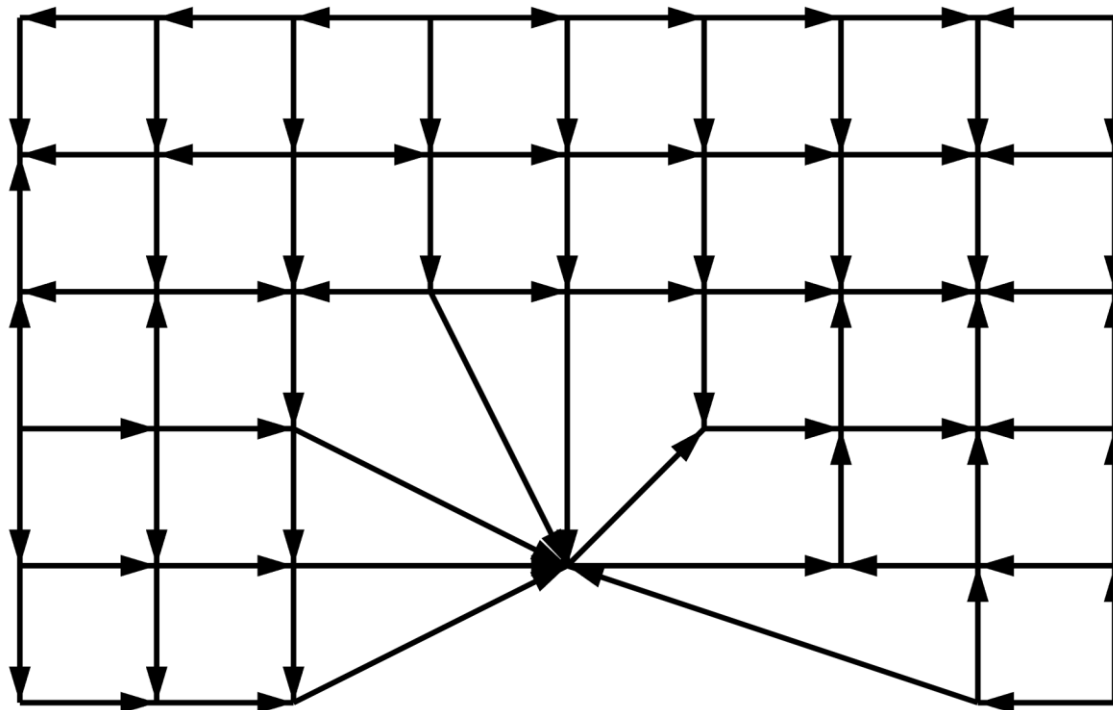
DIRECTED GRAPH

- Graph is a Directed Acyclic Graph
- Strict partial ordering of regions along monotonic paths
- A region cannot be smaller and greater than itself

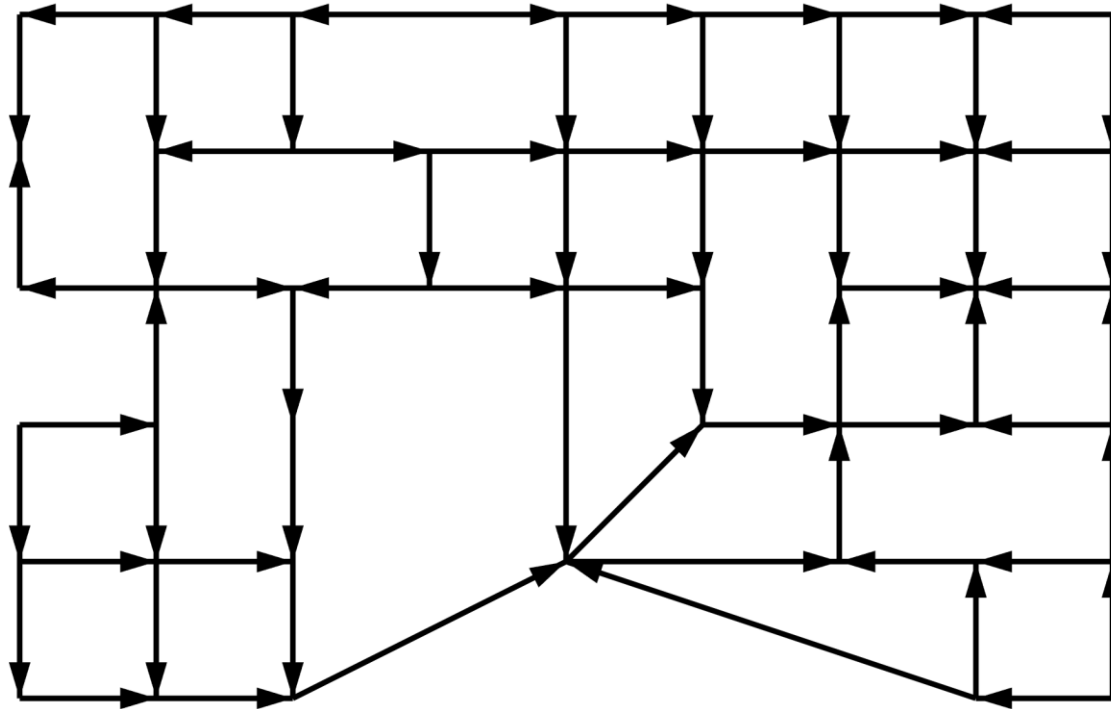


By Lionel Penrose

DIRECTED GRAPH

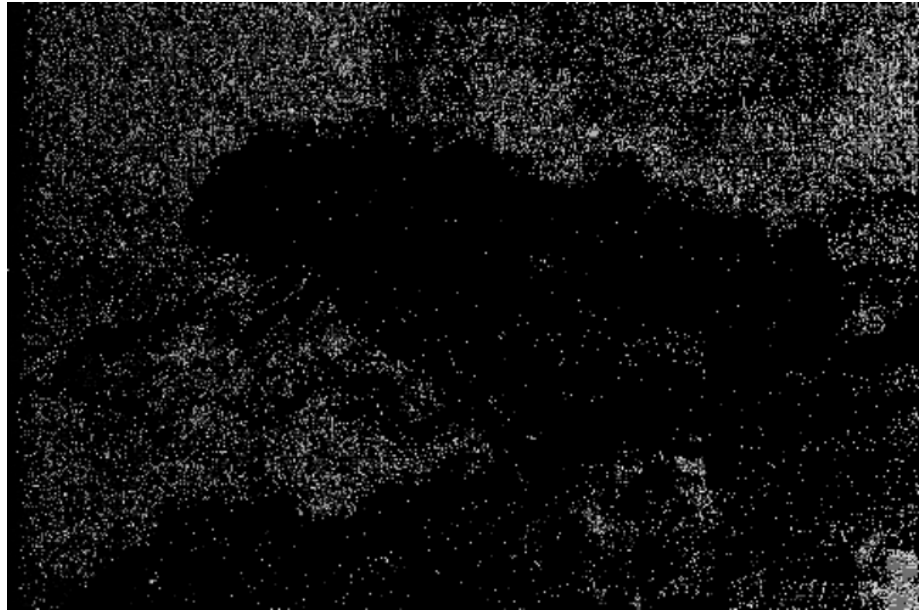


REMOVED REDUNDANT EDGES



TEXTURE PRESERVING PROPERTIES

- **Weakly** textured regions get merged **early**
- **Highly** textured regions get merged **late**



RESULTS



Original image
(481x321 = 154401 pixels)



70% merged pixels
(46320 regions)

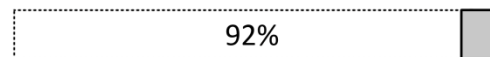




Original image
(481x321 = 154401 pixels)



92% merged pixels
(12352 regions)



Inspired development of algorithm to structurally minimize image (preserves critical points)

- CTIC 2014 – “*Characterizing Configurations of Critical Points through LBP*”
- CAIP 2015 – “*LBP and Irregular Graph Pyramids*”
- Invitation to special issue of MVA (Springer)

Cooperation with Rocio Gonzalez-Diaz from University of Seville, Spain

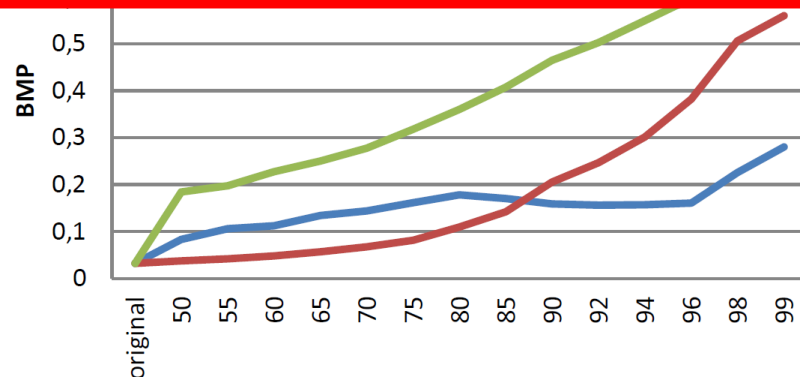
CAIP* 2015  university of
 groningen
 VALLETTA - MALTA, 2-4 SEPTEMBER



- External evaluation by Joanneum in Graz, in preparation for ExoMars 2018/19
- Comparison:



“Between ratio 85 and 96, depending on the used evaluation measure, the errors obtained by **CCSDS 122.0** start to increase strongly, such that **TUW** outperforms this algorithm. Thus, for most of the tests (except density) the algorithm from **TUW** shows better quality for very high compression ratios.”

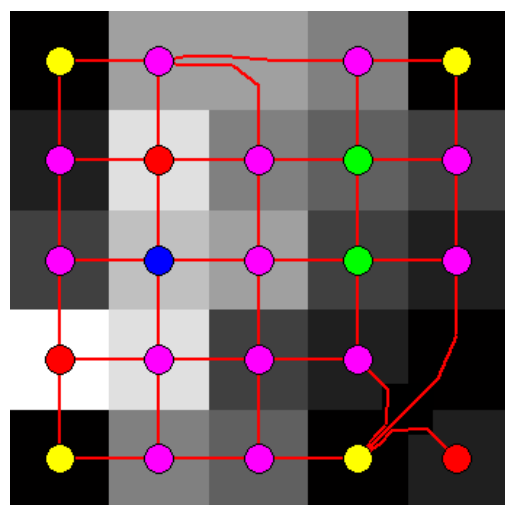


THANK YOU

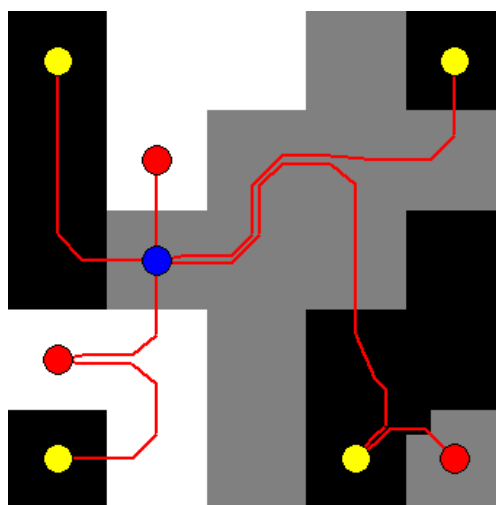


0%

STRUCTURALLY MINIMIZING AN IMAGE



Original Image



Minimal Image Representation

- Maxima
- Minima
- Saddles
- Singular Slopes
- Regular Slopes

- Insert new pixels into configurations, where diagonal elements are not comparable

