Table of Contents

Chapter 1. Statistical Properties of Images 1
Henri MAÎTRE

1.1. Introduction 1
1.1.1. Why study statistical properties? 1
1.1.2. What images? 2
1.2. Amplitude 3
1.2.1. Properties 3
1.2.2. Sensitivity to modifications of histograms 4
1.3. Jumps in amplitude 7
1.4. The autocorrelation function 8
1.4.1. In one dimension 8
1.4.2. In multiple dimensions 11
1.4.3. The power spectral density 12
1.5. Entropy 13
1.5.1. Entropy of order 0 14
1.5.2. Entropy of jumps 15
1.5.3. Conditional entropy, redundancy 15
1.5.4. Return on a paradox 16
1.6. Image models 17
1.6.1. Markov-Gauss process 17
1.6.2. The mosaic model 18
1.7. Invariable scaling models 19
1.8. Bibliography 20

Chapter 2. Image Sampling and Fractal Representation 23
Henri MAÎTRE

2.1. Limited bandwidth one-dimensional signals 24
2.1.1. Signal sampling 24

2.1.2. Reconstruction of a Nyquist frequency sampled signal 25
2.1.3. Reconstruction in the case of oversampling 26
2.2. Real signals 28
2.2.1. Physical limitations of the spectrum. 28
2.2.1.1. Optical limits 28
2.2.1.2. Solid sensors 29
2.2.2. Signal filtration 29
2.3. Extension in *N* dimension. 31
2.4. The fractal model. 33
2.4.1. Fractal dimension. 35
2.4.2. Internal homothety 36
2.4.3. What should be done with the fractal theory? 36
2.5. Bibliography 40

Chapter 3. Discrete Representations 41
Isabelle BLOCH

3.1. Introduction 41
3.2. Tessellations and digital grids 42
3.2.1. Definitions and constraints 42
3.2.2. Regular plane tessellations 43
3.2.3. Semi-regular plane tessellations 44
3.2.4. Duality between tessellations and grids. 45
3.3. Discrete topology. 45
3.3.1. Some approaches 46
3.3.2. Topology from the notion of basic neighborhood. 48
3.3.3. Euler number: an example of a topological characteristic of an object 54
3.4. Geometric representations 56
3.4.1. Discretization of a continuous line 57
3.4.2. Characterization of a discrete line segment 59
3.4.3. Discrete analytical lines 61
3.4.4. Discrete circles 63
3.4.5. Voronoï tessellations and Delaunay triangulations 65
3.5. Examples of random structures 68
3.6. Distance function. 69
3.6.1. Definition of discrete distances 70
3.6.2. Examples 71
3.6.3. Calculation algorithms. 71
3.7. Bibliography 73

Chapter 4. Image Restoration. 75
Henri MAÎTRE

4.1. Inverse filtering. 76

4.1.1. Analytical approach 76
4.1.2. Algebraic approach 77
4.1.3. Discussion 78
4.1.4. Conclusions (provisionary) 81
4.2. Singular and ill-conditioned defects 82
4.2.1. Singular defects 82
4.2.2. Ill-conditioned system 83
4.2.2.1. Conditioning 83
4.2.2.2. The Wiener filter 84
4.2.2.3. Estimation of power spectral densities 85
4.2.3. Decomposition into singular values 86
4.3. Restoration of two-dimensional signals 87
4.4. Iterative restoration 89
4.4.1. Jacobi method 89
4.4.2. Gauss-Seidel method 91
4.4.3. Greatest slope method 91
4.4.4. Conjugated gradient method 91
4.4.5. Projection methods (POCS) 92
4.5. Estimating defects 92
4.5.1. Determination by calibration 93
4.5.2. Statistical determination 94
4.6. Reduction of the border effects 94
4.7. Bibliography 95

Chapter 5. Mathematical Morphology 97
Isabelle BLOCH

5.1. Introduction and preliminaries 97
5.2. The four operations 100
5.2.1. Structuring element and set theoretical framework 100
5.2.2. Binary erosion and dilation 101
5.2.3. Erosion and dilation of functions 105
5.2.4. Binary openings and closings 110
5.2.5. Numerical opening and closing 112
5.3. Topological framework 113
5.4. Algebraic framework 116
5.4.1. Lattices 116
5.4.2. Algebraic erosion and dilation, adjunctions 117
5.4.3. Link with morphological operators 118
5.4.4. Algebraic opening and closing 119
5.5. Probabilistic framework 119
5.5.1. Random closed sets 119
5.5.2. An example: the Boolean scheme 120

5.6. Applications of erosion and dilation 121
5.6.1. Measures 121
5.6.2. Ultimate erosion 122
5.6.3. Contrast enhancement 122
5.6.4. Morphological gradient 123
5.7. Applications of opening and closing 124
5.7.1. Sequential alternate filters 124
5.7.2. Auto-dual filters 125
5.7.3. Top hat 125
5.7.4. Granulometries 126
5.7.5. Surface opening. 127
5.7.6. Annular opening 127
5.8. Hit-or-miss transformation and derived operators 128
5.8.1. Hit-or-miss transformation 128
5.8.2. Thinning and thickening 128
5.8.3. Skeleton 129
5.8.4. Discrete skeleton 131
5.8.5. SKIZ 132
5.9. Geodesy 132
5.9.1. Geodesic distance and geodesic balls 132
5.9.2. Geodesic morphological operations, reconstruction 133
5.9.3. Geodesic skeleton by influence zones 135
5.10. Watershed 135
5.10.1. Definition and properties 135
5.11. Conclusion 139
5.12. Bibliography 139

Chapter 6. Markov Fields 141
Florence TUPIN and Marc SIGELLE

6.1. Definition and simulation of a Markov field 142
6.1.1. Description of the image 142
6.1.2. Probabilistic modeling of the image 143
6.1.3. Markov fields – Gibbs fields 144
6.1.3.1. Definition of a Markov field 144
6.1.3.2. Equivalence between Markov and Gibbs fields 144
6.1.4. MRF sampling 147
6.1.4.1. Gibbs sampling 148
6.1.4.2. The Metropolis algorithm 149
6.1.5. Search for the most probable configuration 150
6.1.5.1. Gibbs distribution with temperature 150
6.1.5.2. Simulated annealing algorithm 151
6.1.5.3. Iterated conditional mode (ICM) algorithm 153

6.1.6. Some fundamental MRFs . . . 154
6.1.6.1. Ising model . . . 154
6.1.6.2. Potts model . . . 155
6.1.6.3. Markovian Gaussian model . . . 156
6.2. Applications: restoration and segmentation . . . 157
6.2.1. Bayesian frame . . . 157
6.2.2. The case of restoration . . . 158
6.2.3. The case of segmentation . . . 160
6.3. Markovian frame estimators . . . 162
6.3.1. Introduction . . . 162
6.3.2. Bayesian modeling and cost function . . . 162
6.3.3. MAP estimator . . . 163
6.3.4. MPM estimator . . . 164
6.3.5. TPM estimator . . . 166
6.3.6. Comparison of MAP, MPM and TPM estimators . . . 167
6.4. Parameter estimating . . . 169
6.4.1. Introduction . . . 169
6.4.2. Complete data . . . 169
6.4.3. Incomplete data . . . 171
6.5. Border process . . . 174
6.5.1. Explicit and implicit border process . . . 174
6.5.2. Minimization algorithms . . . 176
6.6. Primitive graphs . . . 177
6.7. Bibliography . . . 178

Chapter 7. Wavelets and Image Processing . . . 181
Béatrice PESQUET-POPESCU and Jean-Christophe PESQUET

7.1. Linear image analysis principles . . . 181
7.2. Frames . . . 187
7.2.1. Objective . . . 187
7.2.2. Definition . . . 187
7.2.3. Properties . . . 188
7.2.4. Dual frame . . . 190
7.2.5. Frame algorithm . . . 192
7.2.6. Examples of frames . . . 194
7.3. Adaptive pursuit . . . 198
7.3.1. Motivation . . . 198
7.3.2. Matching pursuit algorithm . . . 198
7.3.3. Improvements . . . 201
7.3.3.1. Reduction of complexity . . . 201
7.3.3.2. Orthogonalization . . . 202
7.4. Bibliography . . . 203

Chapter 8. Partial Derivative Equations and Image Processing 205
Yann GOUSSEAU

8.1. The heat equation and its limitations 206
8.1.1. Some notations 206
8.1.2. Why the heat equation? 207
8.1.3. Heat equation and Gaussian core 207
8.1.4. Application in images 208
8.1.5. The inverse heat equation 209
8.1.6. Limitations, invariance by contrast changes 211
8.2. Non-linear diffusion equations 213
8.2.1. Notations and local structure of images. 213
8.2.2. The Malik and Perona equation 215
8.2.3. Mean curve and variant movement 217
8.2.4. The Rudin-Osher-Fatemi equation 219
8.2.5. The Rudin shock filter 221
8.3. PDE and multi-scale analysis. 223
8.3.1. Definition and properties of multi-scale analyses 223
8.3.2. Why are multi-scale analyses regulated by PDEs? 224
8.3.3. Multi-scale analysis classification 226
8.3.3.1. Isotropic linear analysis 226
8.3.3.2. Invariance by change of contrast. 227
8.3.3.3. Affine invariance 227
8.4. Bibliography 228

Chapter 9. Pre-processing 229
Henri MAÎTRE

9.1. Photometric or colorimetric processes 229
9.1.1. Linearity 229
9.1.2. Homogenity 230
9.1.3. Binarization, thresholding. 232
9.1.4. Increase in contrast. 232
9.2. Noise suppression 232
9.2.1. Linear filters. 232
9.2.1.1. Complexity of linear filters 233
9.2.1.2. Wiener filter. 234
9.2.2. Rank filtering 234
9.2.3. Morphologic filters. 235
9.2.4. Filtering by diffusion equations 236
9.2.4.1. Isotropic diffusion 236
9.2.4.2. Anisotropic diffusion 237
9.2.4.3. Mean curvature filters 238
9.2.4.4. Total variation filtering 238

9.3. Adaptive filters 240
9.3.1. Adaptive coefficient filters 240
9.3.1.1. Inverse gradient filter 240
9.3.1.2. Saint-Marc filter 240
9.3.1.3. Fairfield toboggan 240
9.3.2. Adaptive window filters 241
9.3.2.1. Nagao filter 241
9.3.2.2. Wu filter: maximum window filtering 241
9.4. Image re-sampling 242
9.4.1. Interpolation with polynomials 243
9.4.2. B-spline interpolation 244
9.4.3. Adaptive interpolation 246
9.5. Bibliography 246

Chapter 10. Image Edge Detection 249
Henri MAÎTRE

10.1. Continuous edge model 250
10.2. Traditional approaches 253
10.2.1. Gradient detectors by means of filtering 253
10.2.2. Gradient detectors by means of templates 253
10.2.3. Pre- and post-processing 255
10.2.4. Zero crossing Laplacian detectors 256
10.2.5. Detectors by means of template matching 258
10.3. Analytical approaches 259
10.3.1. Canny's criteria 259
10.3.2. Deriche and Shen-Castan filters 261
10.3.3. 2D extension 262
10.3.4. Variants of analytical filters 263
10.4. Active contours (snakes) 264
10.4.1. Physical approach to edges 264
10.4.2. Evolution equation of active contours 267
10.4.3. Level sets 270
10.4.4. Active geodesic models 270
10.5. Edge tracking and closing 271
10.5.1. Graph search methods 271
10.5.2. Automations 274
10.6. Bibliography 275

Chapter 11. Region Segmentation 279
Henri MAÎTRE

11.1. Histogram methods 279
11.1.1. Using knowledge 280

11.1.1.1. Bayesian thresholding 280
11.1.1.2. Neyman-Pearson thresholding 281
11.1.2. Thresholding without knowledge 281
11.1.3. Classification methods 282
11.1.4. Selection on histogram and in image 283
11.1.5. Selection on histogram and regularization 283
11.2. Region transformation methods 285
11.2.1. Region growing 287
11.2.2. Region splitting 288
11.2.3. Region merging 289
11.2.4. Pyramids 290
11.3. Adjacency graphs 291
11.4. MDL (Minimum Description Length) method 292
11.5. Mumford and Shah approach 294
11.5.1. Formal approach 294
11.5.2. Simplifying the Mumford-Shah method 296
11.6. Bibliography 299

Chapter 12. Textures 303
Henri MAÎTRE

12.1. What is a texture? 303
12.1.1. Random or regular distribution? 305
12.1.2. Texture scales 305
12.1.3. Analysis or synthesis 306
12.2. Texture models 306
12.2.1. A biologically plausible model 306
12.2.2. Stochastic models 307
12.3. Texture analysis and recognition 307
12.3.1. General outline 307
12.3.1.1. Analysis window 307
12.3.1.2. Classification of data 308
12.3.1.3. Dimension reduction 308
12.3.2. Statistical measurement approaches 308
12.3.2.1. First-order statistics 309
12.3.2.2. Specific point statistics 310
12.3.2.3. High-order statistics 310
12.3.2.4. Particular pixel configurations 313
12.3.3. Energy detection in frequency channels 313
12.3.3.1. Law filters 314
12.3.3.2. Ring and corner filters 314
12.3.3.3. Gabor dyadic filters 315
12.3.3.4. Wavelets and QMF 315

12.3.4. Optimized filters 316
12.3.5. Self-regressive modeling 316
12.4. Markov fields approaches 317
12.4.1. Manjunath and Chellappa method 318
12.4.2. Kervrann and Heitz method 319
12.5. Structural methods 321
12.6. Heterogenous structures 321
12.7. Bibliography 322

Chapter 13. Description of Edges and Shapes 325
Henri MAÎTRE

13.1. Characteristic function 326
13.2. Forms descriptions 327
13.2.1. Representations by moments 328
13.2.2. Representations by invariant moments 328
13.2.3. Incorporating boxes and minimal boxes 329
13.3. Guzman polygons 330
13.4. Freeman chains 331
13.4.1. Definition 332
13.4.2. Properties of Freeman chains 333
13.4.3. Shape recognition using Freeman chains 336
13.5. Fourier descriptors 336
13.5.1. Tangent descriptor 336
13.5.2. Complex representation 337
13.6. Polynomial approximations 339
13.6.l. Approximation of a point cloud using a single straight line 340
13.6.1.1. Approximation by linear regression 340
13.6.1.2. Approximation by main inertia axis 341
13.6.1.3. Robust estimations 341
13.6.1.4. Estimation of a combination of straight lines 343
13.6.1.5. Estimation extension to cone shapes 343
13.6.2. Polygon approximations, simplification of polygon edges 343
13.6.2.1. Chord (or Ramer) algorithm 344
13.6.2.2. Dunham algorithm 344
13.6.2.3. Wahl and Danielsson algorithm 344
13.6.2.4. Progressive algorithm 345
13.6.3. Approximation using splines 345
13.6.3.1. Approximation 346
13.6.3.2. Interpolation 347
13.7. Hough transform 347
13.7.1. Definitions 348
13.7.1.1. Transform from 1 to m 348

13.7.1.2. Transform from m to 1 349
13.7.1.3. Crossing from one HT to another 350
13.7.1.4. Generalization 350
13.7.1.5. HT and adapted filtering 350
13.7.2. Implementation of the HT 351
13.7.2.1. Discretization of $\mathcal{H}$ 351
13.7.2.2. Parameterization of shapes 352
13.7.3. Detections using the HT 354
13.8. Conclusion 354
13.9. Bibliography 354

List of Authors 357

Index 359