

Geodesic Snakes

Level-Set Evolution

CS7960
Advanced Image Processing
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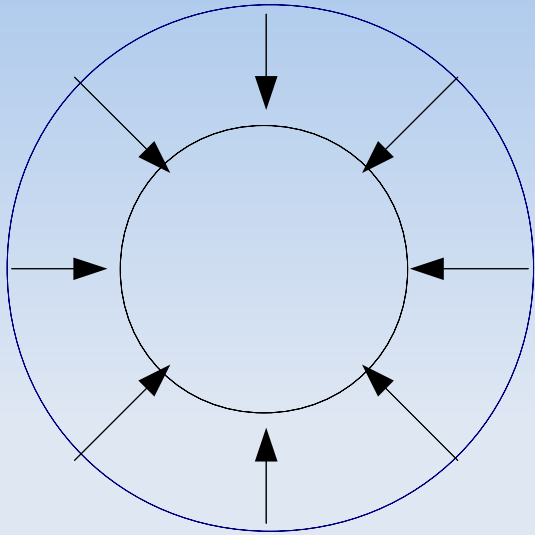
Motivation

- Drawbacks of previous Snake formulations:
 - Explicit Representation
 - Parameterization / Reparameterization issues
 - Approximating Discrete Derivatives
 - Fixed Topology
 - Extension to 3D very complex (active meshes)

Motivation

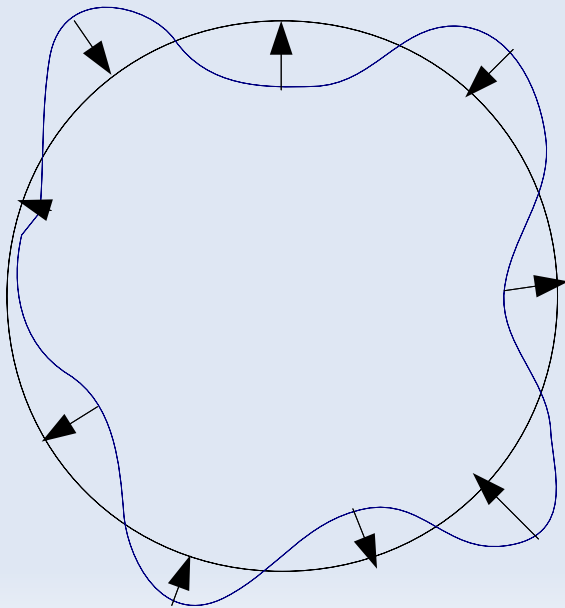
- New Approach:
 - Embed contour in higher order surface
 - Implicit Representation
 - Insensitive to Topology
 - Easily extends to 3D

Mathematical Framework



$$\frac{dC}{dt} = \beta \vec{N}$$

β : *Speed*
 \vec{N} : *Normal*



$$\frac{dC}{dt} = \kappa \vec{N}$$

κ : *Curvature*

Mathematical Framework

- Combining terms simple:

- $\frac{dC}{dt} = (\beta + \kappa) \vec{N}$

- Still want:

- Ability to slow/stop on edges/lines/etc

- Image force term

- $\frac{dC}{dt} = g(I) (\beta + \kappa) \vec{N}$

- Where have we seen this before?

Mathematical Framework

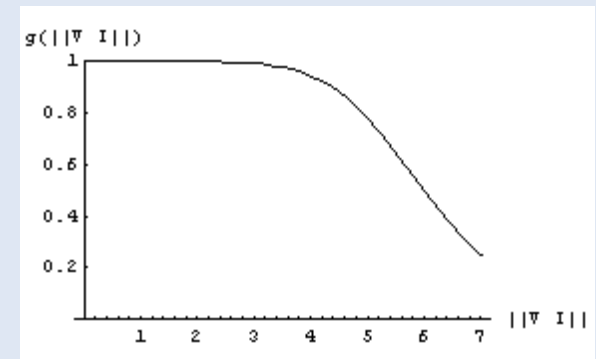
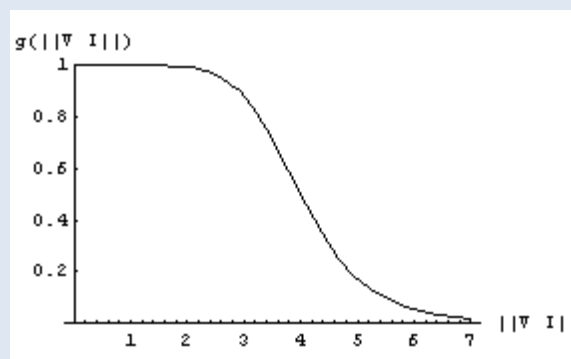
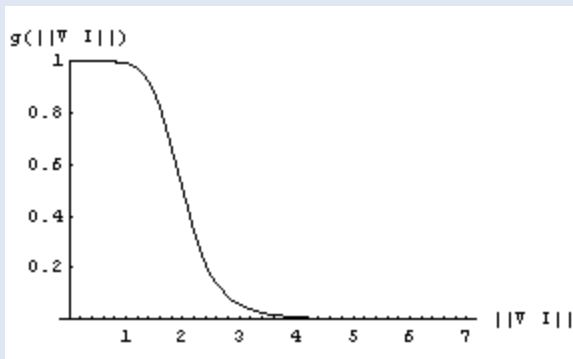
- Anisotropic Diffusion (Perona & Malik)
 - Use gradient magnitude for diffusion speed

$$g(I) = \frac{1}{1 + \|\nabla \hat{I}\|^2}$$

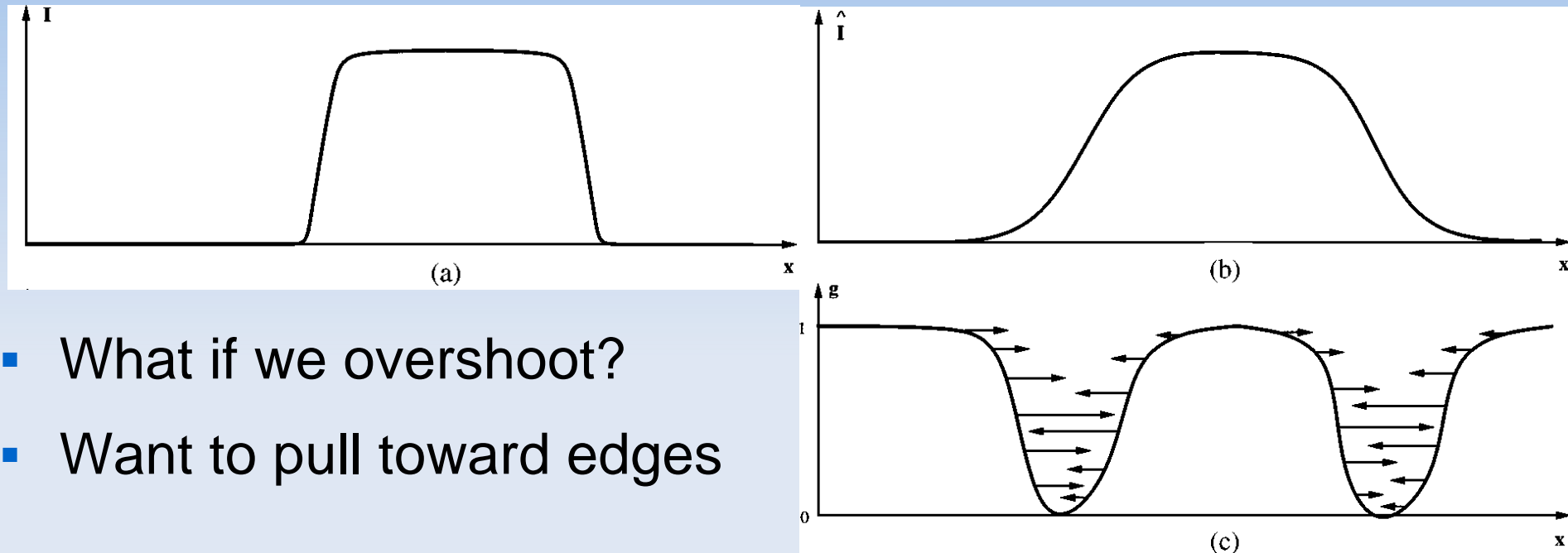
(Quadratic)

$$g(I) = e^{-\|\nabla \hat{I}\|}$$

(Exponential)



Mathematical Formulation



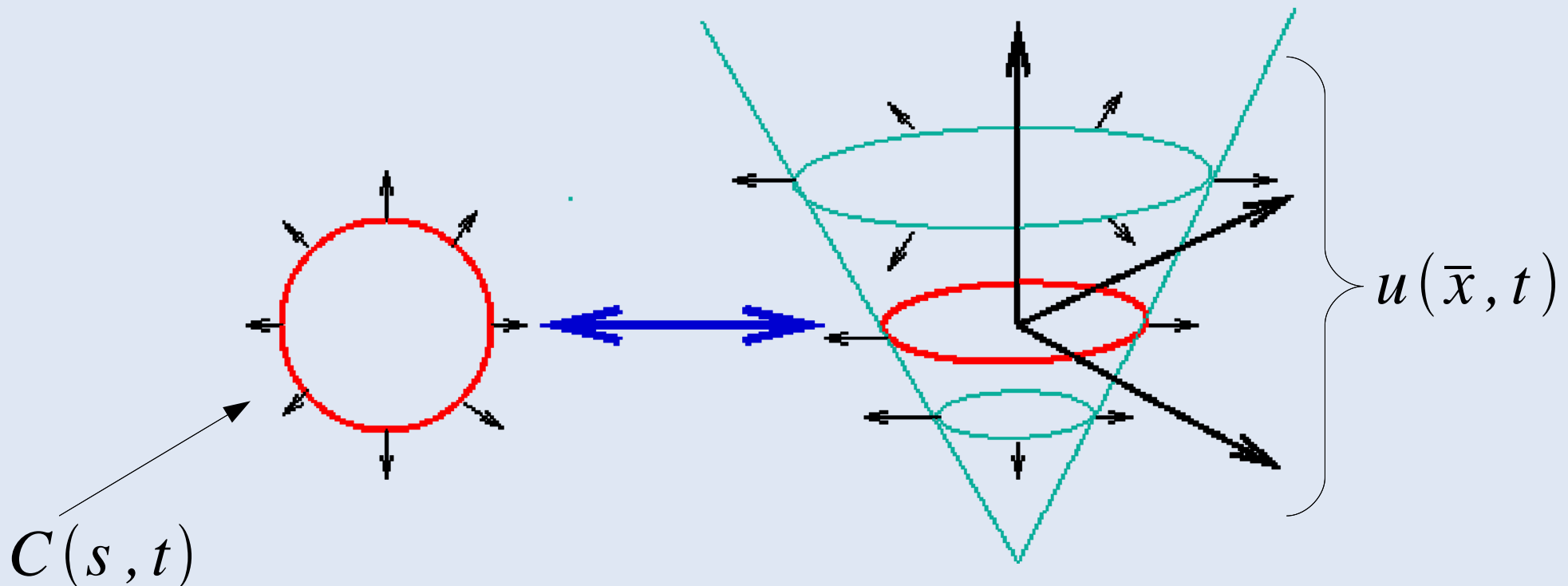
- What if we overshoot?
- Want to pull toward edges

$$\frac{\partial C}{\partial t} = g(I)(\beta + \kappa)\vec{N} - \underbrace{(\nabla g(I) \cdot \vec{N})}_{\text{Advection Term}}\vec{N}$$

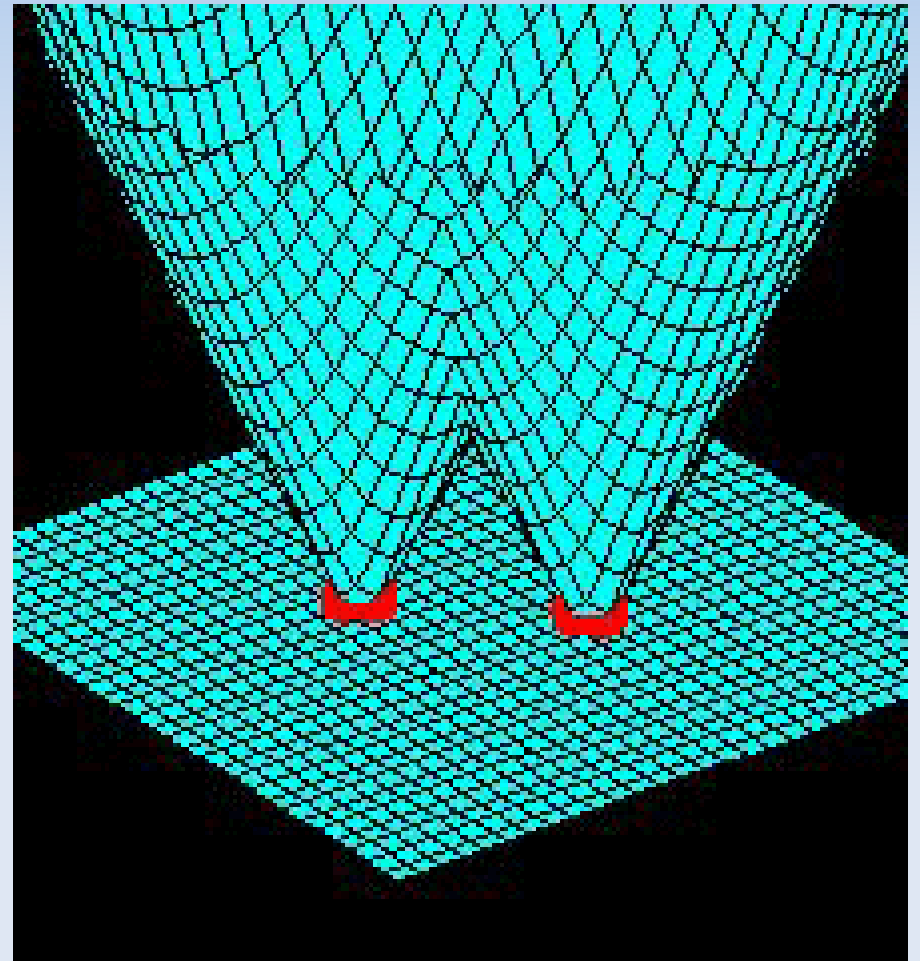
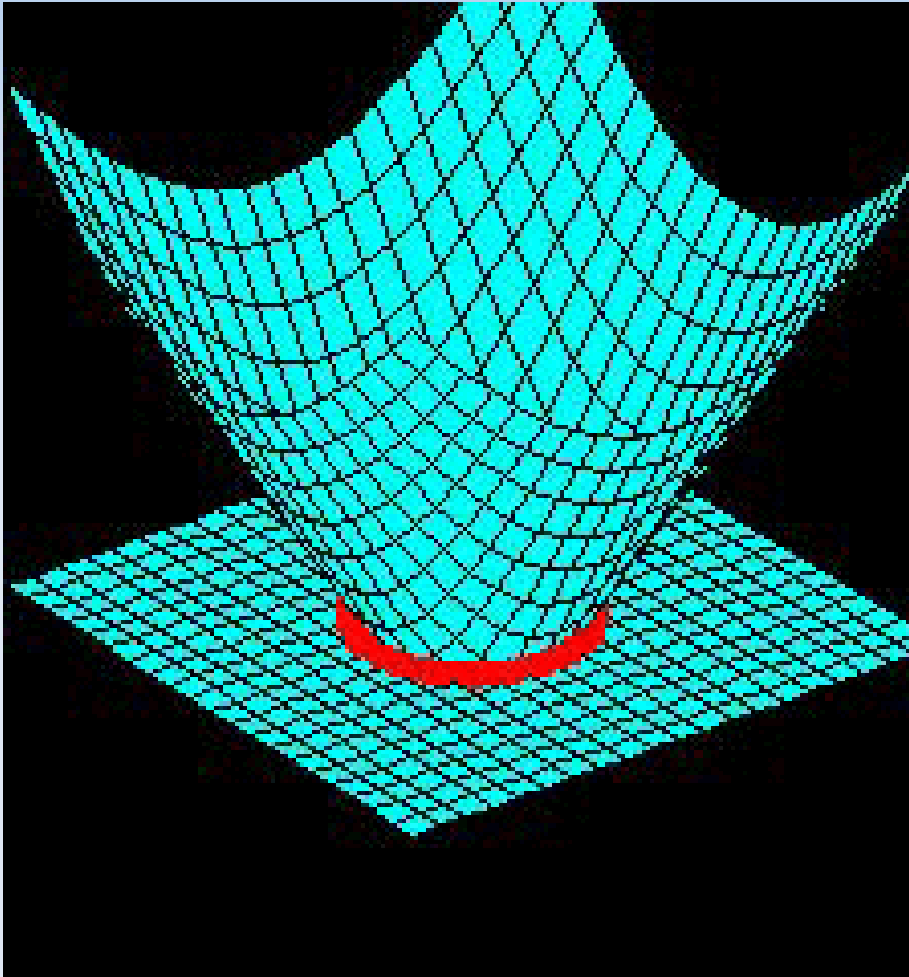
**Embedding
Contour $C(s,t)$
into Surface $u(x,t)$**

Embedding

- Embedding function: $u(\bar{x}, t)$ $u \in \mathcal{R}^3$
- Contour: $C(s, t) \longrightarrow u(C, t) = 0$ $C \in \mathcal{R}^2$
(Zero level-set)



Embedding



Embedding Formulation

- How does surface vary over time? $u(C(t), t) = 0$

$$\frac{d}{dt} u(C(t), t) = \frac{\partial u}{\partial t} + \left(\frac{\partial C}{\partial x} \frac{\partial x}{\partial t} \right) + \left(\frac{\partial C}{\partial y} \frac{\partial y}{\partial t} \right) + \left(\frac{\partial C}{\partial z} \frac{\partial z}{\partial t} \right) \quad \text{Chain Rule}$$

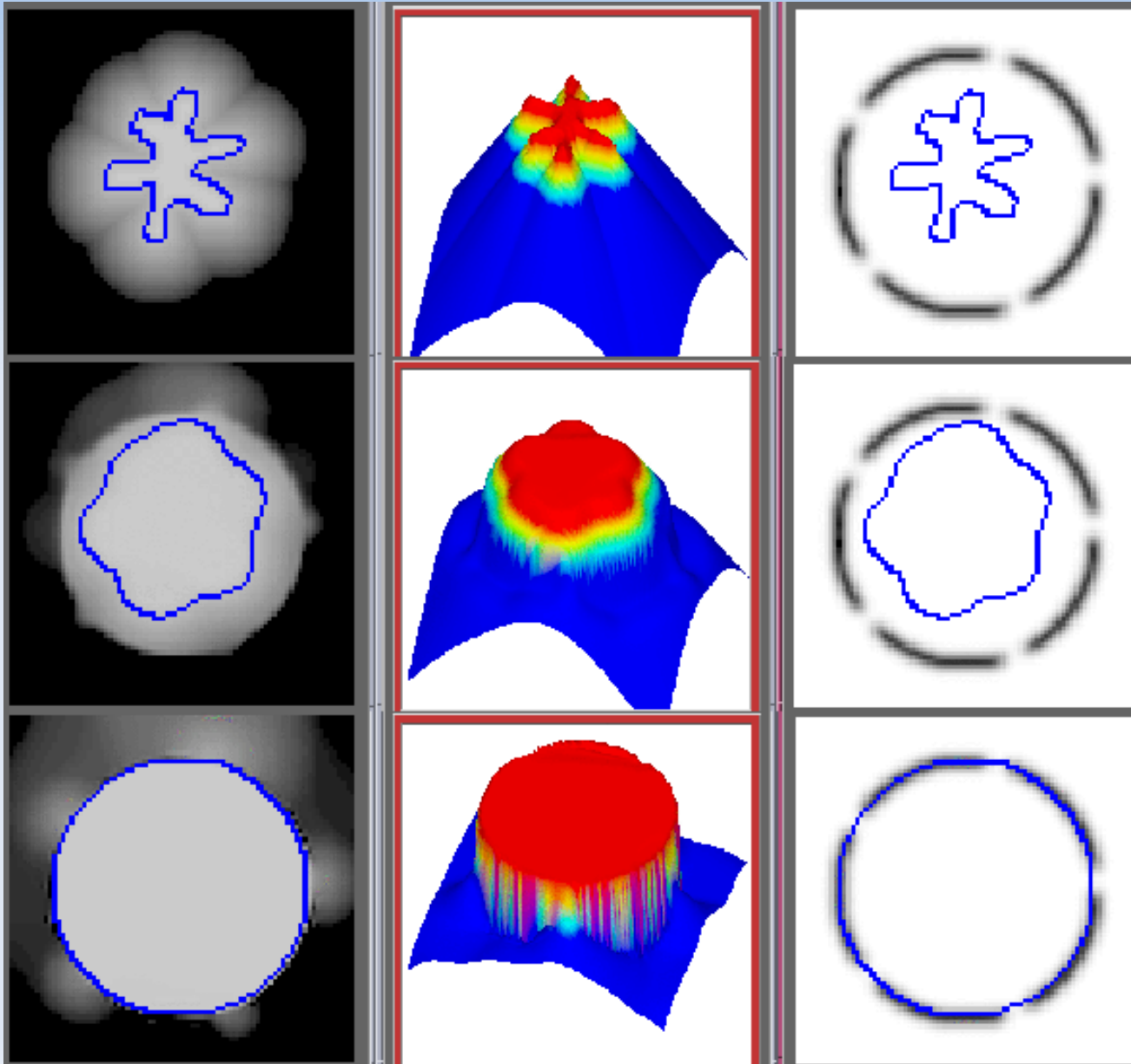
$$\frac{d}{dt} u(C(t), t) = \frac{\partial u}{\partial t} + \nabla u \cdot \frac{dC}{dt} \quad \frac{dC}{dt} = \beta \vec{N} = \beta \frac{-\nabla u}{|\nabla u|}$$

$$\frac{d}{dt} u(C(t), t) = \frac{\partial u}{\partial t} - \beta |\nabla u| = 0 \quad \frac{\nabla u \cdot \nabla u}{|\nabla u|} = |\nabla u|$$

$$\boxed{\frac{\partial u}{\partial t} = \beta |\nabla u|}$$

Hamilton-Jacobi Equation for certain speeds β

Interpretation

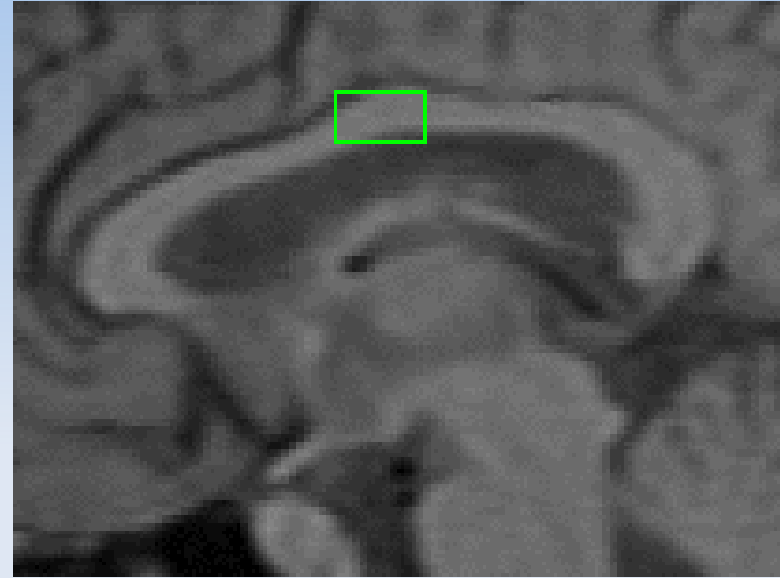


Summary

- Implicit Solution
- Solvable using PDE's (stable)
Parameterization Free
- Seamlessly handles Topological Changes
- Extends to 3D in Straightfoward Manner

- Common Implementations
 - Fast Marching Method
 - Fast Iterative Method

Examples



(www.cs.bris.ac.uk)