

# Snakes

Active Contour Models

# Motivation

Vision tasks- mostly autonomous bottom-up processes

- Propagate mistakes to higher levels
  - Rigidly sequential
- 
- Goal: provide sets of alternative solutions
- 
- Choice amongst these alternatives
    - High level well-developed mechanism
    - User interaction
    - Interact with contour model to push towards the desired local minima

# Snakes

- Active contour models
  - dynamic, exhibit hysteresis
  - Energy minimization framework
  - Image contours: lines, edges, subjective contours
- Controlled continuity splines
- Under the influence of
  - Internal splines forces
  - Image forces
  - External constraint forces

# Snake's Energy function

- Position of the snake  $v(s) = x(s) + y(s)$
- $E_{\text{snake}} = \int [ E_{\text{int}} v(s) + E_{\text{image}} v(s) + E_{\text{con}} v(s) ] ds$
- Internal - piecewise smoothness
- Image - push towards image features
- External - put near desired local minima

# Internal Energy

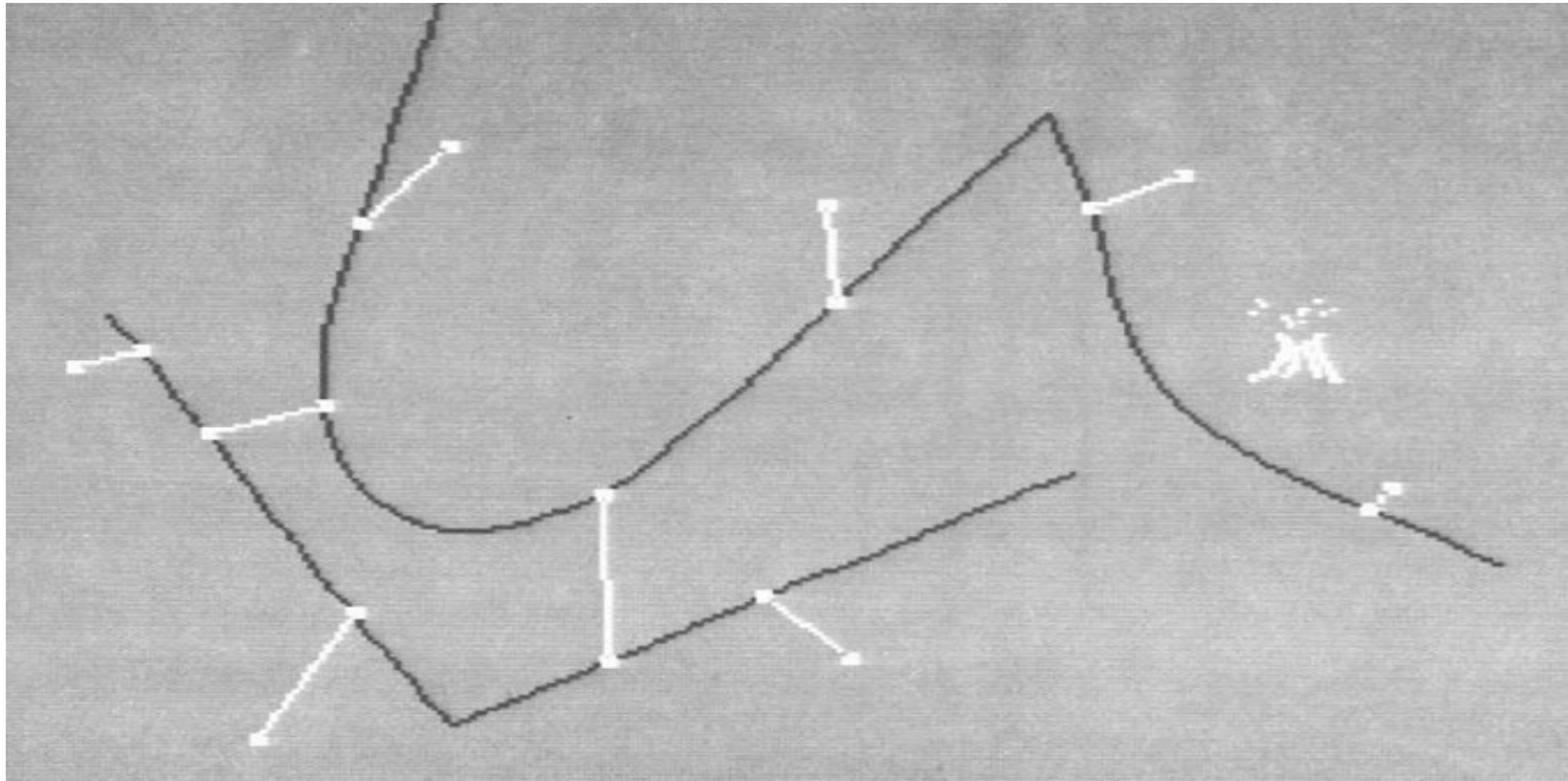
$$E_{\text{int}} = [ \alpha(s) |v_s(s)|^2 + \beta(s) |v_{ss}(s)|^2 ] / 2$$

- First order term: membrane,  $\alpha(s)$ :elasticity
- Second order term: thin plate,  $\beta(s)$ :stiffness
- If  $\alpha(s)=\beta(s)=0$ , we allow breaks in the contour
- Corners- second order discontinuous

# External Constraint Forces

Springs – add  $-k(x_1-x_2)^2$  to  $E_{\text{con}}$

Volcano –  $1/r^2$  repulsion force



# Image Forces

$$E_{\text{image}} = w_{\text{line}} E_{\text{line}} + w_{\text{edge}} E_{\text{edge}} + w_{\text{term}} E_{\text{term}}$$

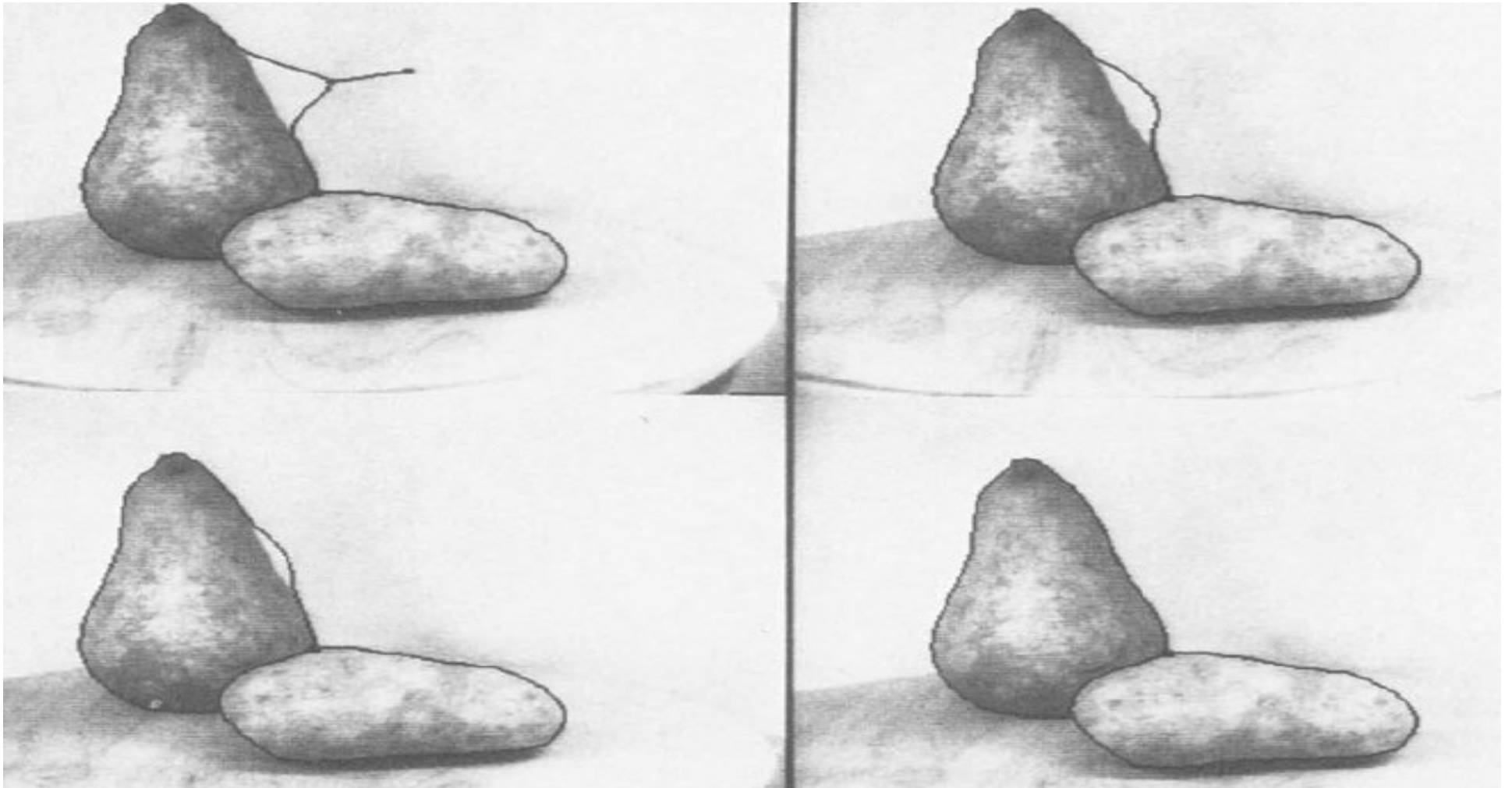
Line Functional:

$$E_{\text{line}} = I(x,y)$$

- Sign of  $w_{\text{line}}$  decides light vs dark lines

## Image Forces (cont...)

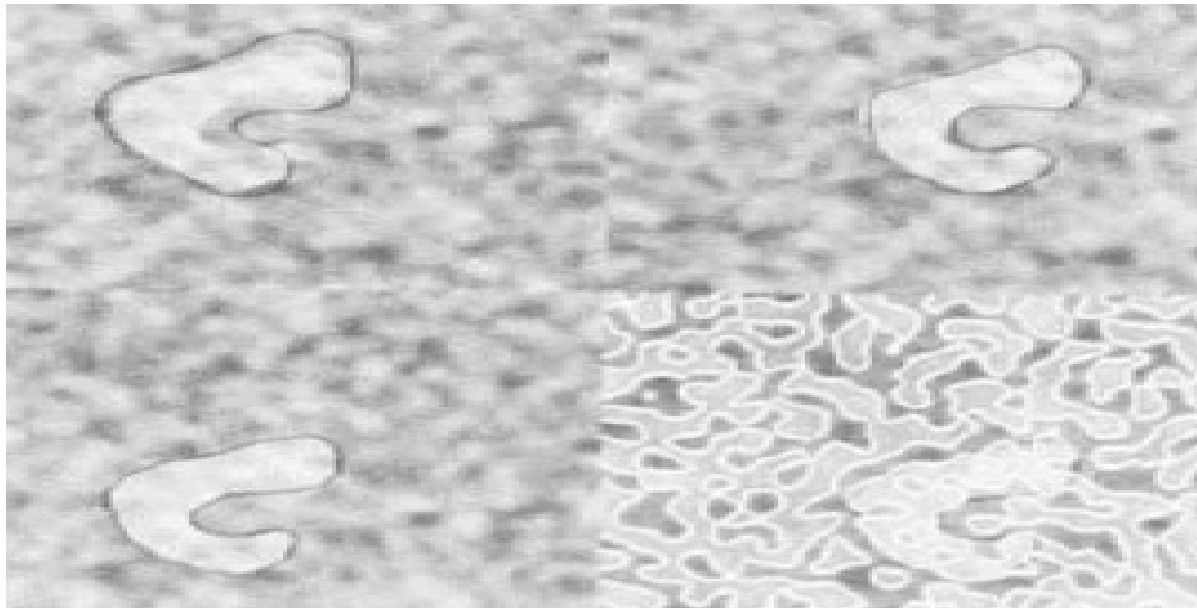
- Edge Functional : gradient magnitude



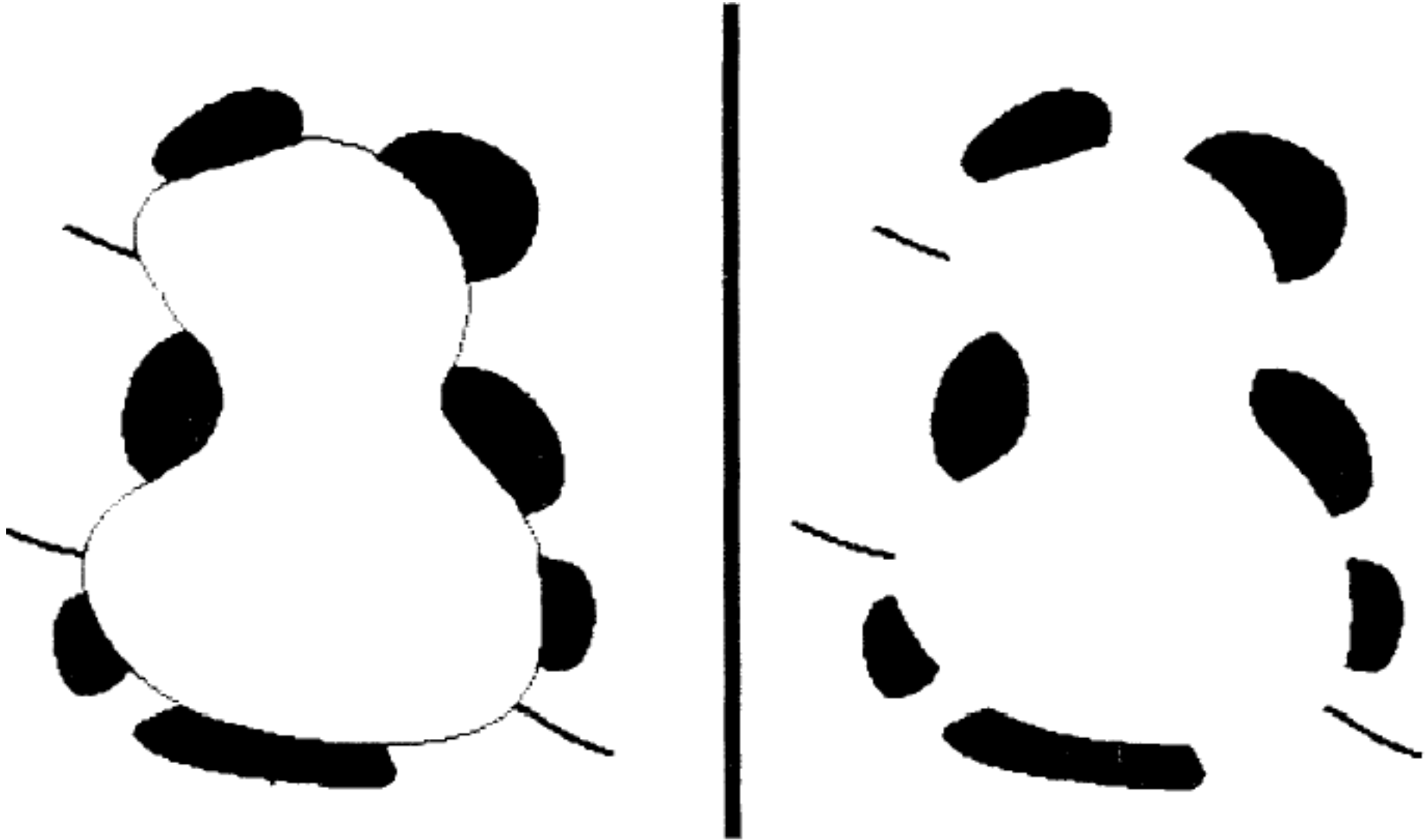


# Scale Space

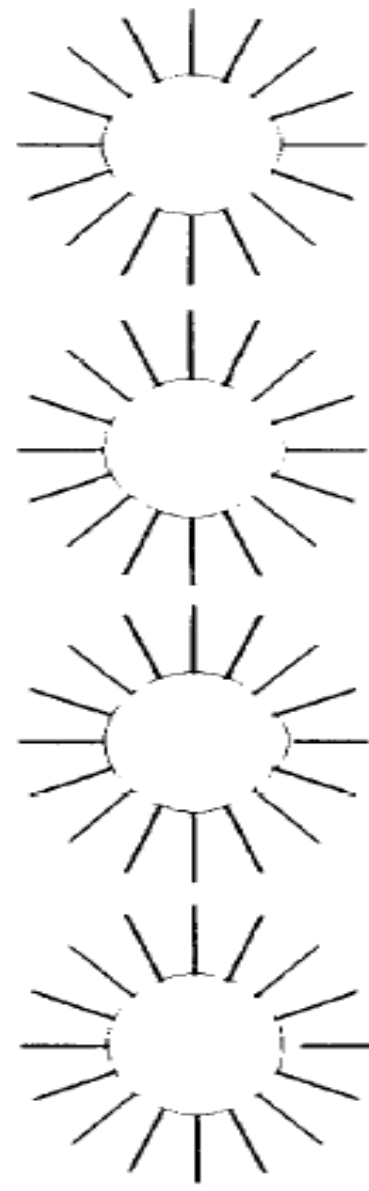
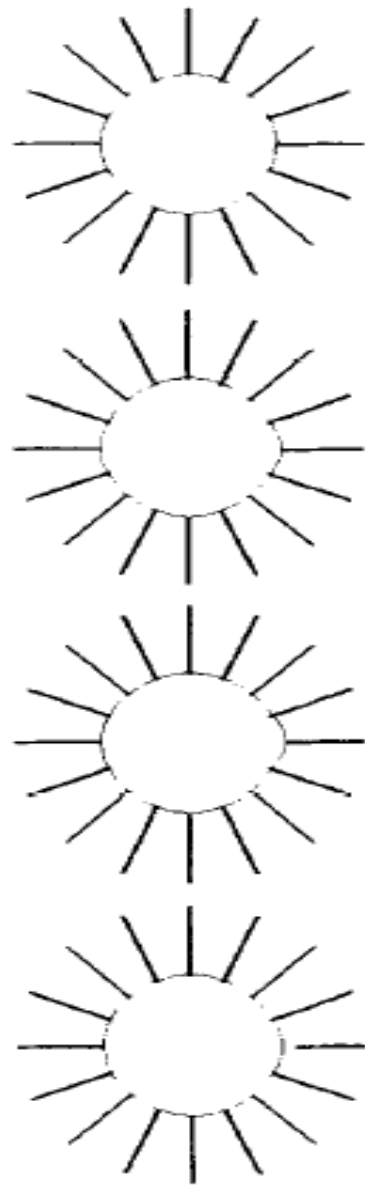
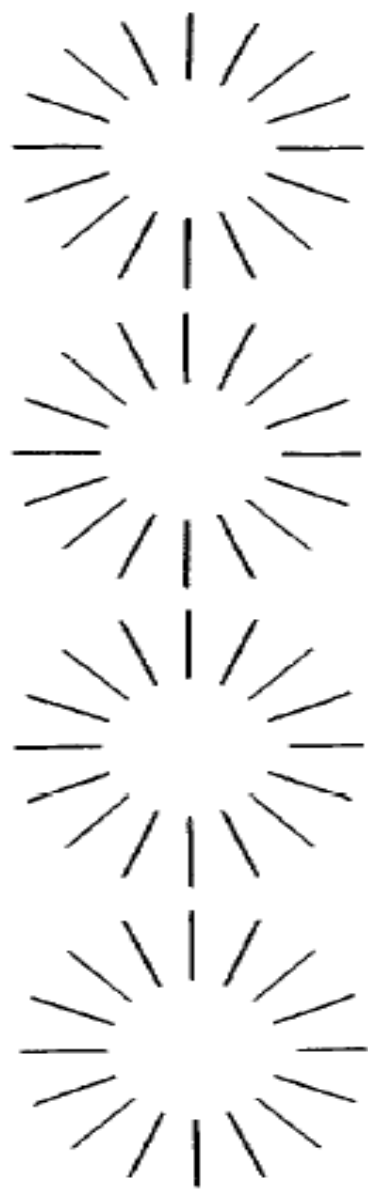
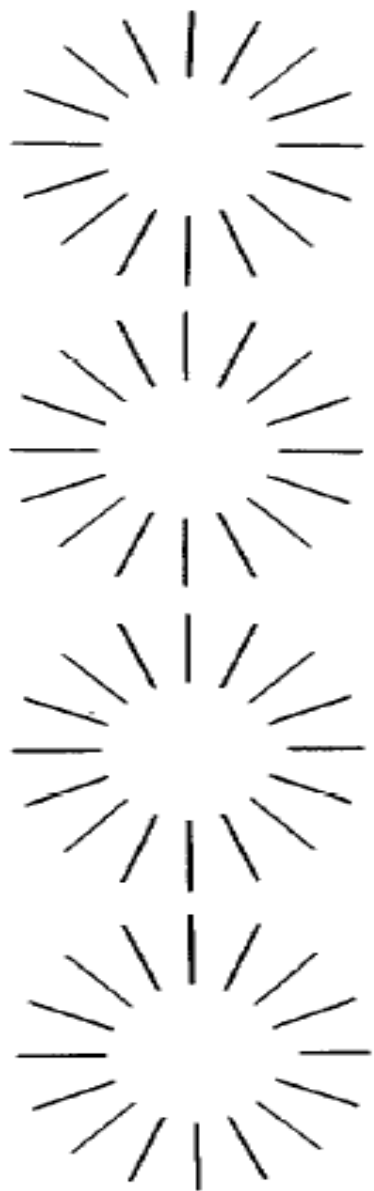
- Spline energy term
  - pulls neighboring parts of snake to continue a feature
- Scale Space
  - Hierarchy of segments at different scales
  - Start at coarse scale, move to finer



# Subjective Contour



# Hysteresis



# Stereo and Motion

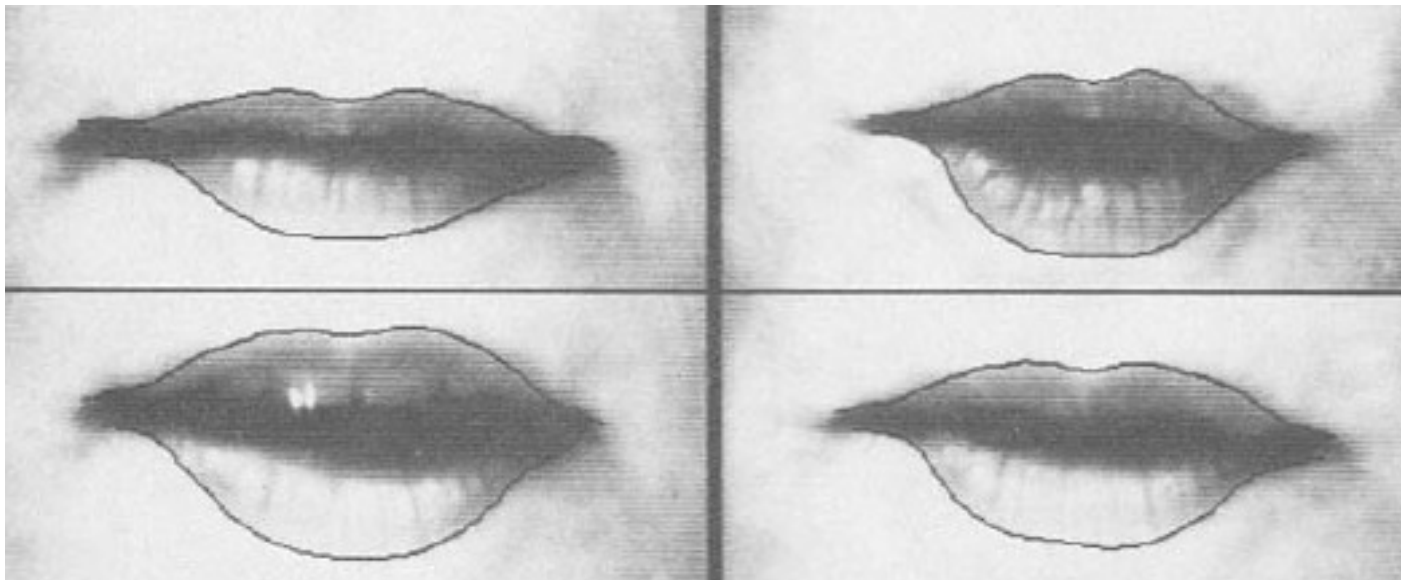
- Stereopsis

- Disparity gradient limit

- $E_{\text{stereo}} = [v_s^L(s) - v_s^R(s)]^2$

- Motion

- Rapid motion- flip to different local minima



# Pros and Cons

- Pros-

- Integrate image information, desired contour properties and knowledge based constraints
- Applications to other vision problems

- Cons

- Sensitive to initial location
- Can handle topologically simple objects

Questions...