A Graph Based, Semantic Region Growing Approach in Image Segmentation

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ABSTRACT

In this position paper[1] we examine the limitation of region growing segmentation techniques to extract semantically meaningful objects from an image. We propose a region growing algorithm that performs on a semantic level, driven by the knowledge of what each region represents at every iteration step of the merging process. This approach utilizes simultaneous segmentation and labeling of regions leading to automatic image annotation.

1. INTRODUCTION

Automatic segmentation of images is a very challenging task in computer vision and one of the most crucial steps toward image understanding. A variety of applications such as object recognition, image annotation, image coding and image indexing, utilize at some point a segmentation algorithm and their performance depends highly on the quality of the latter. It is acknowledged that ages-long research has produced algorithms for automatic image [1] and video [2] segmentation, structuring of multimedia content and recognition of low-level features within such content [3]. Comparatively to this effort, little progress has been made on machine-generated semantic descriptions of audiovisual information in a way familiar to humans. Still, human vision perception outperforms state-of-the-art computer's segmentation algorithms. The main reason for this is that human vision is based also in high level prior knowledge about the semantic meaning of the objects that compose the image.

We propose a segmentation technique that belongs to the general framework of region growing segmentation algorithms [2,4]. Region growing algorithms start from an initial partition of the image and then an iteration of region merging begins, based on certain similarity criteria until the predefined termination criteria are met. Our contribution is an additional merging process that in comparison to previous merging, its criteria are not based on syntactic features like color or texture similarity, but on matching of concepts associated to each region. In other words, after a certain point where syntactic region merging stops, an initial region labeling is carried out using low-level features and detectors [5] and then segmentation continues based this time on fuzzy criteria that apply on a semantic level, i.e. the assigned concepts to each region along with a corresponding confidence value.

2. SEMANTIC REGION GROWING

The target of this novel algorithm is to improve both segmentation and recognition of objects at the same time, with obvious benefits for semantic annotation of images. In the following two subsections we describe the foundations of the Semantic Region Growing (SRG) algorithm, which are the graph representation of the images and the initial selection of the seeds. Finally the proposed algorithm is examined in subsection 2.3.

2.1. Graph Representation of an Image

An image can be described as a structured set of individual objects, allowing thus a straightforward mapping to a graph structure. In this fashion, many image analysis problems can be considered as graph theory problems, inheriting the solid theoretical grounds of the latter. Attributed Relation Graph (ARG) [6] is a type of graph often used in computer vision and image analysis for the representation of structured objects.

Formally, an ARG is defined by spatial entities represented as a set of vertices V and binary spatial relationships represented as a set of edges E: $ARG \equiv \langle V, E \rangle$. Letting G be the set of all connected, non-overlapping regions/segments of an image, then a region $a \in G$ of the image is represented in the graph by vertex $v_a \in V$, where

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$v_a \equiv \langle a, D_a, L_a \rangle$. D_a is the ordered set of MPEG-7 Visual Descriptors characterizing the region in terms of low-level features, while $L_a = \sum_{i=1}^{|C|} c_i / \mu_a(c_i)$ is the fuzzy set of candidate labels for the region, extracted in a process described in the following Section.

2.2. Initialization of Region Labeling

Our intention is to work on a higher level of information where regions are linked to possible labels rather than only to their visual features. The above described ARG contains low-level information extracted directly by the image itself, but it also has labels and confidence values assigned by a knowledge-assisted analysis (KAA) algorithm, discussed in depth in a previous work [5]. Population of the fuzzy set L_a for all regions of *G*, is based on a matching process between the visual descriptors stored in each vertex v_a of the ARG and the corresponding visual descriptors of concepts, stored in the form of prototype instances in the corresponding ontological knowledge base. This process results to an initial fuzzy labeling of the regions with concepts from the knowledge base. This is of course not a simple task and results depend highly on the domain where it is applied, as well as on the quality of the knowledge base.

2.3. SRG Algorithm Description

Conducting thorough experiments trying to improve the results of the KAA algorithm, we came up with the idea presented in this paper: To adapt a well known segmentation technique, like region growing, to the problem of semantic annotation. More specifically, we adopt a watershed-like region merging technique, starting from regions-seeds that are automatically selected.

A number of regions g_q are selected to be used as seeds for the initialization of the *SRG* algorithm and form an initial set, let it be *S*. The criteria for selecting a region to become a seed are two: i) The region's best confidence value should be above a threshold. ii) the rest concepts have low confidence values. These two constrains ensure that the specific region has been correctly selected as seed of the particular concept.

An iterative process begins that checks whether the direct neighbors (as defined in the ARG) of the initial regions-seeds have been assigned to the same concept its propagator region-seed has and, with what confidence value. Some of those regions, that satisfy two additional criteria, form a new set of regions N^i (*i* denotes the iteration step, with $N^0 \triangleq S$), which will be the new seeds for the next iteration of the algorithm. These two criteria are:

1. Confidence value of the propagator region g_p for the particular label l_k should be above a threshold.
2. Confidence value of the region under examination g_q for the same label l_k should be above another threshold: $d_{l_k}^{g_q} > a^i \cdot T_{child}$, where *a* is a constant slightly above one, that increases the threshold in every iteration *i* of the algorithm in a non-proportional way to the distance from the initial regions-seeds and T_{child} is a pre-selected threshold.

When the above criteria are satisfied, region g_q is merged with its propagator g_p and its confidence value is reevaluated as the minimum between their confidence values, thus: $d_{l_k}^{\hat{g}_q} = \min\left(d_{l_k}^{g_p}, d_{l_k}^{g_q}\right)$

The termination criteria of the algorithm are quite straightforward: Repeat while the set of regions-seeds in step *i*: $N^i \neq \varnothing$. In this point, we should underline that when neighbors of a region are examined, previous accessed regions are excluded, i.e. each region is reached only once and that is by closest region-seed, as defined in the ARG.

Schematically, this algorithm looks like clusters of regions (each cluster corresponding to a specific concept) expanding in every iteration, until either the coherency of the cluster is smaller than allowed to be, or the borders of two such clusters meet. We use the term watershed-like because the decision for which regions to be merged depends on both their confidence value and their distance from the seed (catchment basin, in watershed segmentation terminology) and the iteration keeps on until two expanded regions meet (basins are flooded till the watershed).

3. REFERENCES

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