

GRASS GSoC2016 Proposal

-Additional segmentation algorithms for i.segment

1. Contact details

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- Title: Additional segmentation algorithms for i.segment

2. Studies

- What is your School and degree?
Ph. D. student, Geography – University of Cincinnati, USA
- Would your application contribute to your ongoing studies/degree? If so, how?
Yes, Adding segmentation algorithms for i.segment would greatly contribute to my ongoing studies since I've been processing different types of remote sensing data during my research project. For years I have worked with raster processing algorithms and computation efficiency, for example, coding to process large volume of remote sensing data. Systematically learning and coding the satellite image processing algorithm through the GSoC2016 would be helpful for pursuing my ongoing degree as well as contribute to my dissertation work.

3. Programming and GIS

- Computing experience: operating systems you use on a daily basis, known programming languages, hardware, ecc.
I am proficient in Python, C/C++ and R and have utilized QGIS, GRASS, ArcGIS a lot in my study and research project. I use windows OS as my daily basis and am proficiency in

software packages such as GRASS, ArcGIS, ENVI, Visual Studio, Microsoft Office, Eclipse, SPSS, R Studio and Photoshop.

4. GSoC participation

- Have you participated to GSoC before?
No
- Have you submitted/will you submit another proposal for GSoC 2016 to a different org?
No

Abstract

GRASS GIS has the `i.segment` which provides the possibility to segment an image into objects. This is a basic step in object-based image analysis (OBIA). Currently, the module only provides one segmentation algorithm: region-growing. The code of `i.segment` was structured in a way that allows addition of other algorithms. The core of proposed GSoC project would thus be to add a series of these algorithms. It would be more useful and comprehensive to add at least one or two top-down methods to the `i.segment` module because the current region growing approach only allows bottom-up hierarchical segmentation. New segment methods, such as mean-shift, split-window and watershed, would allow top-down hierarchical segmentation, which could be used in more types of satellite image processing. Special care should be taken for the whole project to code as efficiently as possible, i.e. to make the code run in reasonable time, even for very large images.

Background

Image segmentation or object recognition is the process of grouping similar pixels into unique objects. Segmentation of remote sensing images is a challenging task. A myriad of different methods have been proposed and implemented in recent years. In spite of the huge effort invested in this problem, there is no single approach that can generally solve the problem of segmentation for the large variety of image modalities existing today. The most effective segmentation algorithms are obtained by carefully customizing combinations of components. The parameters of these components are tuned for the characteristics of the image modality used as input and the features of the objects to be segmented [1].

In the GRASS i.segment module currently only region growing and merging algorithm is implemented. Each object found during the segmentation process is given a unique ID and is a collection of contiguous pixels meeting some criteria. Note the contrast with image classification where all pixels similar to each other are assigned to the same class and do not need to be contiguous. The image segmentation results can be useful on their own, or used as a preprocessing step for image classification. The segmentation preprocessing step can reduce noise and speed up the classification [2].

Segmentation Methods

1. Region growing and merging (available in i.segment module)

This segmentation algorithm sequentially examines all current segments in the raster map. The similarity between the current segment and each of its neighbors is calculated according to the given distance formula. The basic approach of a region growing algorithm is to start from a seed region (typically one or more pixels) that are considered to be inside the object to be segmented. The pixels neighboring this region are evaluated to determine if they should also be considered part of the object. If so, they are merge to the region and the process continues as long as new pixels are added to the region [3].

2. Mean-shift (plan to be implemented during GSoC 2016)

The mean shift segmentation is a local homogenization technique that is very useful for damping shading or tonality differences in localized objects. For the algorithm implementation of this case, basically the algorithm replaces each pixel with the mean of the pixels in a range- r neighborhood and whose value is within a distance d . The Mean Shift takes usually 3 inputs: 1) A distance function for measuring distances between pixels. Usually the Euclidean distance, but any other well defined distance function could be used. The Manhattan Distance is another useful choice sometimes. 2) A radius. All pixels within this radius (measured according the above distance) will be accounted for the calculation. 3) A value difference. From all pixels inside radius r , we will take only those whose values are within this difference for calculating the mean [4].

3. Watershed (plan to be implemented during GSoC 2016)

Watershed segmentation classifies pixels into regions using gradient descent on image features and analysis of weak points along region boundaries. Imagine water raining onto a landscape

topology and flowing with gravity to collect in low basins. The size of those basins will grow with increasing amounts of precipitation until they spill into one another, causing small basins to merge together into larger basins. Catchment basins are formed by using local geometric structure to associate points in the image domain with local extrema in some feature measurement such as curvature or gradient magnitude. The watersheds technique is also more flexible in that it does not produce a single image segmentation, but rather a hierarchy of segmentations from which a single region or set of regions can be extracted a-priori, using a threshold, or interactively, with the help of a graphical user interface.

Main Goal

Implement more image segmentation methods to extend the available `i.segment` for image processing in GRASS. As the general logistics of the `i.segment` module is in place, adding mean-shift and watershed segmentation algorithms should be possible. The core of the GSoC project thus is to add a series of these algorithms. In addition, the current implementation only uses distance within the multidimensional space of all input bands as the criteria whether to merge segments or not. Adding shape as an additional merge criteria will be helpful. If time permits, this feature of additional shape criteria will be implemented.

Possible difficulties and solution

As it usually happens with software development, I might come across problems during implementation of the above mentioned ideas which may take longer than I expected, in such a case, I have kept two weeks (week 5 and week 9) as caching weeks which are intended to let me catch up on unimplemented parts of the project.

I will be working on this project full time as of now. I plan to communicate with my mentor as much as I can and will be reporting to him every time I am done with finishing things on my to-do list. My college semester ends on May 5. New semester starts at the middle of August. After that, I have no other obligations and am completely free to work on the project.

If my project need more work or maintenance after the summer ends, I would love to stick around and help. I actually have an own idea and want to implement and add to the GRASS lib after the training through GSoC. Afterwards I will look at other projects and see what I'm interested in.

Timeline

Preparation: Discuss with Mentors. Gather ideas from the community. Feature requests, image segmentation literature, and any other ideas and suggestions.

16 – 21 May week 0: Setup coding environmental, get familiar with programming manual, test through existing code.

23 -- 28 May week 1: Start coding, develop pseudo code to outline the work

30 May -- 4 June week 2: implement mean-shift image segmentation algorithm

6 -- 11 June week 3: Validation mean-shift algorithm

13 -- 18 June week 4: Debugging mean-shift algorithm

20 -- 26 June Week 5: Caching week, further refine and validate the code

27 June Mid-term evaluation: Evaluate the existing program, determine the plan for the remaining 3-4 weeks.

28 June -- 2 July Week 6: based on the evaluation of the mid-term, test and ensure a solid existing program.

4 -- 9 July Week 7: Implement watershed image segmentation algorithm

11 -- 16 July Week 8: Validation and debugging watershed algorithm

18 -- 23 July: Further refine tests and documentation for the whole project.

25 July – 13 August Week 9-11: Improving the main algorithm, if time permits, adding shape as an additional merge criteria,

15 August - 23 August Final week: Tidy code, write tests, improve documentation and submit code sample.

Reference

[1] OTB software guide: <https://www.orfeo-toolbox.org/packages/OTBSoftwareGuide.pdf>

[2] GRASS Manuals: <https://grass.osgeo.org/grass71/manuals/i.segment.html>

[3] Comaniciu, D., & Meer, P. (2002). Mean shift: a robust approach toward feature space analysis. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 24(5), 1–37.

[4] <http://stackoverflow.com/questions/4831813/image-segmentation-using-mean-shift-explained>