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Statistical Region Merging Algorithm for Segmenting Very High Resolution Images

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ABSTRACT:
For environmental monitoring or natural resource management, the remote sensed images have very high resolution. Processing of such images requires complex algorithms to extract information from the images. Segmentation algorithms plays an important role for extraction of information from such images in image processing, which is generally a preprocessing step and is used in many applications like object recognition, target finding, image editing etc. The objective of the present work is to adapt image segmentation in region merging style based on statistical properties among neighborhood regions because regions carry more descriptive information about objects. Thus, the loss of information by over merging in watershed seed region growing algorithm is tackled in this paper, using tiling and statistical region merging. The performance is evaluated based on entropy.

1. INTRODUCTION:
Recent Earth observation satellites, such as Quick Bird, Worldview, GeoEye, and Pleiades, provide very high resolution (VHR) images, which are useful in applications such as environmental monitoring or natural resources management. The Pleiades satellites provide images with a ground sampling distance of 0.5 m and a spatial coverage of 400 km^2 allowing for detailed observation of the Earth surface. As a result, a scene contains huge number of pixels, which represents a more amount of data to process. Dealing with such quantity of data has become a challenging issue for the remote sensing community because of the limitation of memory available on computers.

The classical way to solve this problem is to divide these large images into smaller tiles (rectangular image subsets of the image) and process each one of these tiles independently. This operation is called image tiling. For traditional pixel wise or with fixed-size regular neighborhood image processing algorithms, image tiling is straightforward to apply without introducing artifacts in the results. However, those algorithms consider only spectral information from the pixels since a pixel does not have morphological information. That is why new trends known as object-based image analysis (OBIA) [1], object-based image classification, spatial reasoning [2], [3], and geospatial analysis have recently emerged using segmentation techniques to extract objects of interest in the scene and derive spatial relations between them. Some textural and morphological attributes are then computed from these objects for a subsequent classification. Segmentation quality is therefore essential for a correct characterization of these objects. Finally, we present some experiments, which demonstrate the following.

• The expression of the stability margin for our generic region-merging algorithm avoids artifacts on the tile edges.
• The feasibility of the new framework to segment full VHR scenes.

2. PREVIOUS WORK:
Several approaches have been investigated to remove the artifacts and over segmentation due to contagious segments in image. In [7] and later in [8], the authors introduced the idea of “contagious” segments.

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At the beginning of the segmentation procedure, the contagious segments are the pixels along the tile edges. During the merging process, when a segment merges with a contagious segment, the resulting segment becomes contagious. A solution proposed by the authors was to prevent two contagious segments from merging, in order to limit the propagation of the contagious property. However, as mentioned in [9], this approach is unreliable because, oftentimes, there are so many segments, which became contagious, that the region-growing process would stall prematurely. Another idea was to divide the image into adaptive tiles [10]. The borders of the tiles are built along the line of the maximum image gradient. This way, it is expected that the lines follow the border of the segments. However, the authors warn that, in certain cases, this approach creates inconsistent objects. In [9], the authors propose an alternative solution for the contagious segments. They propose the recursive hierarchical segmentation RHSeg algorithm, which is an approximation of the original algorithm HSeg [11]. A split-and remerge process is performed after each iteration to remerge the contagious segments. This method successfully removes the artifacts on the tile edges but remains an approximation of HSeg. Therefore, the equivalence of the results, with respect to the segmentation without tiling, is not ensured. A different idea was to process the artifacts after stitching the segmented tiles together.

3. PROPOSED SOLUTION:

3.1 Region Merging Segmentation:

Region-merging algorithms appear to be very well suited for the interpretation of high-resolution images because of their high-quality results compared to other approaches. To obtain a partition of the image, region-based segmentation algorithms [11], [12] do not handle pixels but segments, which are sets of connected pixels. The pixels that belong to the same segment exhibit common properties according to a homogeneity criterion. These algorithms have received a lot of attention from the OBIA community. Region-merging algorithms start by assigning a different segment to each pixel of the image.

The algorithm consists of merging adjacent segments until a termination criterion is fulfilled. At each iteration, merging predicate is computed between adjacent segments. These merging predicate is based on a homogeneity criterion and can represent not only how two similar segments are but also how homogeneous the resulting larger segment would be. The adjacent segment, for which the merging predicate is the smallest compared to the other adjacent segments, is called the best adjacent segment of the given segment. A segment and its best adjacent segment are merged, if their merging predicate is smaller than a threshold. This threshold avoids under segmentation. The merging process stops when there are no more possible fusions of segments. The homogeneity criterion can be based on statistical measures [17], spectral attributes [18], or topological attributes [5]. A specific criterion for partitioning the image can be defined for a particular need. For the regions R and R' merging predicate is defined as

$$P(R,R') = \begin{cases} \text{true} & \text{if } |R' - R| \le \sqrt{b^2(R) + b^2(R')} \\ \text{false} & \text{otherwise} \end{cases}$$

where

$$b(R) = g\sqrt{\left(\frac{1}{(2Q|R|)}\ln\left(\left|R_{|R|}\right|/\delta\right)\right)}$$

3.2 Stability Margin for Segmentation Algorithms and Its Expression for Region-Merging Algorithms

A. Overview of the Definition of Stability:

The goal of this work is to reduce the loss of information, when applying segmentation with tiling. From fig1, the reference segmentation is the segmentation of the whole image at once, and the test segmentation is the tiled segmentation. There is equivalence of the results, when each segment obtained from the reference segmentation matches a segment from the test segmentation. In [4], the procedure to ensure that this property is fulfilled consists of stabilizing segmentation algorithms. The authors define two stability properties called the “inner” and “cover” properties.

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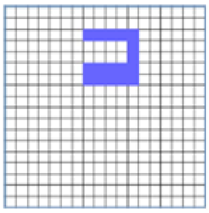
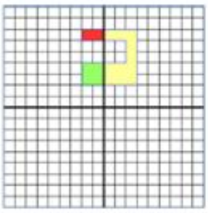
The inner stability property implies that each segment inside a tile matches a segment from the reference segmentation. The cover stability property implies that segments located on the tile edges are fully included in a segment from the reference segmentation.



Reference segmentation



Tile segmentation

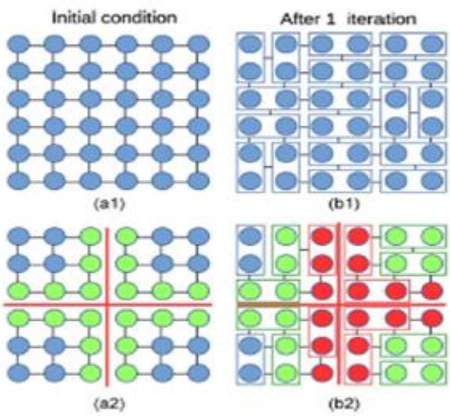


Fig1: impact of image tiling on region merging results (a2) green nodes represents the nodes for which the set of edges is different due to tile division (b1) region merging on entire graph (b2) region merging on sub graphs

B. Data-Driven Nature of Region-Merging Segmentation Algorithms and Impact of Image Tiling:

Image tiling has an impact on the resulting segments. The region-merging procedure can be seen as a succession of operations on a graph.

At the beginning of the segmentation procedure, each node represents a segment of one pixel and has four or eight edges depending on the choice of the neighbor connectivity. During the different stages of the algorithm, the graph is modified, as some pairs of segments are merged at each iteration. Operations on a node at a certain iteration require transforming and getting information from other nodes and edges. A decision to merge two segments leads to the fusion of two nodes in the graph as in fig below.

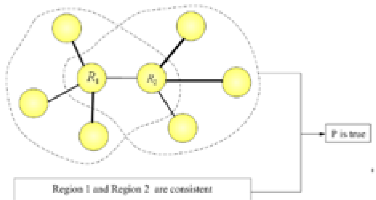


Fig 2: fusion of regions

All the nodes have to be explored at each iteration to determine whether they have to be merged or not. This implies that a new iteration can be performed on the graph if all the nodes were processed at the previous iteration. Based on these characteristics, region-merging algorithms belong to the irregular data-driven algorithms category. Applying image tiling on an initial graph modifies the initial set of edges for the nodes located on the borders of the tiles. After having performed one iteration of the region-merging procedure, these nodes might merge with different nodes from the ones expected and lead to different resulting segments.

As a consequence, the neighborhood of other additional segments will be different. This impact might be propagated to other segments over the segmentation procedure. Above Fig. illustrates the impact of image tiling on a region-merging segmentation result. The study of this impact of image tiling was first introduced in [7], where the green segments in Fig 1 were qualified as contagious. Also, in [9], the authors explain that image tiling leads to non-optimal fusions of segments due to the absence of knowledge of some segments, which belong to other tiles.

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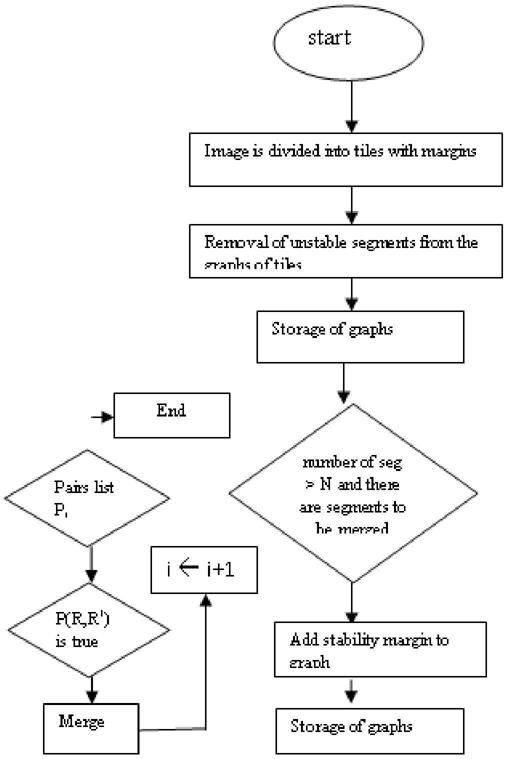
3.3 Tile-Based Framework for Region Merging Segmentation of Large Images:

To simplify our discussion, we initially walk through the main steps of the entire approach. In the remainder of this paper, we consider a standard computer with two types of memory: the Quick Limited Storage denoted as QLS, which is typically the random access memory (RAM), and the Slow Unlimited Storage denoted as SUS, which can represent the hard disk drive. The objective of this section is to exhibit how the framework works when the QLS limits the region-merging algorithm to operate on a graph of maximum N segments. The flow diagram is described below. The new algorithm breaks up the process of region merging into successive partial segmentations of the graphs of segments of the tiles. The first step consists of determining the size of the margin for each tile, knowing the capacity of the QLS. Different strategies are possible for choosing the size of the margin.



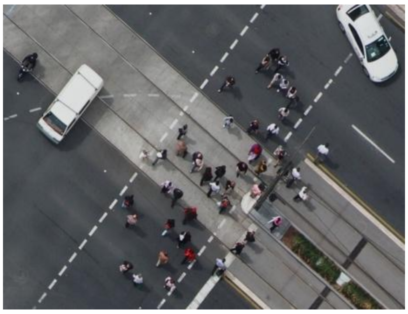
Flow chart for region merging image segmentation

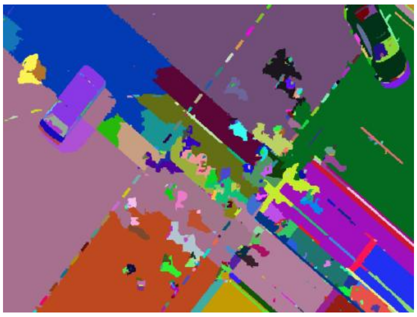
Increasing the margin implies a higher reduction of the number of segments since more iterations of the region-merging procedure can be performed. However, this strategy implies a higher number of tiles since their sizes are smaller. More I/O operations are therefore necessary to load and store the tiles on the SUS. Increasing the size of the tiles implies a smaller size of the margin and, hence, a lower reduction of the number of segments. This strategy implies more iterative partial segmentations of the graphs of the tile.

4. RESULTS AND DISCUSSION:

Simulation results using MATLAB:

Image 1: ground sampling distance = 0.25m resolution 1000x793





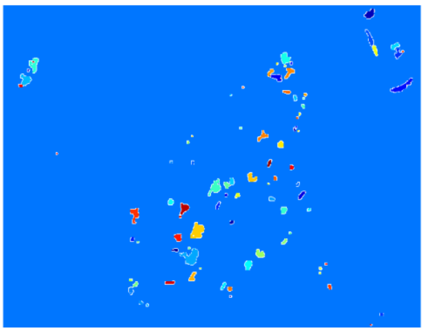


Image 2: ground sampling distance = 1m,resolution 600x657

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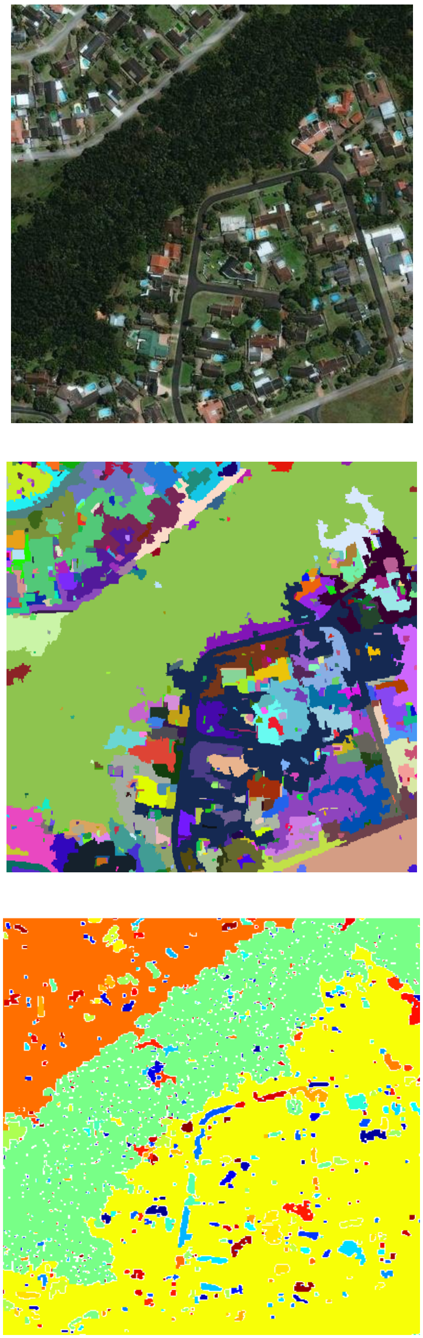
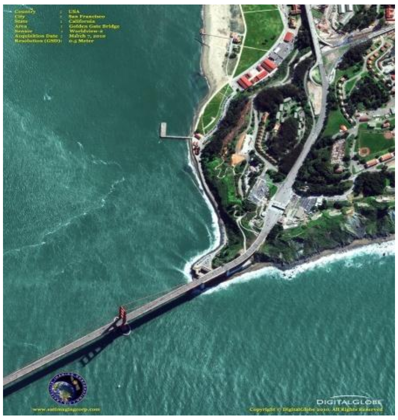
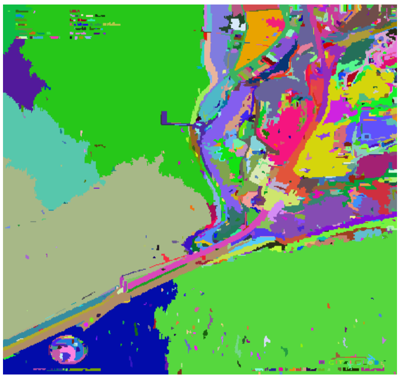


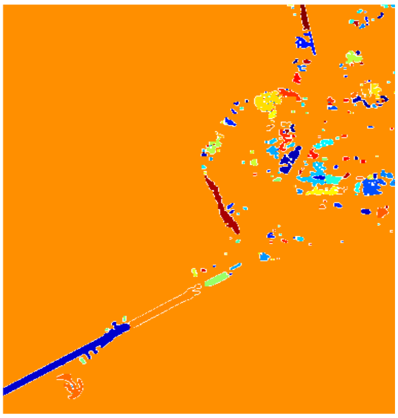
Image 3: ground sampling distance = 0.5m,resolution 763x944



(a)



(b)



(c)

Fig: (a) original image (b) proposed method statistical region merging segmentation result (c) general region based segmentation using seed region growing watershed result.

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In this the execution is carried out using Matlab and the entropy of proposed statistical region merging using tiling is more compared to seed region growing using watershed algorithm.

Comparision Table:

	Image1		Image2		Image3	
	entropy	Processing time(in secs)	Entropy	Processing time(in secs)	entropy	Processing time(in secs)
Statistical region merging image segmentation	6.3281	30.1953	6.8421	20.4874	6.7941	9.4093
Region based segmentation using watershed seed region growing algorithm	1.6520	140.7916	2.8853	82.3106	1.7571	40.0223

CONCLUSION:

In this paper, the proposed segmentation method is based tiling and region merging and thus the adjacent regions merge based on the merging predicate so over merging is reduced to some extent and achieves with low error in segmentation with high probability However, additional work to improve the efficiency of this framework, by minimizing the number of partial iterations and the number of I/O operations, should be carried on. The first improvement would consist of finding an optimal solution to determine the size of the tiles and the stability margin. The second improvement would consist of allowing more iterations for each partial segmentation of the graphs. Additional study may also include the portage of this framework to a parallel and distributed environment to reduce the processing time. Finally, it would be interesting to unify this solution, by extending it to other families of segmentation algorithms.

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