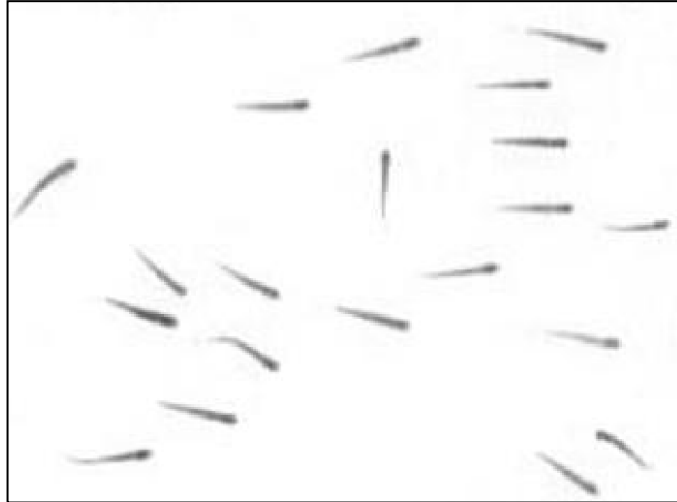
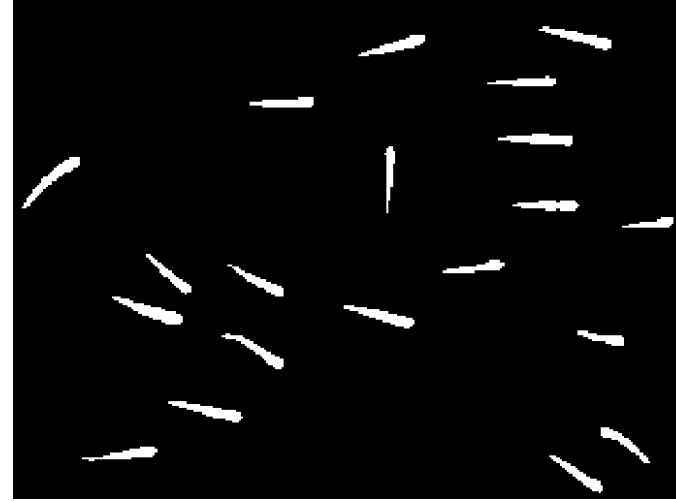


Region labeling and counting

- How many fish in this picture?



Original *Fish* image



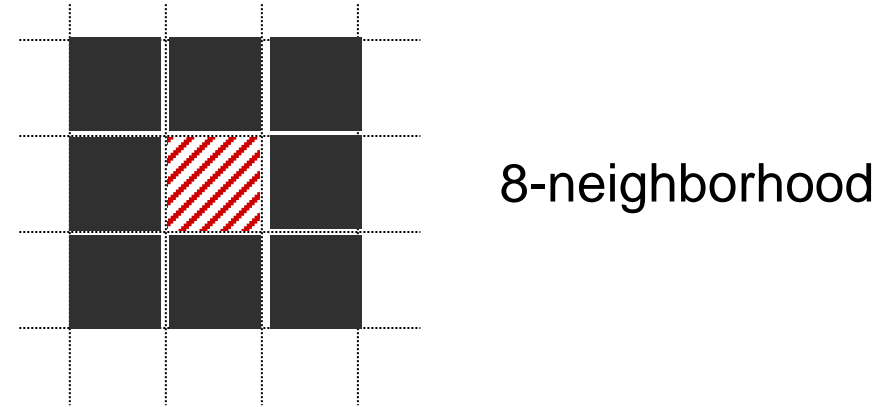
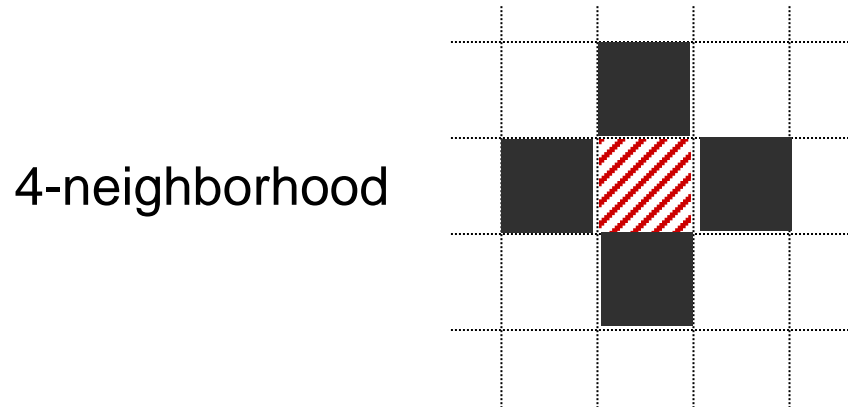
after thresholding

- Which pixels belong to the same object (region labeling)?
- How large is each object (region counting)?



4-connected and 8-connected neighborhoods

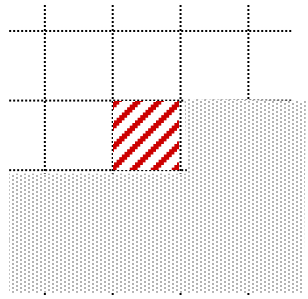
- Definition: a **region** is a set of pixels, where each pixel can be reached from any other pixel in the region by a finite number of steps, with each step starting at a pixel and ending in the neighborhood of the pixel.



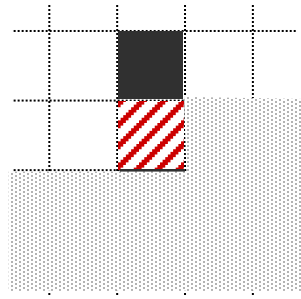
- Typically, either definition leads to the same regions, except when a region is only connected across diagonally adjacent pixels.

Region labeling algorithm (4-neighborhood)

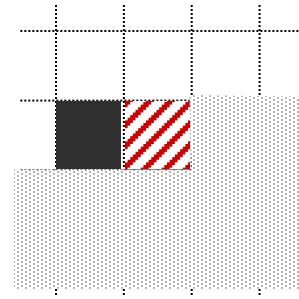
- Loop through all pixels $f[x,y]$, left to right, top to bottom
- If $f[x,y]=0$, do nothing.
- If $f[x,y]=1$, distinguish 4 cases



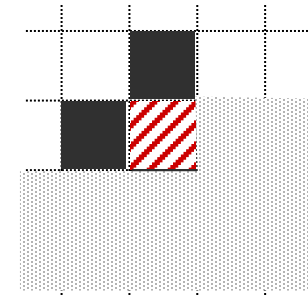
Generate new region label



Copy label from above



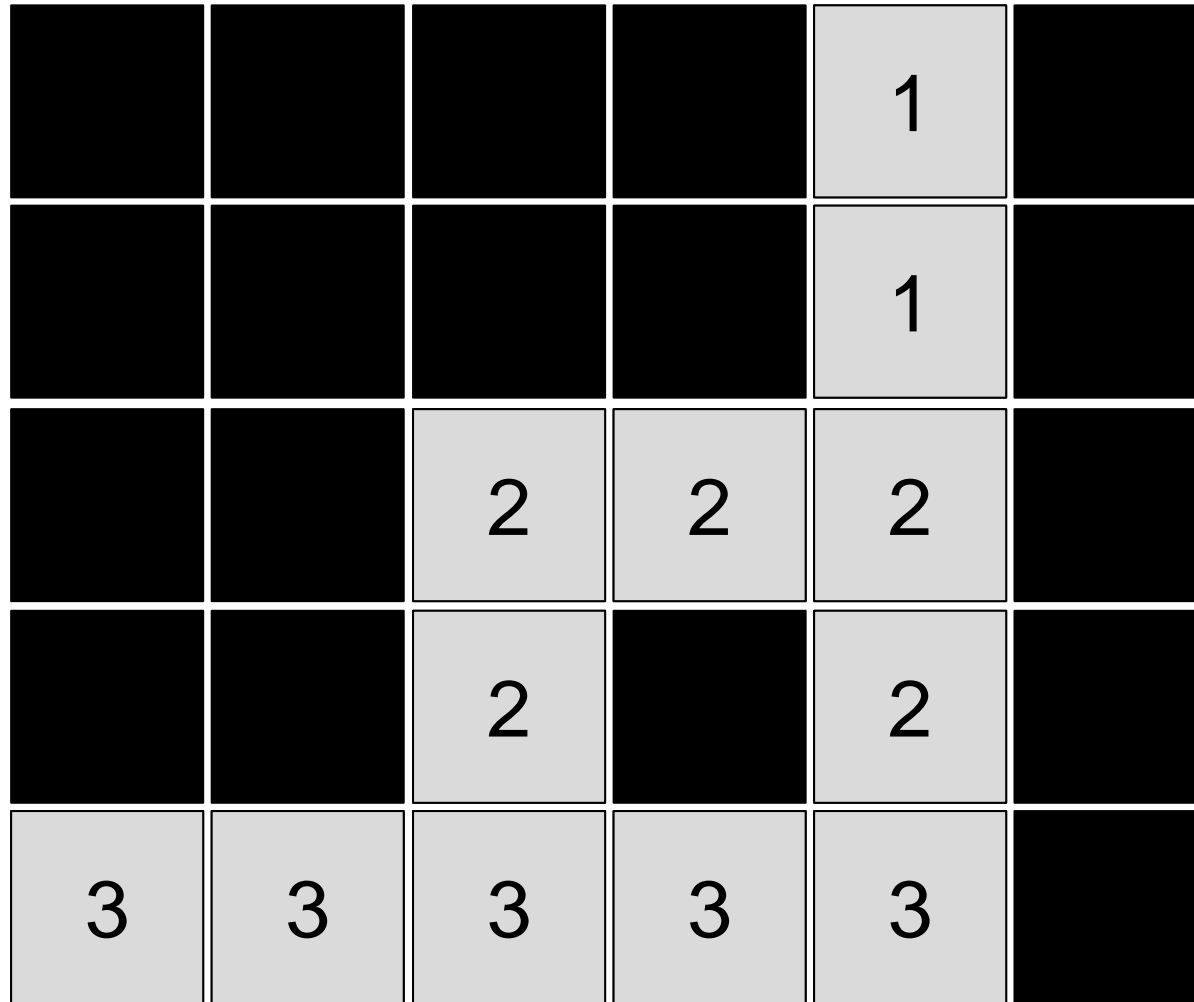
Copy label from the left



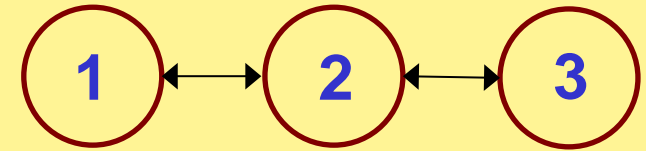
Copy label from the left. If labels above and to the left are different, store equivalence.

- Second pass through image to replace equivalent label by the same label.

Region labeling example (4-neighborhood)

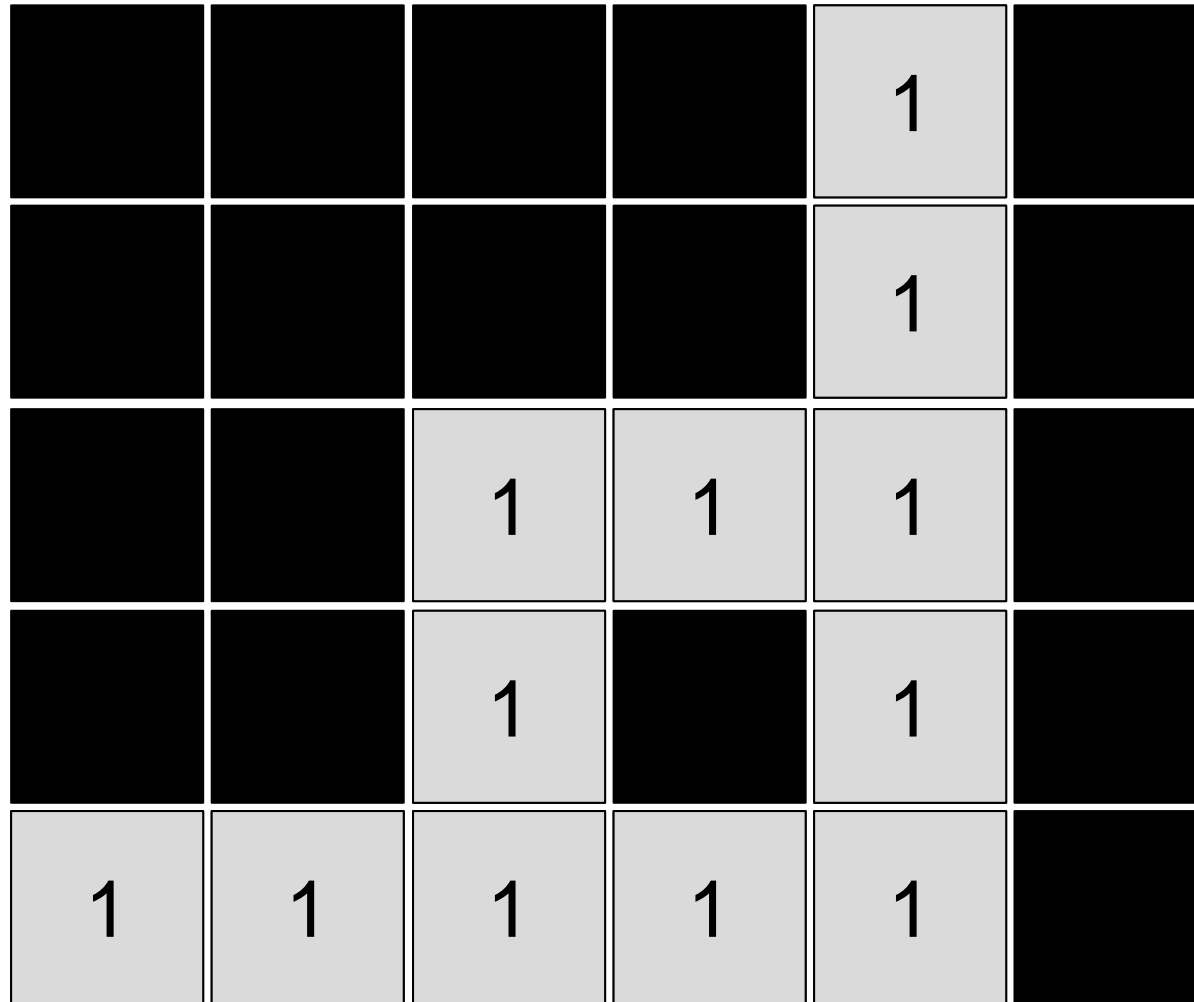


List of Region Labels



All three labels are equivalent, so merge into single label.

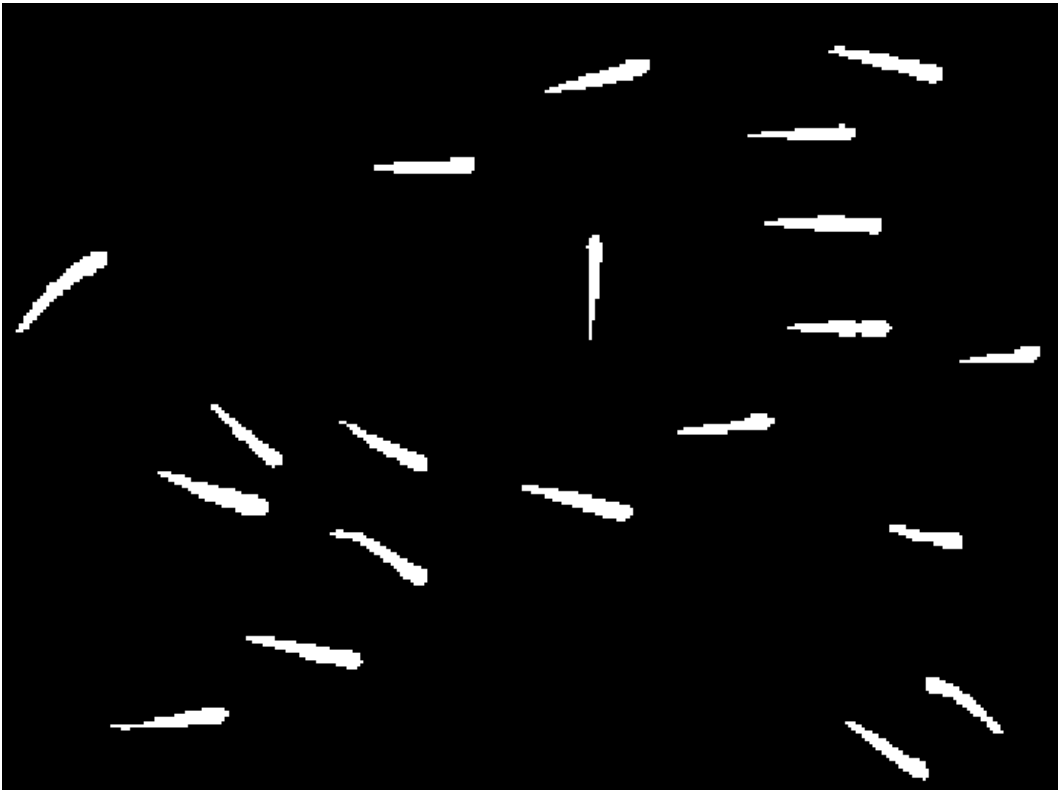
Region labeling example (4-neighborhood)



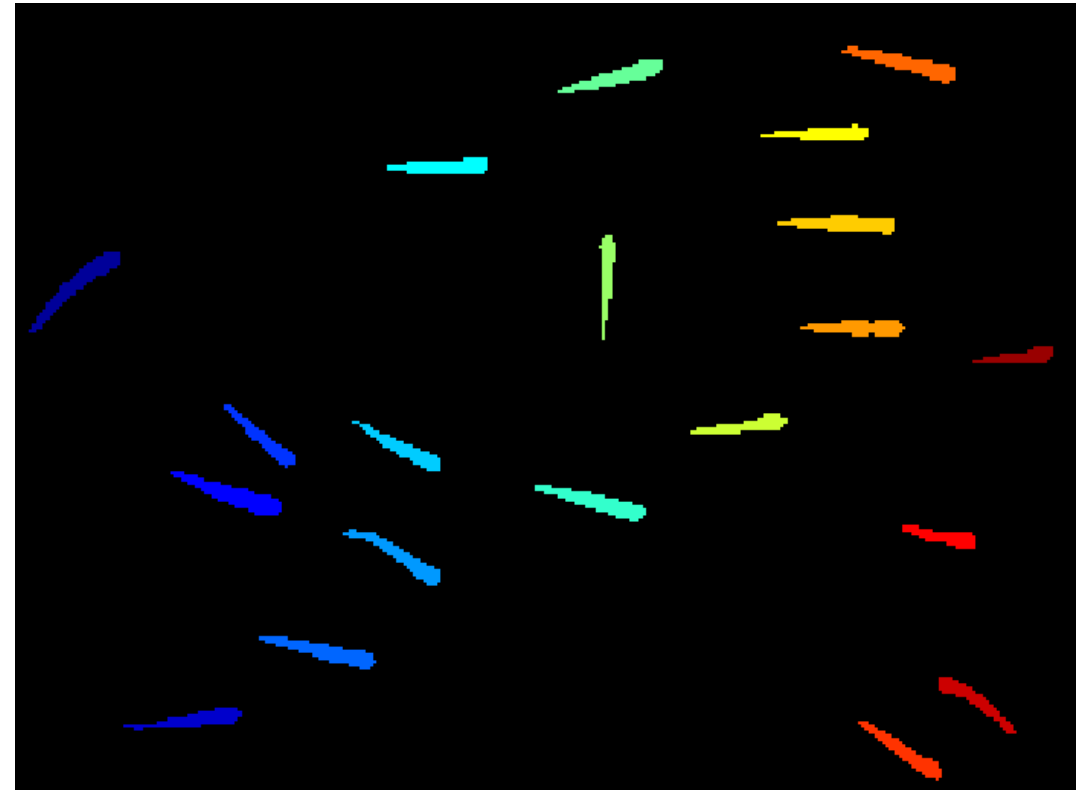
List of Region Labels

1

Example: region labeling



Thresholded image



20 labeled regions



Region counting algorithm

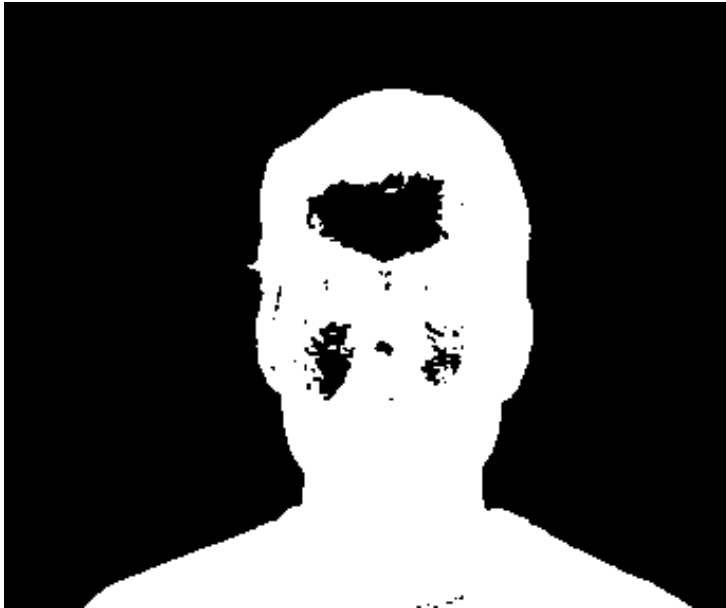
- Measures the size of each region
- Initialize $counter[label]=0$ for all $label$
- Loop through all pixels $f[x,y]$, left to right, top to bottom
 - If $f[x,y]=0$, do nothing.
 - If $f[x,y]=1$, increment $counter[label[x,y]]$

Small region removal

- Loop through all pixels $f[x,y]$, left to right, top to bottom
 - If $f[x,y]=0$, do nothing.
 - If $f[x,y]=1$ and $counter[label[x,y]] < S$, set $f[x,y]=0$
- Removes all regions smaller than S pixels

Hole filling as dual to small region removal

Mask with holes



After NOT operation, (background) region labeling, small region removal, and second NOT operation

