

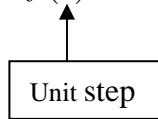
Edge Detection Via Smoothing and Laplacian

We smooth to minimize noise effects and then we enhance. This leads to the Laplacian-of-the-Gaussian (LOG) operator.

Basic Idea:

- (1) Smooth image through convolution with a Gaussian-shaped kernel to minimize noise.
- (2) Following Gaussian smoothing, Laplacian operator is applied.

(a) Take 1D function of the form $f(x) = -2u_{-1}(x) + 1$



(b) Convolve this with a 1D Gaussian smoothing function, $g(x)$, of the form

$$g(x) = \left(1/\sigma\sqrt{2\pi}\right) \exp(-x^2/2\sigma^2)$$

which yields the blurred 1D image $f_2(x)$,

$$f_2(x) = 1 - 2 \int_{-\infty}^x \left(\sigma\sqrt{2\pi}\right)^{-1} \exp(-t^2/2\sigma^2) dt$$

(c) Take the second derivative of $f_2(x)$:

$$f_2''(x) = \left(2x/\sigma^3\sqrt{2\pi}\right) \exp(-x^2/2\sigma^2)$$

This has zero crossing at $x = 0$.

$f_2''(x)$ is the step response of LOG operator.



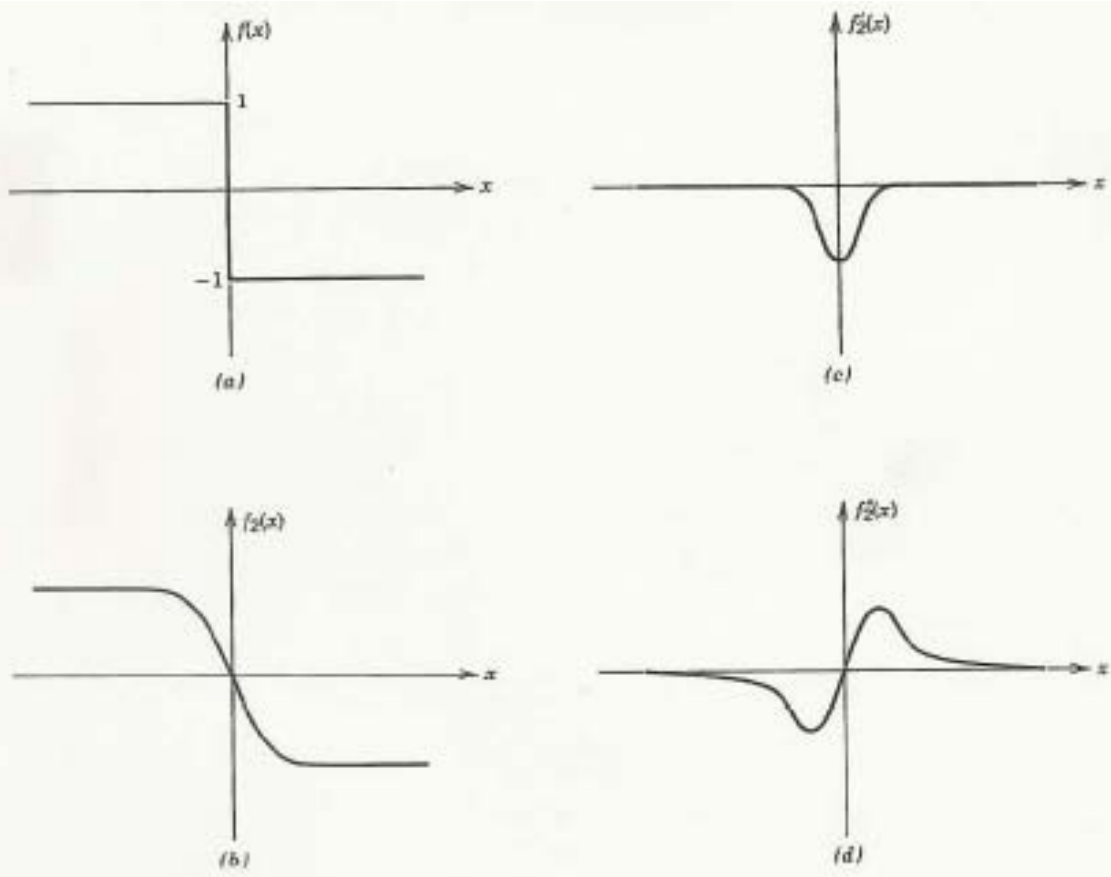


FIGURE 4.24 LOG processing sequence (1-D)
 (a) Ideal step (eq. 4-56)
 (b) Smoothed 1-D step
 (c) First derivative
 (d) Second derivative (note: this represents the overall step response of the LOG operator)

2D Gaussian smoothing operator in (x, y) coordinates is

$$G_\sigma(x, y) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left(\frac{-(x^2 + y^2)}{2\sigma^2}\right)$$

$G_\sigma(x, y)$ is circularly symmetric and the smoothing effect may be controlled through σ .
 $\sigma \rightarrow \infty$, more smoothing.

Set $f_\sigma(x, y, \vartheta) = f(x, y) * G_\sigma(x, y)$.

Since operator is circularly symmetric many times use a polar representation $G_\sigma(r)$
 where $r = (x^2 + y^2)^{1/2}$

Note spatial extent of operator varies with σ . Now we mimic one-variable case:

$$\begin{aligned}
 \overset{\substack{\uparrow \\ \text{edge-} \\ \text{enhanced} \\ \text{image}}}{f_{edge}}(x, y) &= \Delta(G_\sigma(x, y) * f(x, y)) \\
 &= \underbrace{(\Delta G_\sigma(x, y))}_{LOG \text{ operator}} * f(x, y)
 \end{aligned}$$

$$\Delta G_\sigma(r) = \frac{1}{\pi\sigma^4} \left(\frac{r^2}{2\sigma^2} - 1 \right) \exp\left(\frac{-r^2}{2\sigma^2}\right)$$

To find edges, set

$$f_{edge}(x, y) = 0.$$

$\Delta G_\sigma(r)$ looks like an inverted Mexican sombrero. Called the **Sombrero function**.