

Percolation

ISL

안재원

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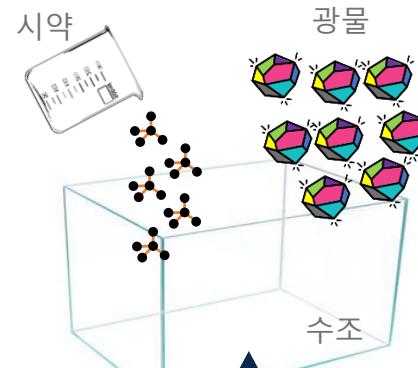
- Intro
- Percolation?
- Result

Intro

- 과제 소개

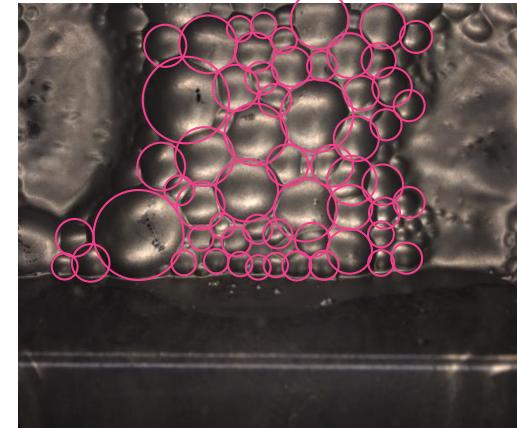


- Froth Flotation



- 육안으로 판별
- 시약과 광물의 양 조절
- 거품을 모아 목적 광물 획득

- 과제 목표



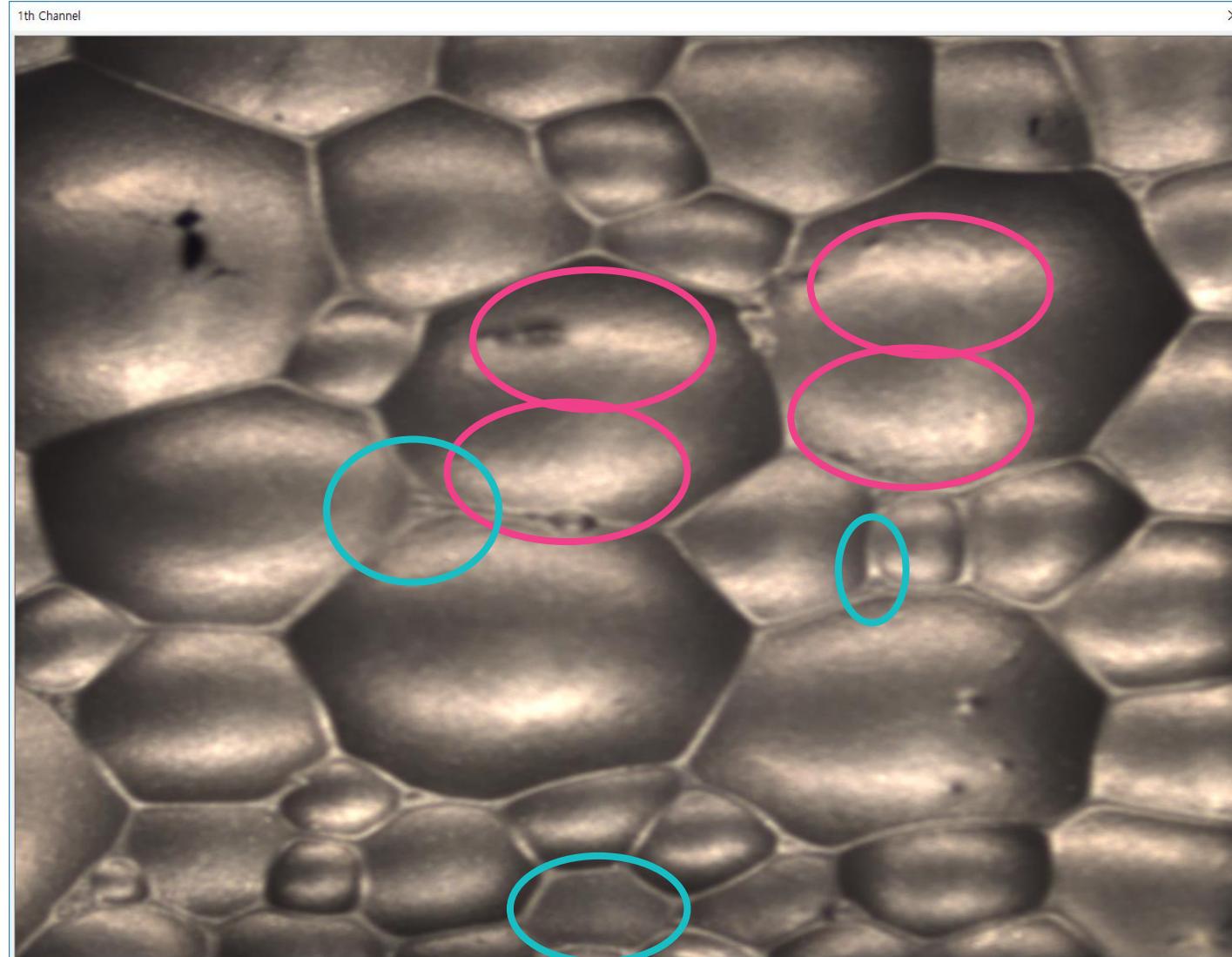
- 거품의 색상 정보 파악
- 거품의 정적 특성 파악
- 거품의 동적 특성 파악



- 거품 영역 분할 및 인식

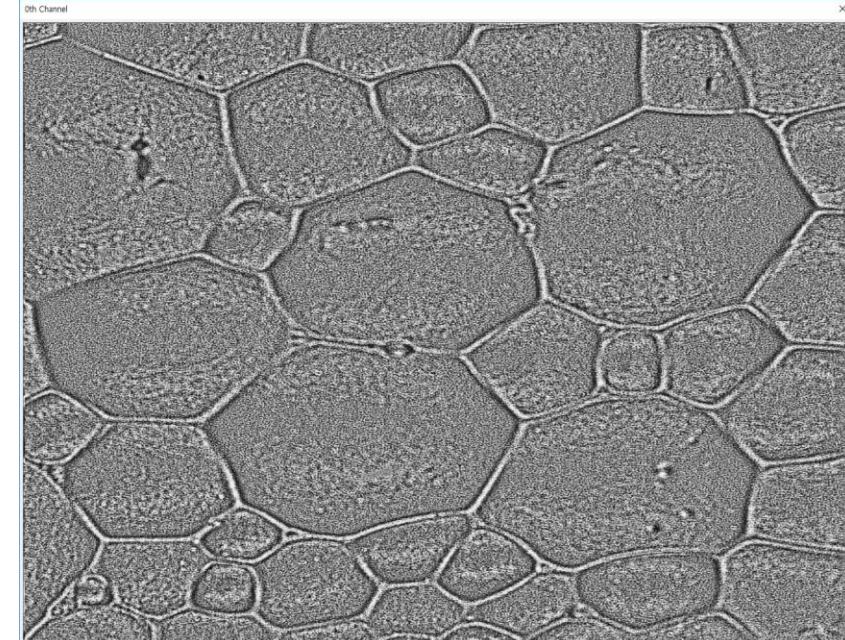
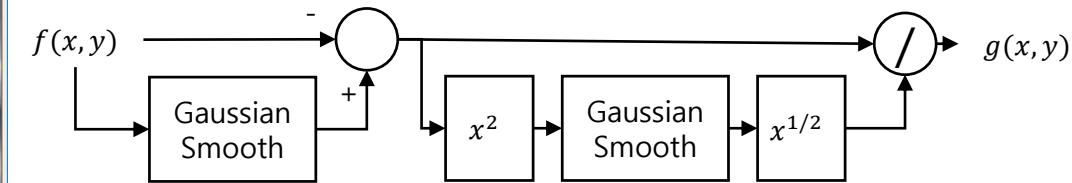
Intro

- Problem



- 각 거품 별 하이라이트 되는 영역의 수가 다르다.(Seed region)
- 거품이 아닌 영역에 seed가 잡힐 수 있다.
- 밝기 분포가 고르지 못하다.
- 기본적인 segmentation기법의 한계

※ Local Normalization



Percolation?

2019-04-10

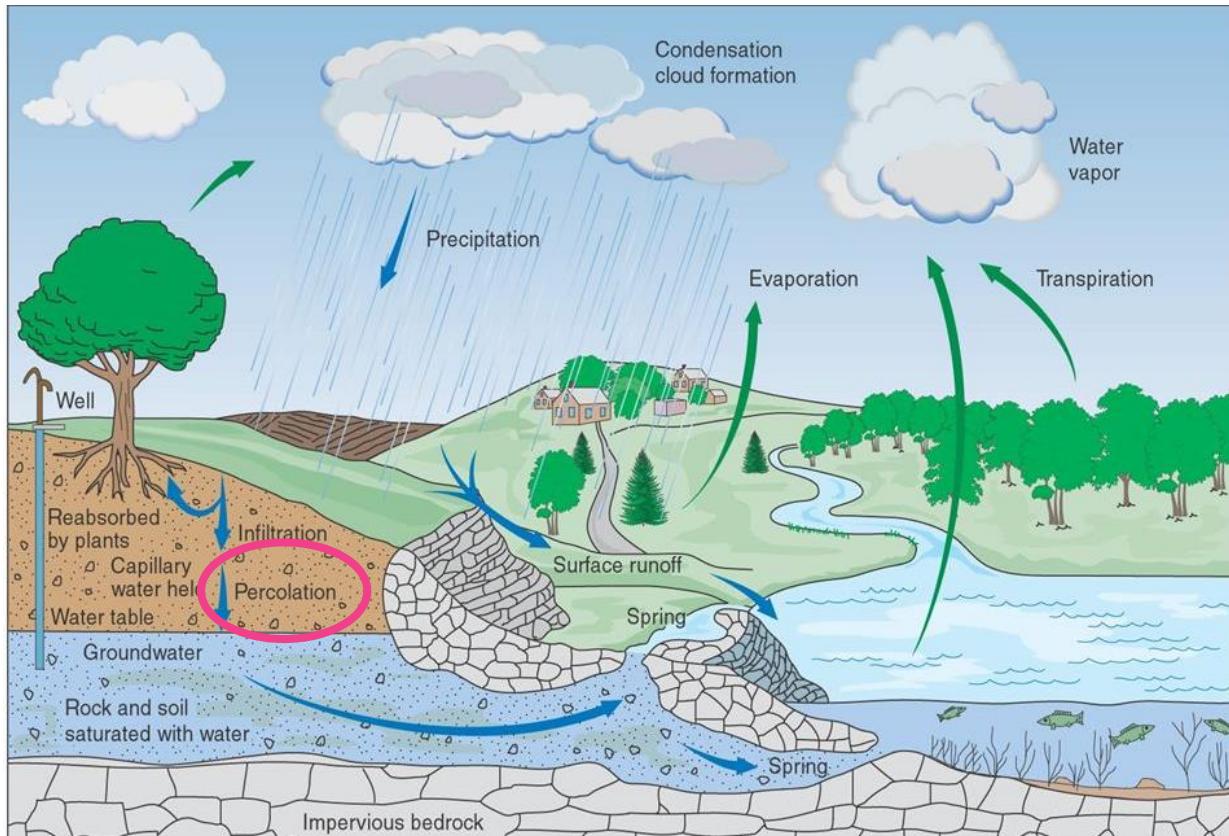
- Percolation?

- 화학 용어 사전

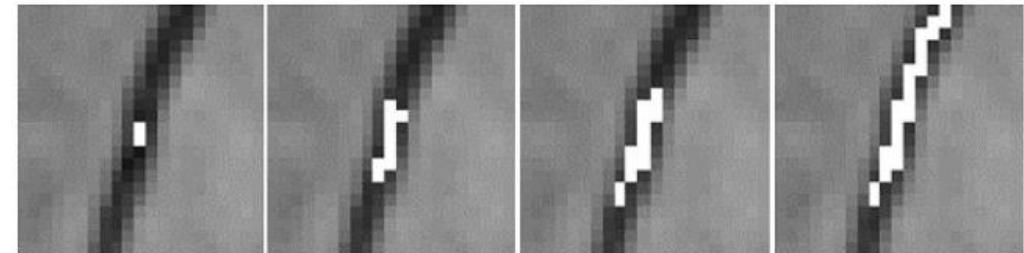
고체 입자의 충전층에 위쪽에서 액체를 흘려 고체 입자로부터 목적 성분의 추출, 액체 중의 이동성분의 흡착 또는 이온 교환, 유체와 충전층 입자 간의 축열식 열 교환 등을 하는 조작을 말한다.

- 물백과사전

물이 토양 속으로 스며들면 중력의 영향 때문에 지하로 이동하고 포화대까지 도달하게 되는데 이렇게 침투된 뒤 흙속에서 물이 아래쪽으로 이동하는 것을 침루라 한다



Examples of the percolation process



(1) Iteration 1 (2) Iteration 5 (3) Iteration 10 (4) Termination

Percolation?

- Percolation

Initial window size : $N \times N$

Maximum window size : $M \times M$

Initial pixel : p_s

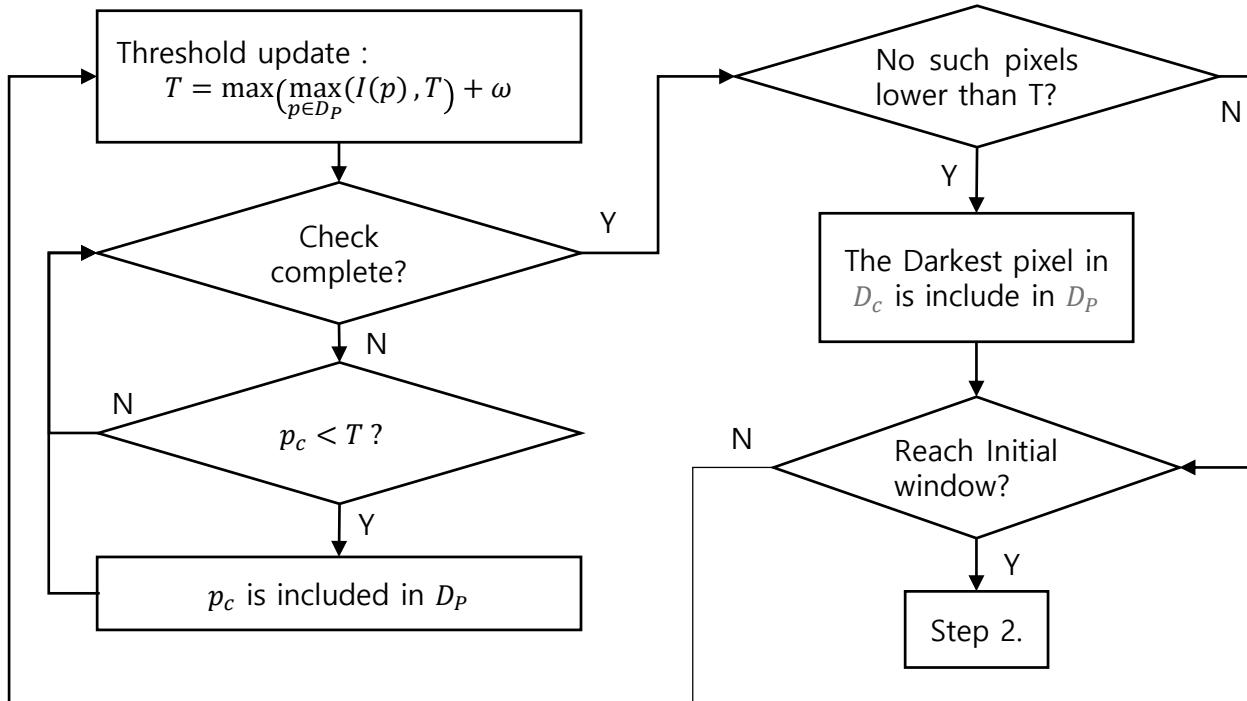
Percolation region : D_P

Percolation threshold : $T = I(p_s)$

ω : acceleration parameter

D_c : the eight neighboring regions of D_P

- Step 1.



255	255	180	180	150	70	60
255	200	190	100	80	50	55
140	80	40	32	37	40	45
100	70	45	40	35	33	32
90	80	55	45	38	36	30
70	70	55	50	40	65	80
50	100	140	170	255	255	255

$$\omega = 2, T = 42$$

Percolation?

- Percolation

Initial window size : $N \times N$

Maximum window size : $M \times M$

Initial pixel : p_s

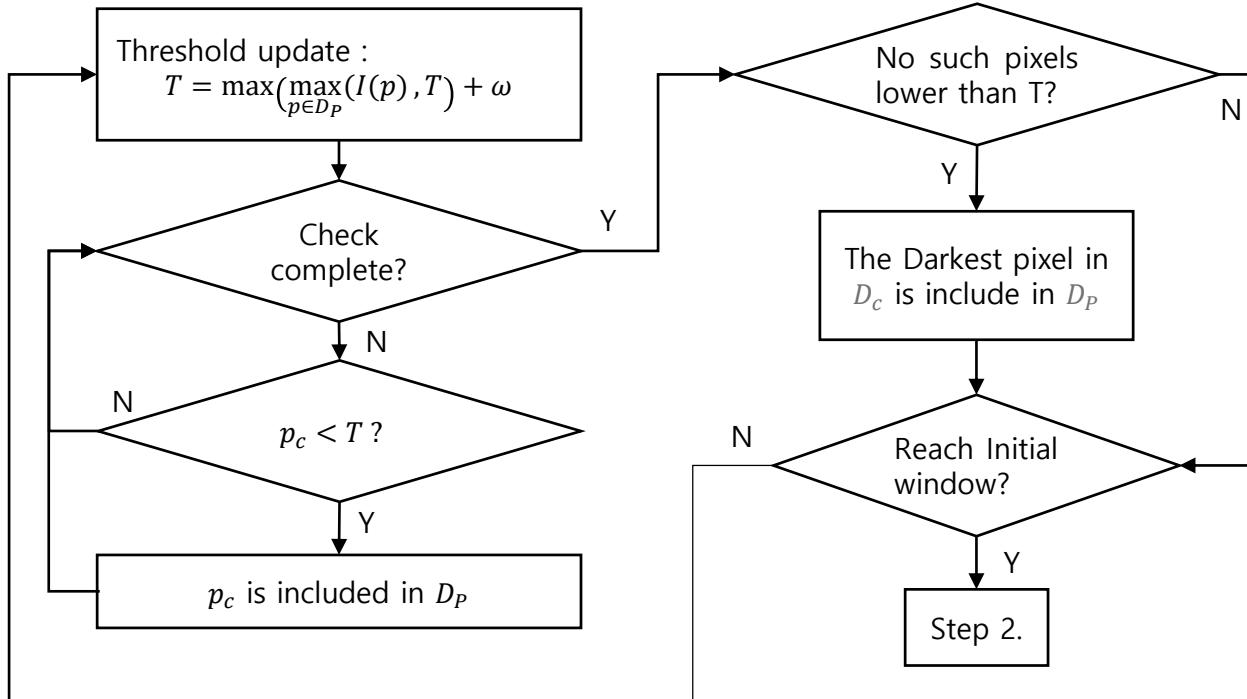
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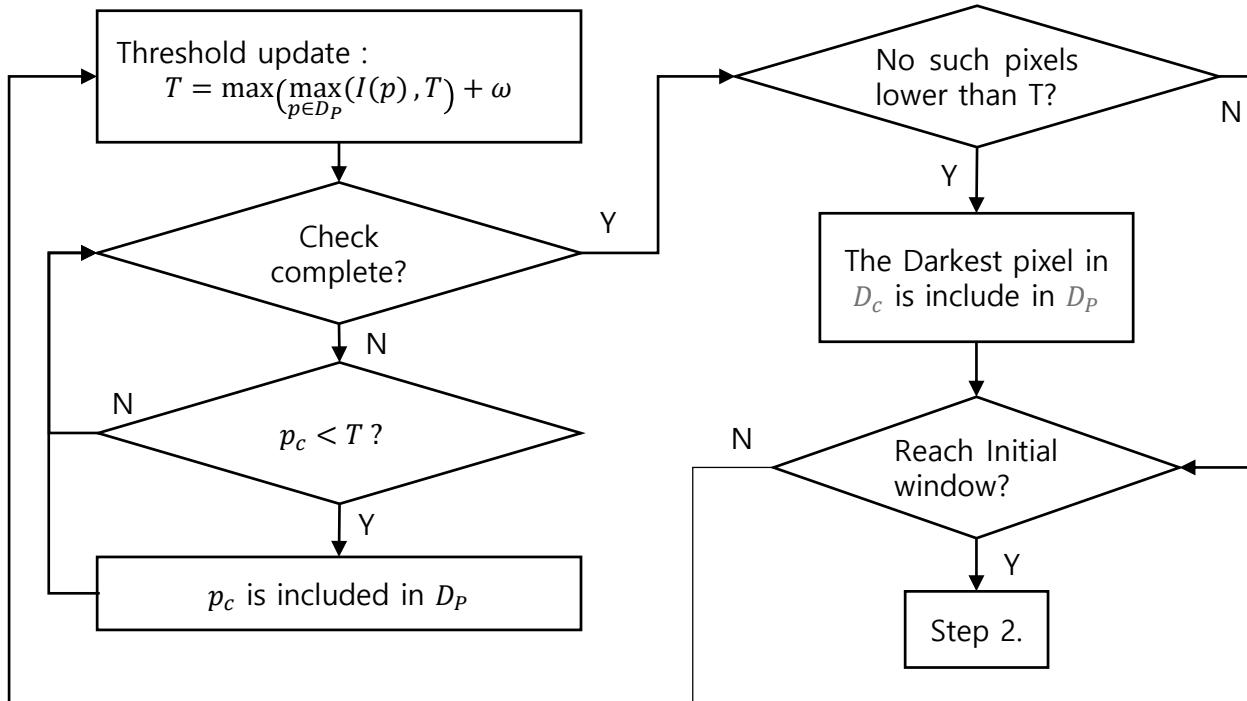
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100	70	45	28	35	33	32
90	80	55	45	38	36	30
70	70	55	50	40	65	80
50	100	140	170	255	255	255

$$\omega = 2, T = 30$$

Percolation?

- Percolation

Initial window size : $N \times N$

Maximum window size : $M \times M$

Initial pixel : p_s

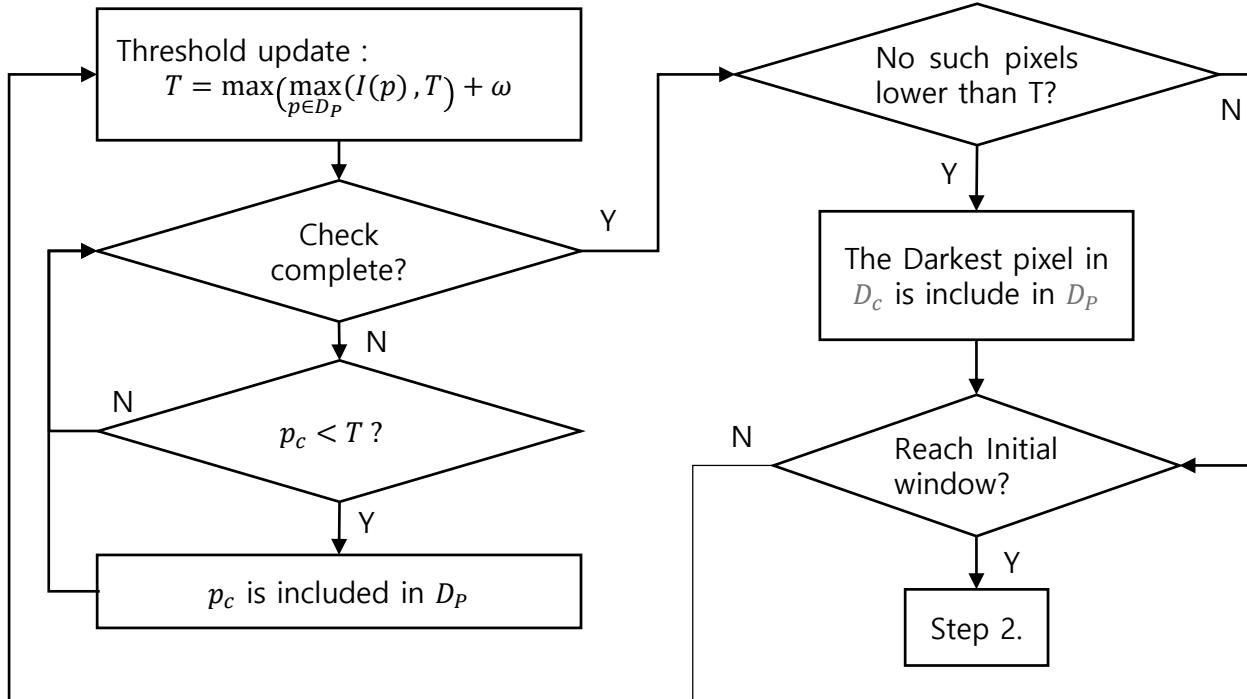
Percolation region : D_P

Percolation threshold : $T = I(p_s)$

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100	70	45	28	35	33	32
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$$\omega = 2, T = 30$$

Percolation?

- Percolation

Initial window size : $N \times N$

Maximum window size : $M \times M$

Initial pixel : p_s

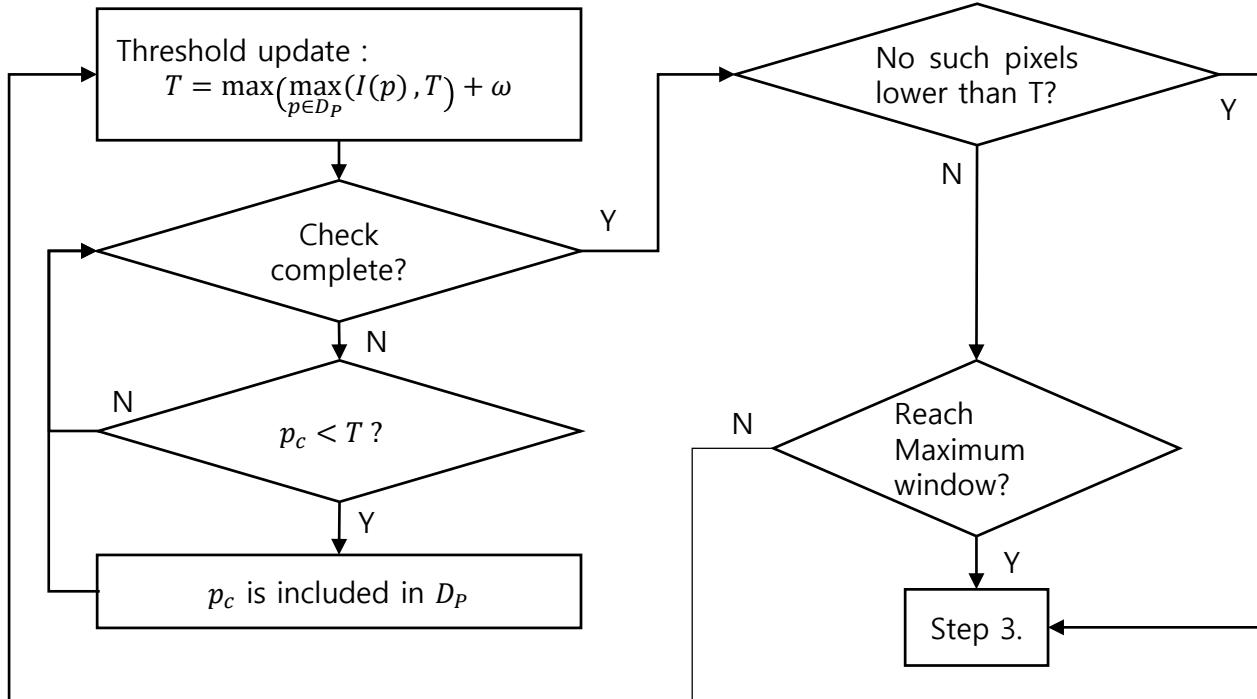
Percolation region : D_P

Percolation threshold : $T = I(p_s)$

ω : acceleration parameter

D_c : the eight neighboring regions of D_P

- Step 2.



255	255	180	180	150	70	60
255	200	190	100	80	50	55
140	80	40	32	37	40	45
100	70	45	40	35	33	32
90	80	55	45	38	36	30
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Percolation?

- Percolation

Initial window size : $N \times N$

Maximum window size : $M \times M$

Initial pixel : p_s

Percolation region : D_P

Percolation threshold : $T = I(p_s)$

ω : acceleration parameter

D_c : the eight neighboring regions of D_P

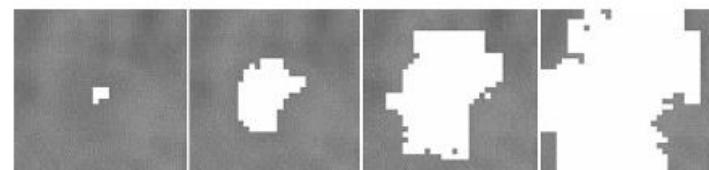
- Step 3.

$$\text{Circularity} : F_C = \frac{4 \cdot C_{\text{count}}}{\pi \cdot C_{\text{max}}^2} \quad 0.866$$

C_{count} : The number of pixels in D_P 17

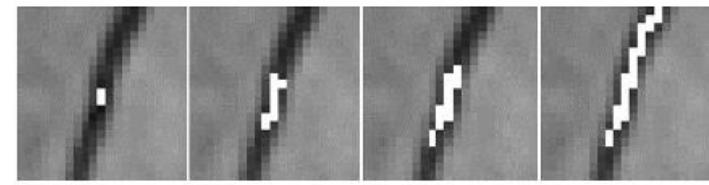
C_{max} : Maximum length of D_P 5

Close to 1 -> nearly circular



(a) Background

Close to 0 -> nearly crack



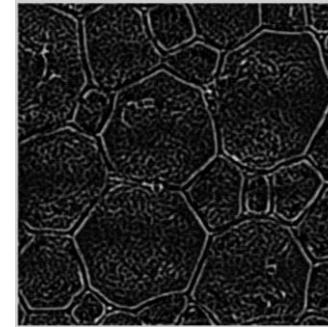
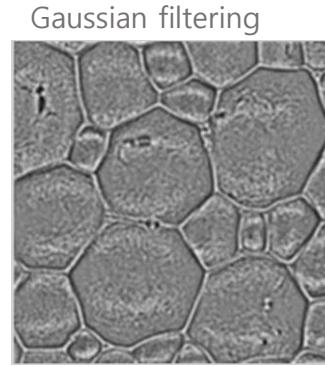
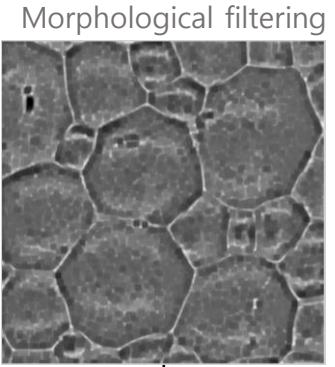
(b) Crack

255	255	180	180	150	70	60
255	200	190	100	80	50	55
140	80	40	32	37	40	45
100	70	45	40	35	33	32
90	80	55	45	38	36	30
70	70	55	50	40	65	80
50	100	140	170	255	255	255

Result

2019-04-10

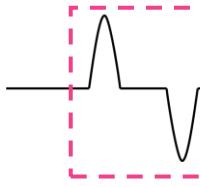
-Result



Morphological filtering

경계를 훼손하지 않고 노이즈를 제거하기 위해 형태학적 필터(Morphological filter)를 사용한다. ≠ 가우시안 필터, 평균 필터 etc.

신호



Opening
Closing

침식

팽창

팽창

침식

결과



→ Morphological reconstruction(침식/팽창)

$$\text{Reconstruction by erosion : } \delta_G^{(n)}(f) = \delta_G^{(1)}(\delta_G^{(n-1)}(f))$$

$$\text{Reconstruction by dilation : } \varepsilon_G^{(n)}(f) = \varepsilon_G^{(1)}(\varepsilon_G^{(n-1)}(f))$$

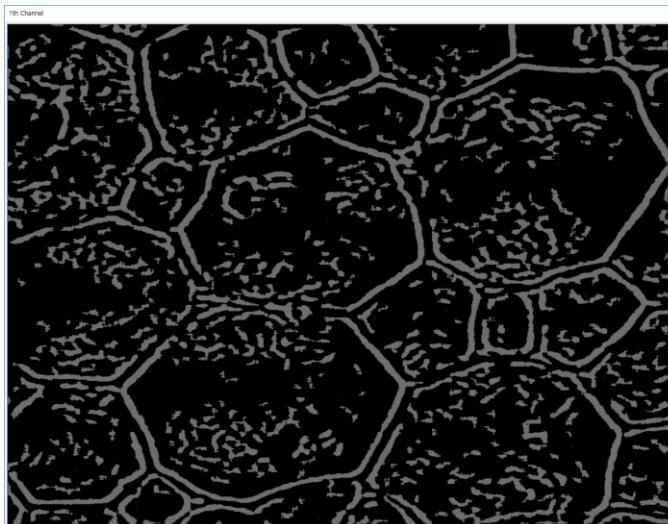
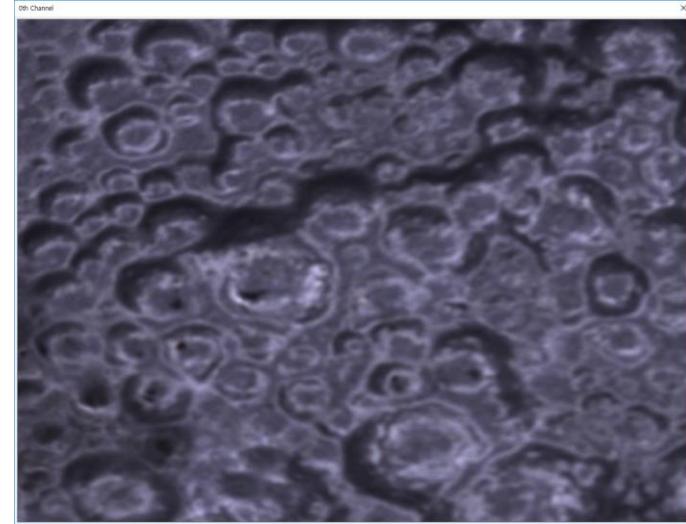
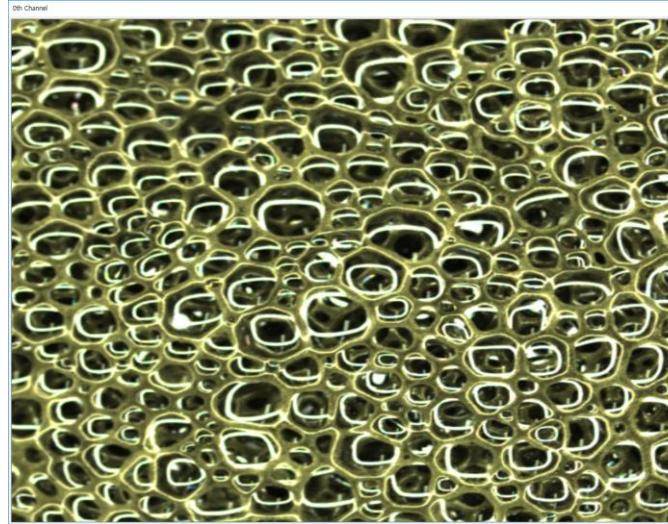
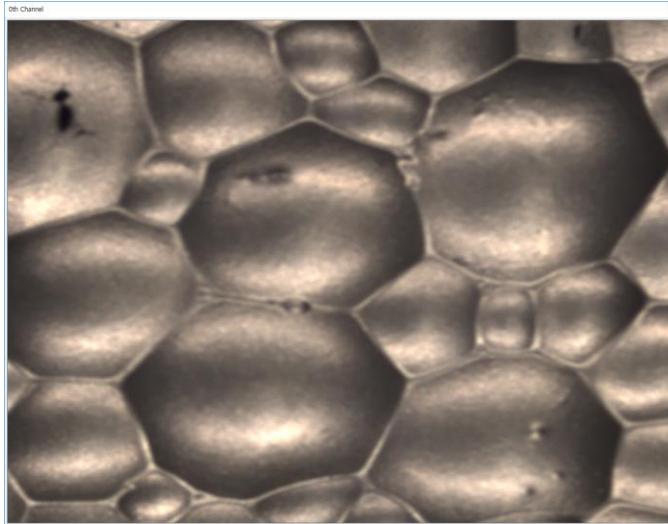
→ Geodesic Erosion/Dilation

$$\text{Geodesic erosion : } \varepsilon_G^{(1)}(f) = (f \ominus B) \cup G$$

$$\text{Geodesic dilation : } \delta_G^{(1)}(f) = (f \oplus B) \cap G$$

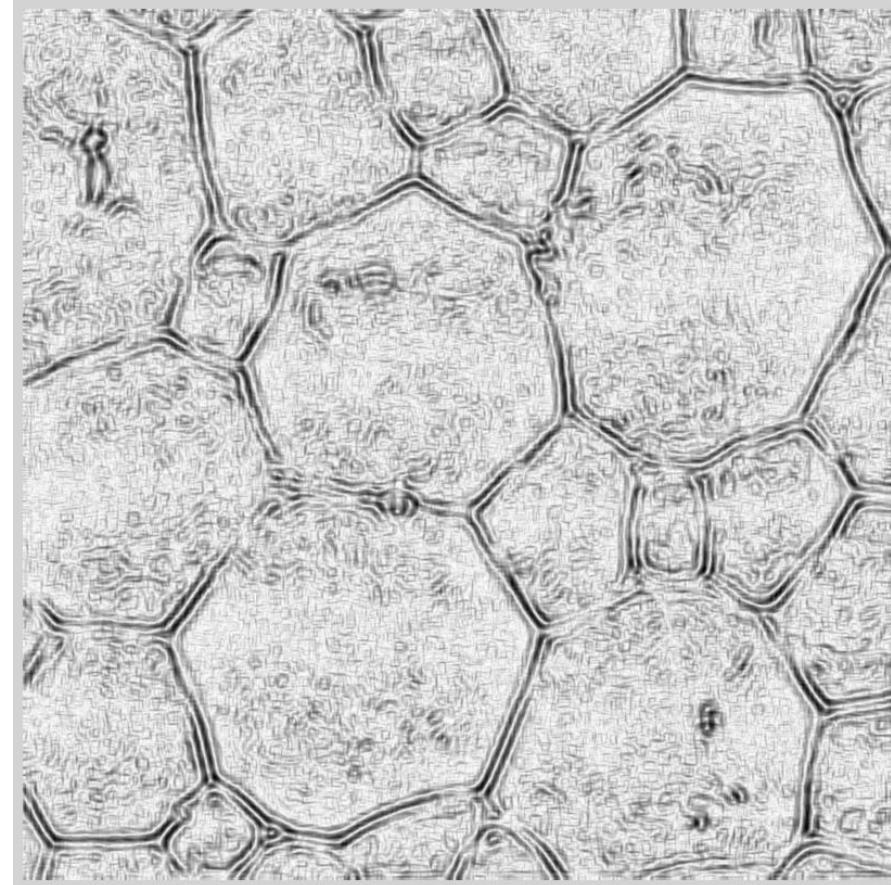
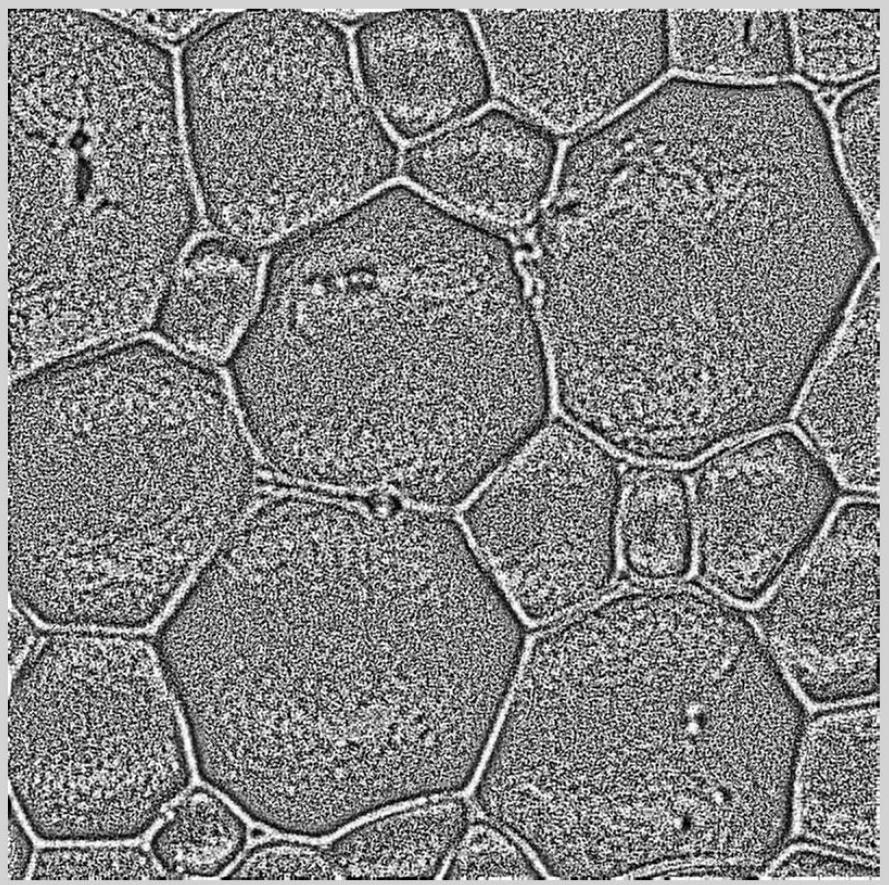
Result

-Result

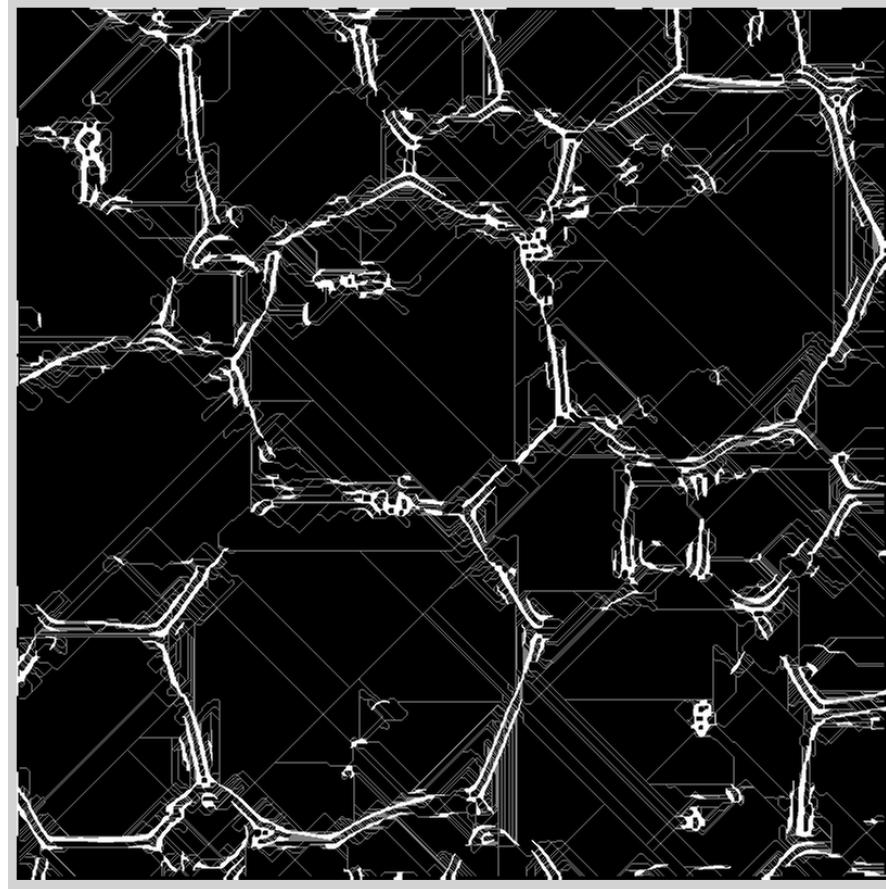
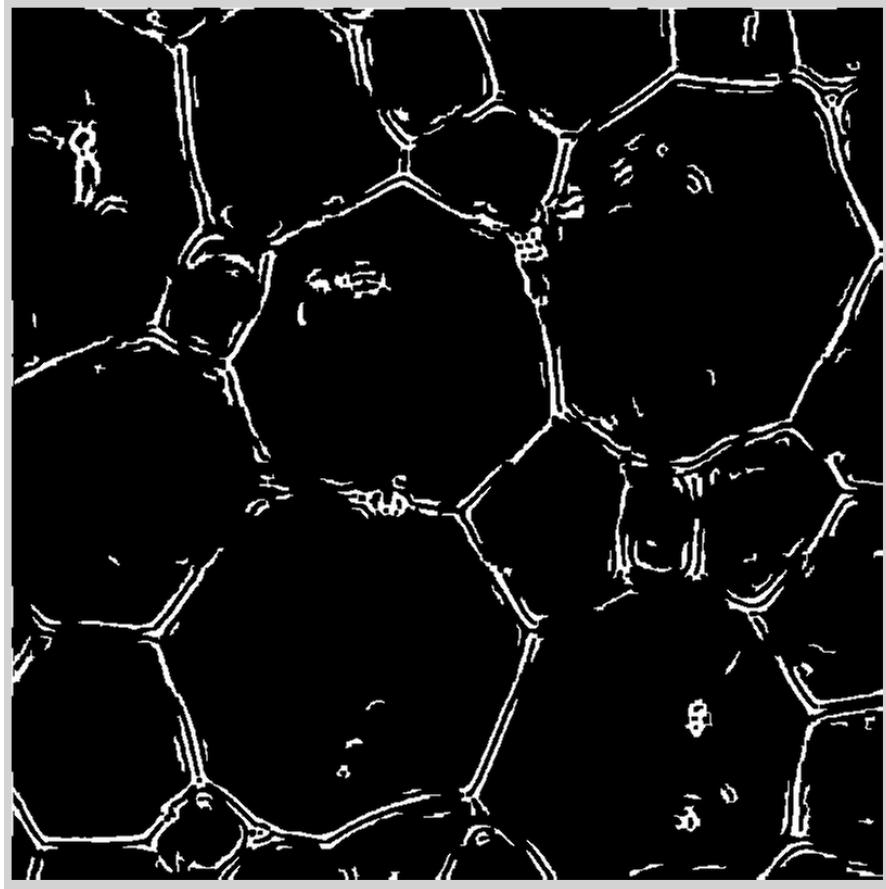


Q & A

Etc.



Etc.



Etc.

