

## Describing 2D Shapes for Geometric Matching

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## Data Description

Goal: describe parts in same vocabulary of boundary shapes as model

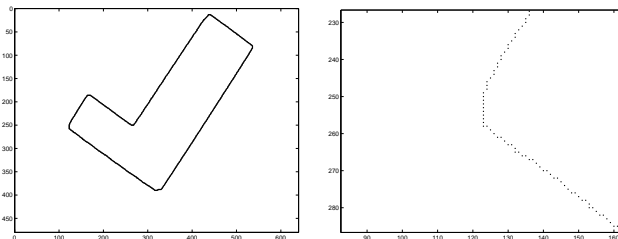
Assume a binary image of the part

Need to find pixels that lie on the boundary

## Boundary Finding

1) Get points that lie on :

```
[r,c] = find( bwperim(Image,4) == 1 )
```

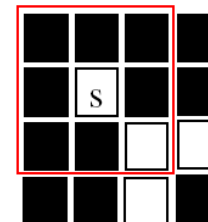


2) Remove any spurs on boundary, track and segment

```
[sr,sc] = removespurs(r,c,H,W);  
[tr,tc] = boundarytrack(sr,sc);  
[cr,cc] = findcorners(tr,tc);
```

## Removing Dangling Spurs

Spur: any boundary pixel with only  neighbor inside a 3x3 neighborhood



```

changed=1;
while changed==1
    changed = 0;
    [sr,sc] = find(work==1);    % work: boundary pixels
    for i = 1 : length(sr)    % check each boundary point
        neigh = work(sr(i)-1:sr(i)+1,sc(i)-1:sc(i)+1);
        count=sum(sum(neigh));
        if count < 3          % only point and at most
            work(sr(i),sc(i)) = 0; % 1 neighbor so remove it
            changed=1;
        end
    end
end

```

Trailing ends omitted.

## Removing Unnecessary Boundary Pixels

Find  corners:

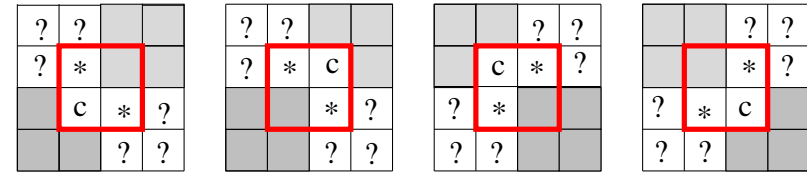
\* - boundary point to keep

c - boundary point to remove

? - boundary point thru here somehow

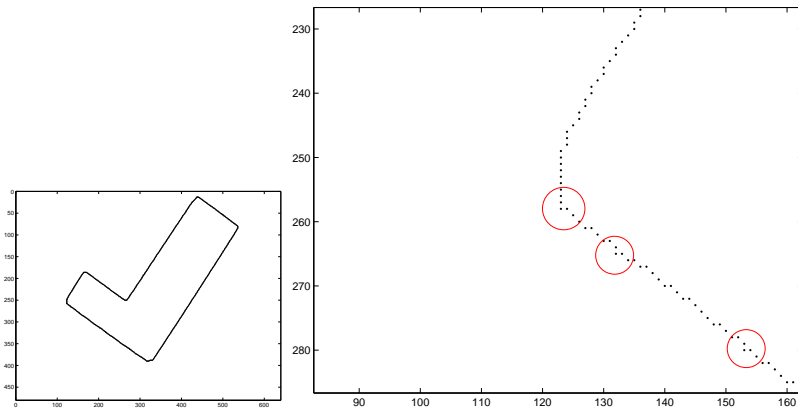
shaded box - interior or exterior pixel

thick red box - pixel neighbourhood inspected

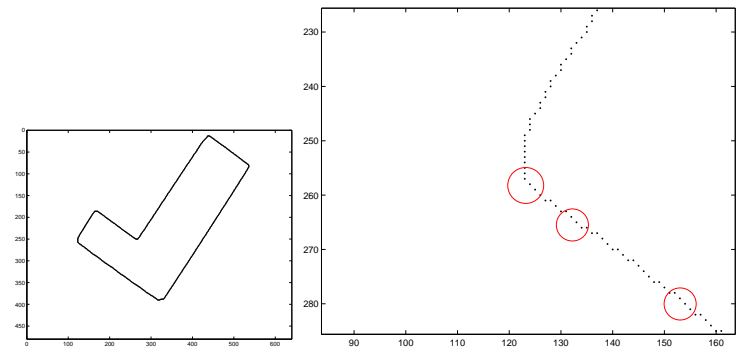


## Boundary Results

Raw boundary:



boundary:



## Getting a Consecutive Boundary

?

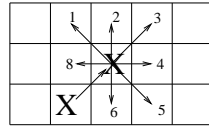
TRACK TO FIRST  
UNTRACKED BOUNDARY  
PIXEL ENCOUNTERED  
AS  $i$  GOES 1...7

NEXT DIRECTIONS

1	2	3
8	x	4
7	6	5

$$\text{NEXT} = (\text{LAST} + 3 + i) \text{ MOD } 8 + 1$$

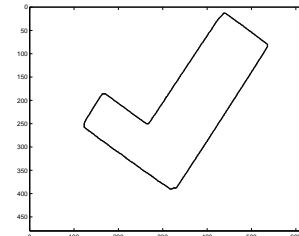
EXAMPLE TRACKING



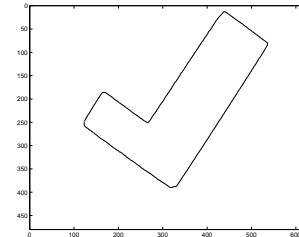
LAST MOVE = 3  
NEXT MOVE = 8,1,2,3,4,5,6

## Tracking Results

Despurred boundary (unorganized point set):



Tracked boundary ( ? point set):



## What Have We Learned?

Introduction to

- Getting a boundary from a binary image
- Cleaning that boundary up using morphological operations
- Making a ? list of points