

# Finding Objects by Background Removal

Robert B. Fisher  
School of Informatics  
University of Edinburgh

Slide 1/13

Slide credit: Bob Fisher

# Isolation in Complex Scenes

Threshold problems with image  $I$ :

- Many objects
- Space varying illumination

If have constant background image  $B$  (ie. before actions)

Try:  $thres(| I - B |)$  instead of  $thres(I)$

Slide 2/13

Slide credit: Bob Fisher

# Colour Differencing Example 1

Do in each of 3 colour channels:

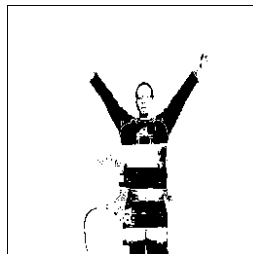
$$thr(| I_r - B_r |) \parallel thr(| I_g - B_g |) \parallel thr(| I_b - B_b |)$$



BACKGROUND



FOREGROUND



DIFFERENCE

Slide 3/13

Slide credit: Bob Fisher

# Colour Differencing Example 2



Before



After

Subtract prestored background and threshold

Algo:  $change=open(2,color(thr(35,abs(Before-After))))$

(Use HS of HSI instead of RGB if illumination changes?)

Slide 4/13

Slide credit: Bob Fisher

## Colour Differencing Results 2



Red change



Green change



'OR'ed change



'Open'ed

Slide 5/13

Slide credit: Bob Fisher

## Coping with Varying Lighting

Use normalised RGB:

$$(r, g, b) \rightarrow \left( \frac{r}{r+g+b}, \frac{g}{r+g+b}, \frac{b}{r+g+b} \right)$$

Double illumination still gives same normalised RGB:

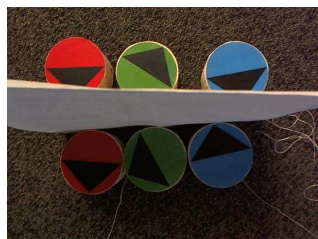
$$\begin{aligned} & \left( \frac{r}{r+g+b}, \frac{g}{r+g+b}, \frac{b}{r+g+b} \right) \\ &= \left( \frac{2r}{2r+2g+2b}, \frac{2g}{2r+2g+2b}, \frac{2b}{2r+2g+2b} \right) \end{aligned}$$

Slide 6/13

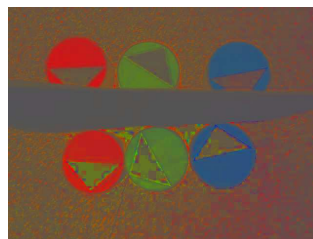
Slide credit: Bob Fisher

## Normalised RGB Example

Original



Normalised



Reduces shadow effects, too.

Slide 7/13

Slide credit: Bob Fisher

## Background Ratio Isolation

If known but spatially varying illumination

Reflectance: percentage of input illumination reflected. A function of the light source, viewer and surface colors and positions.

**Recall:**

$$\begin{aligned} \text{background}(r,c) &= \text{illumination}(r,c) * \text{bg\_reflectance}(r,c) \\ \text{object}(r,c) &= \text{illumination}(r,c) * \text{obj\_reflectance}(r,c) \end{aligned}$$

Slide 8/13

Slide credit: Bob Fisher

## Background Ratio Isolation 2

Divide to remove illumination:

$$\text{unknown}(r,c)/\text{background}(r,c) =$$

$$1 \quad \text{if unknown} = \text{background}$$

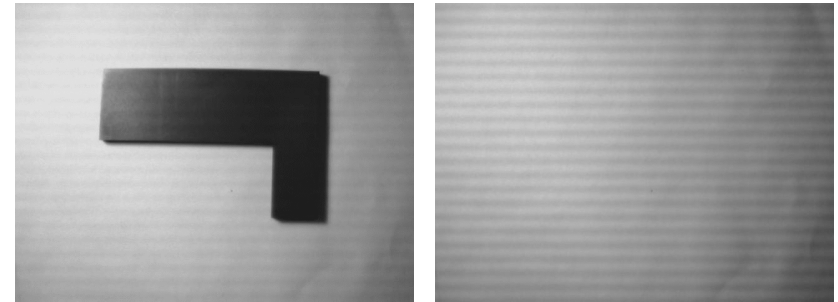
$$\ll 1 \quad \text{if unknown} = \text{dark object}$$

Pick threshold in  $[0,1]$  e.g. 0.6

Slide 9/13

Slide credit: Bob Fisher

## Background ratio results 1



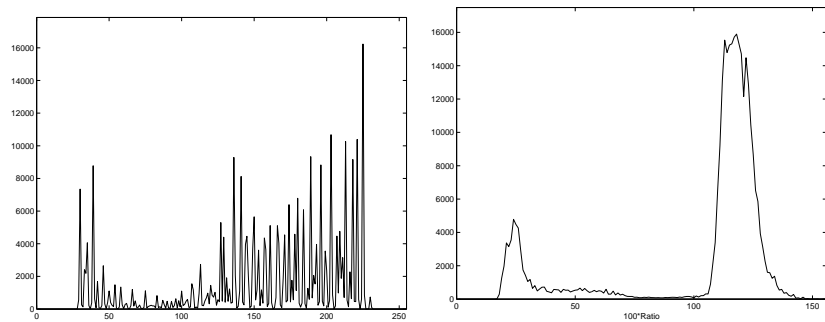
Part

Background

Slide 10/13

Slide credit: Bob Fisher

## Background ratio results 2



Raw histogram

Ratio histogram

Note ragged raw and smoother ratio histograms

Slide 11/13

Slide credit: Bob Fisher

## Background removal results 3



Has also included shadow below and right.

Slide 12/13

Slide credit: Bob Fisher

## Lecture Overview

1. Background subtraction, including colour
2. Normalised RGB
3. Ratio with background for varying illumination