

# Circular arc reconstruction of digital contours with chosen Hausdorff error

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## Abstract

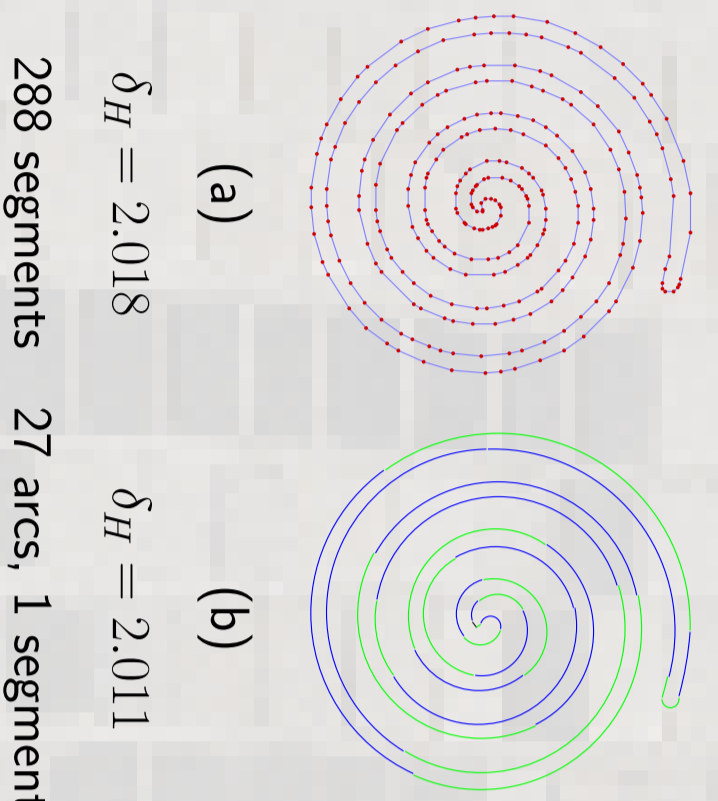
Instead of polygonalizing a contour, we propose to reconstruct the shape with circular arcs. To do so, we exploit the recent curvature estimators [1, 3]. From their curvature field, we introduce a new simple and efficient algorithm to approximate a digital shape with as few arcs as possible at a given scale, specified by a maximal admissible Hausdorff distance.

**Keyword:** Circular arc reconstruction, contour representation, curvature estimator.

## 1 Introduction

Objectives:

- Represent a contour with an efficient way than polygon.
- Less primitive with equivalent precision.
- To be able to include a scale parameter.

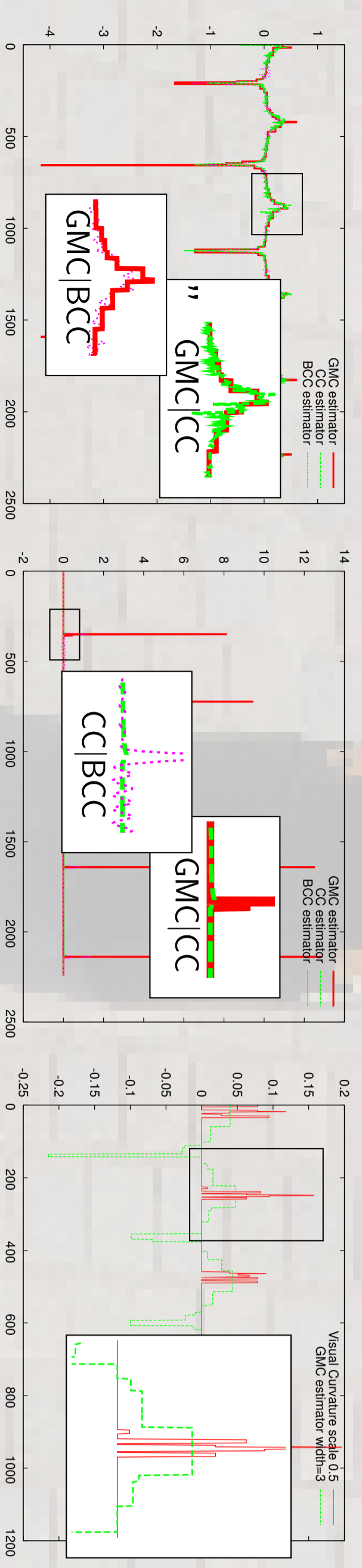


### Main idea:

- Exploiting stable and robust to noise curvature estimators [1].
- Avoiding to use a curvature post processing to reduce parameters [4].
- Using only one parameter associated to the scale.

## 2 Curvature estimators

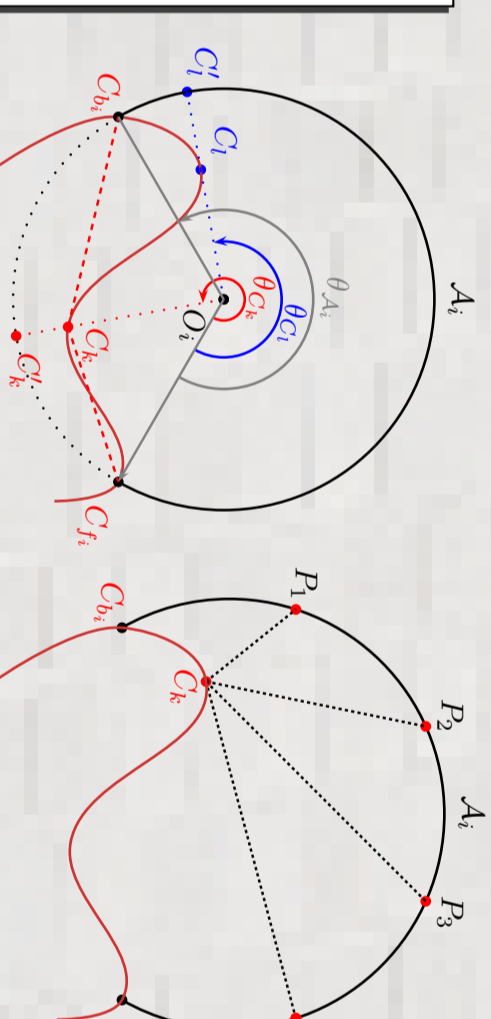
- **Global Minimisation Curvature (GMC).** [1]
  - Taking into account all the real shapes having the same digitization.
  - Minimise  $\int \kappa^2 ds$ .
- **Binomial Convolution Curvature (BCC).** [3]
  - Successive convolutions of  $m$  (say) binomial kernels and  $n$
  - Alternative to the Gaussian smoothing technique (Scale controlled by  $m$ ).
- **Visual Curvature (VC).** [2]
  - Measure the number of extreme points from a height function.
  - Filter non-significant features at a given scale (Only qualitative estimation).



## 3 Contour Reconstruction with Circle Arcs

### Main steps of the algorithm:

- Decompose curvature estimation to extract significant curved areas.
- Split/merge strategy (given maximal error  $Err_{max}$ )



Use an approximation of the hausdorff:

$$\delta_H(A_i, C_i) = \max_{b \in C_i} \{ \min_{a \in A_i} d(a, b) \}, \max_{a \in A_i} \{ \min_{b \in C_i} d(a, b) \}$$

### Main algorithm

```
Data:  $C = \{C_i\}_{i=0}^n$  digital curve,  $\kappa = \{\kappa_i\}_{i=0}^n$  curvature estimation, float maxArcError;
```

```
Result: curve represented by a set of arcs and segments.
```

```
begin
```

```
Decompose  $\kappa$  into a set of constant curvature interval  $S$  defined by:
```

```
 $\{(b_0, f_0), \dots, (b_i, f_i), \dots, (b_M, f_M)\}$ .
```

```
For each contour point  $C_i$ , store in  $regionIndex[i]$  the index  $k \in \{0, \dots, M\}$  of its region  $S[k]$ .
```

```
Extract from  $S$  the set  $S_{in}$  containing all the regions which are a local maxima/minima.
```

```
 $S_{tmp} = S$ ;
```

```
while  $nbElements(S_{tmp}) \neq 0$  do
```

```
   $S_{tmp} = SPLIT\_REGIONS(S_{tmp}, S, regionIndex, maxArcError)$ ;
```

```
  // First extension from mini/maxima regions:
```

```
  while  $nbElements(S_{in}) \neq 0$  do
```

```
     $S_{in} = EXTEND\_PLOT\_REGIONS(S_{in}, S, regionIndex, \kappa, maxArcError)$ ;
```

```
  // Second extension from all others regions  $S_{in}$ :
```

```
   $S_{in} = set$  of index of valid non maxima/minima regions of the current regions.
```

```
  while  $nbElements(S_{in}) \neq 0$  do
```

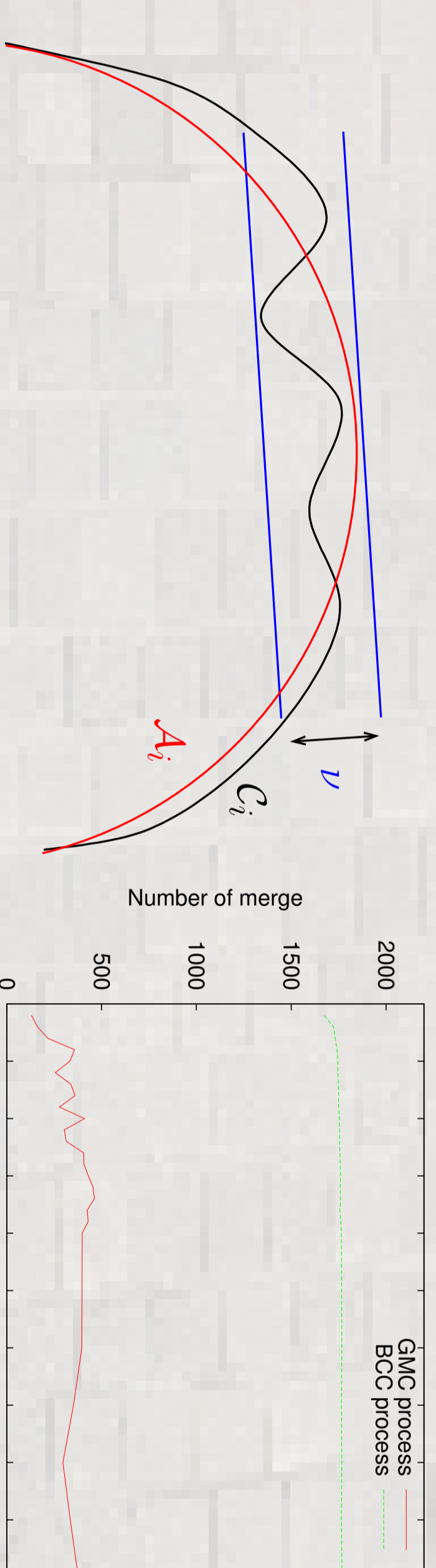
```
     $S_{in} = EXTEND\_PLOT\_REGIONS(S_{in}, S, regionIndex, \kappa, maxArcError)$ ;
```

```
  // Verify or change primitive for region which are better approximate
```

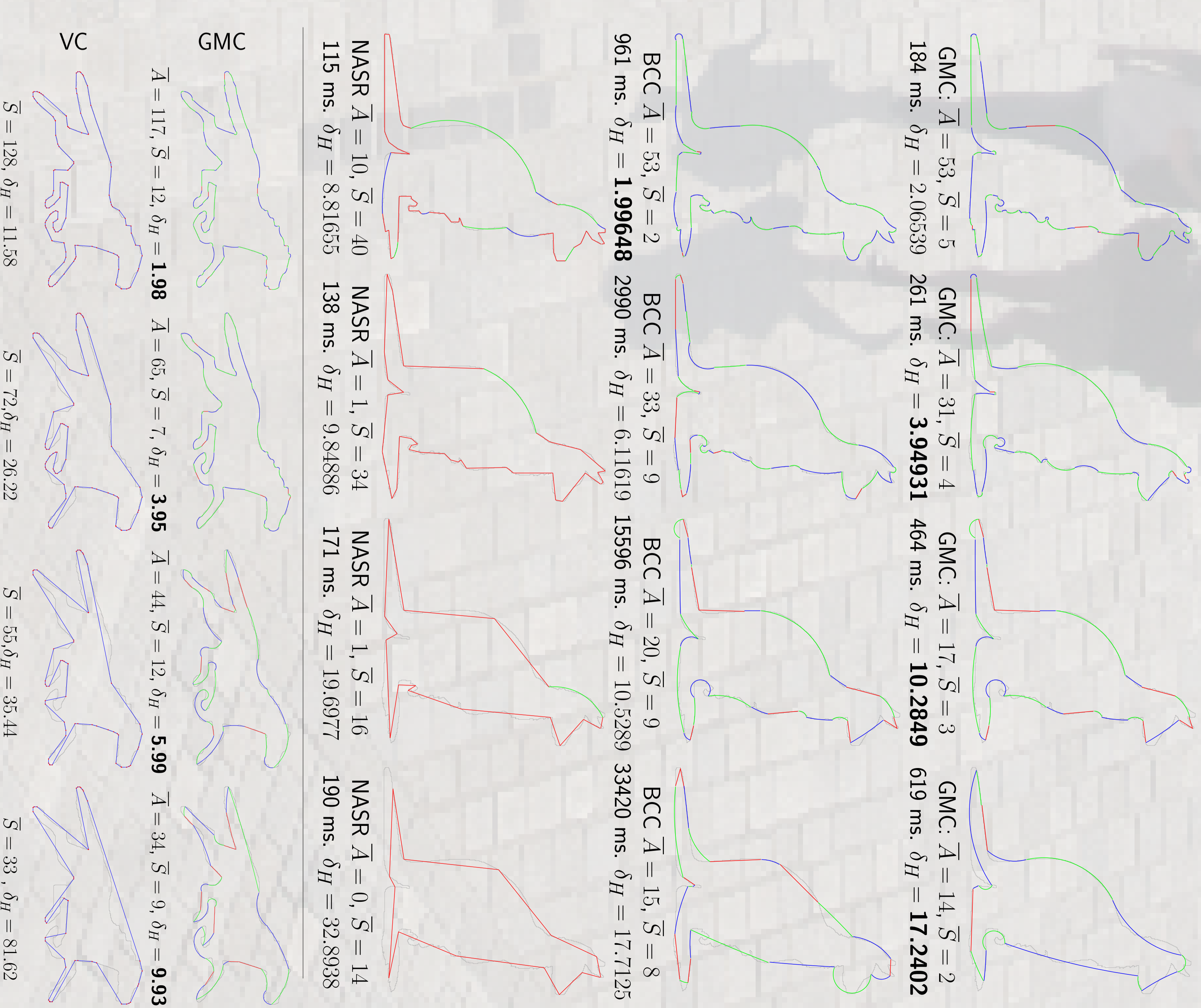
```
  // by a straight segment:
```

```
   $checkBestPrimitive(S, tabRegionIndex, maxArcError)$ ;
```

```
end
```



## 4 Experiments



## References

- [1] B. Kerautret and J.-O. Lachaud. Curvature estimation along noisy digital contours by approximate global optimization. *Pattern Recognition*, 42(10):2265 – 2278, 2009.
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- [4] J.-P. Salmon, Isabelle Debled-Rennesson, and Laurent Wendling. A new method to detect arcs and segments from curvature profiles. In *ICPR*, pages 387–390. IEEE, 2006.