

Hierarchical Histogram Threshold Segmentation

Auto-terminating High-detail Oversegmentation

Thomas V. Chang

Game Tech Lab
Nuremberg Institute of Technology



Simon Seibt

Game Tech Lab
Nuremberg Institute of Technology



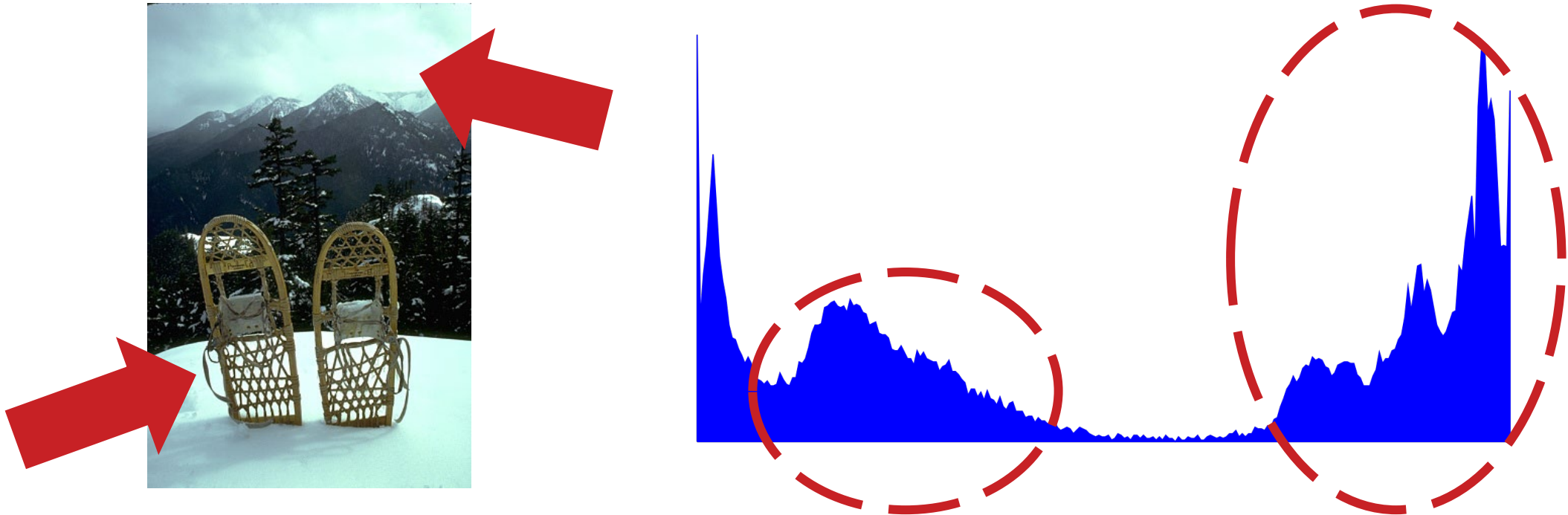
Bartosz von Rymon Lipinski

Game Tech Lab
Nuremberg Institute of Technology



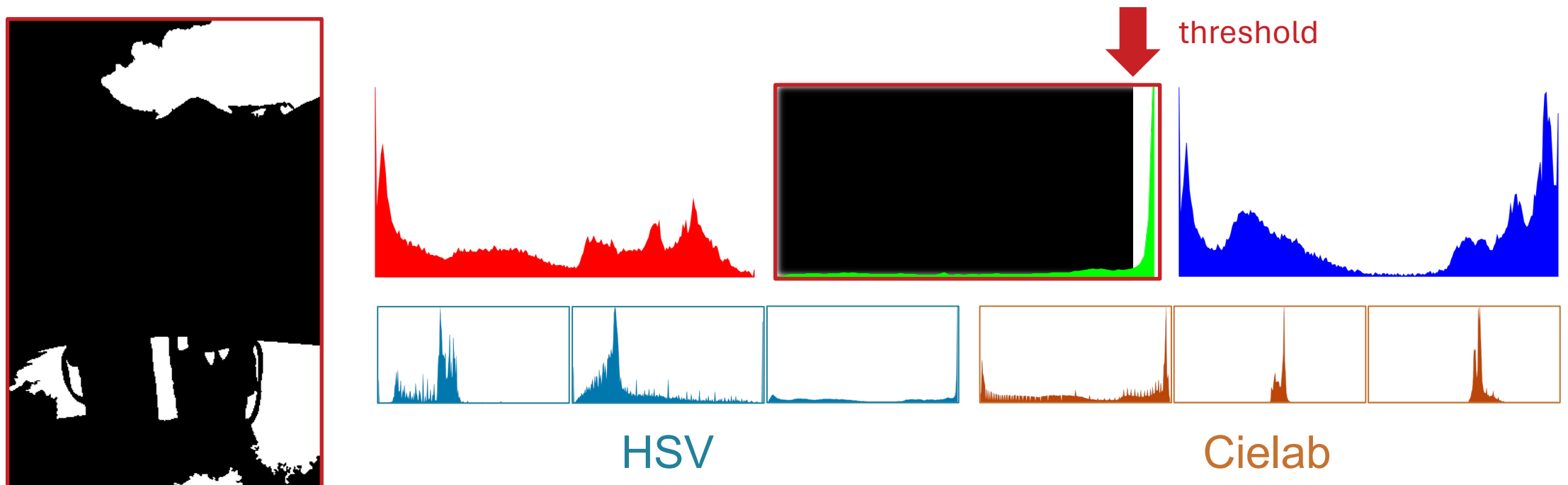
Key Idea

- Assumption: Color histogram clusters correspond to object classes



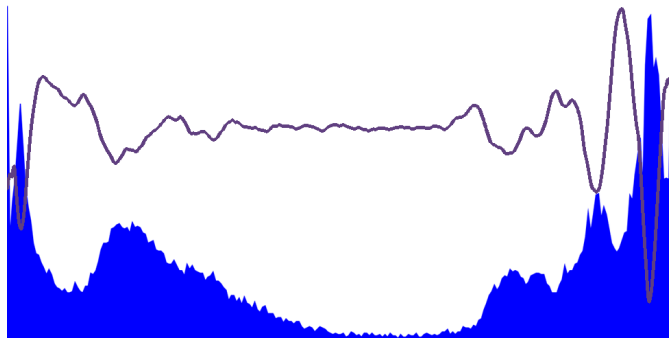
Key Idea

- Usage: Separate object classes by color intensity thresholding at histogram cluster boundaries across multiple color channels



Key Idea

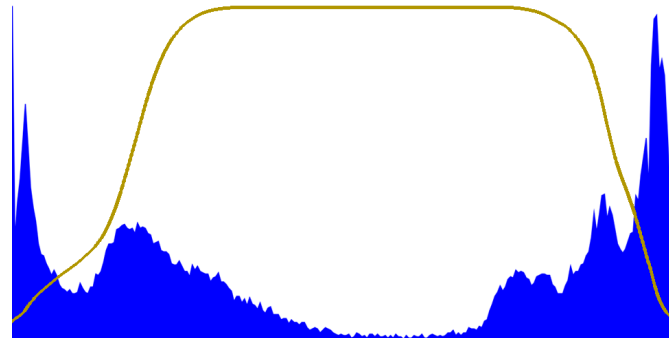
- Thresholding: 1D Laplace filter to find object class boundaries and apply **equal partition weights** to favor balanced splits



Laplace Kernel

$$[1 \quad -2 \quad 1]$$

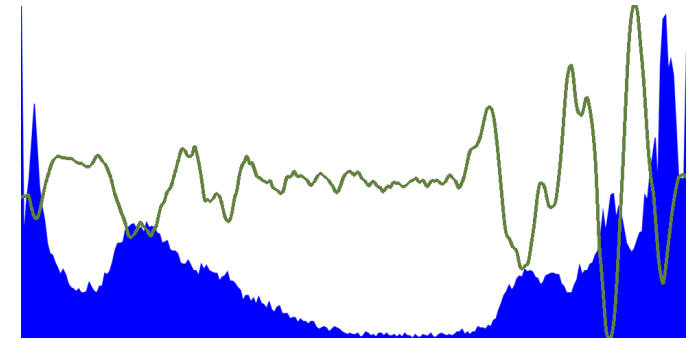
•



Cauchy Distribution

$$\left[\left(2 - \frac{4\hat{h}_i}{\hat{h}_{b-1}} \right)^4 + 1 \right]^{-1}$$

=



Threshold Applicability

Key Idea

- Progression: Hierarchically split color-inhomogeneous segments into more homogeneous ones (until color information exhaustion)



...



Experiments

- Segmentation results for 500 superpixels – BSDS500 dataset



SEEDS



ETPS



HHTS

Experiments

- Segmentation results for 500 superpixels – BSDS500 dataset



CRS - **HHTS**



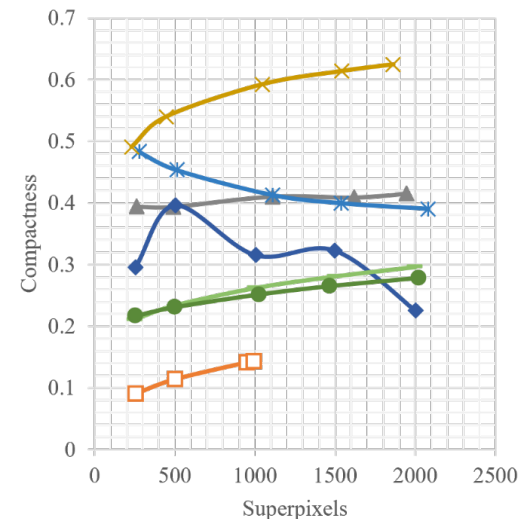
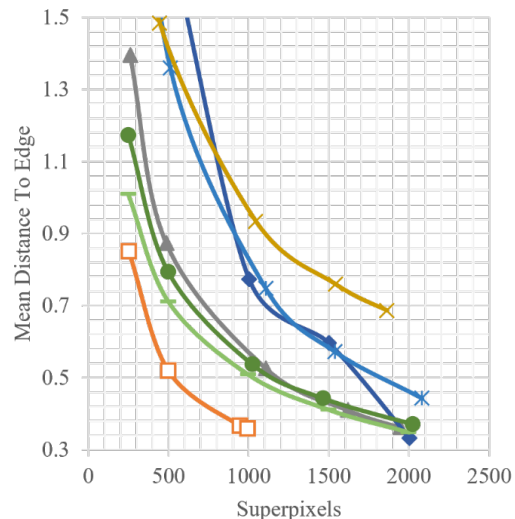
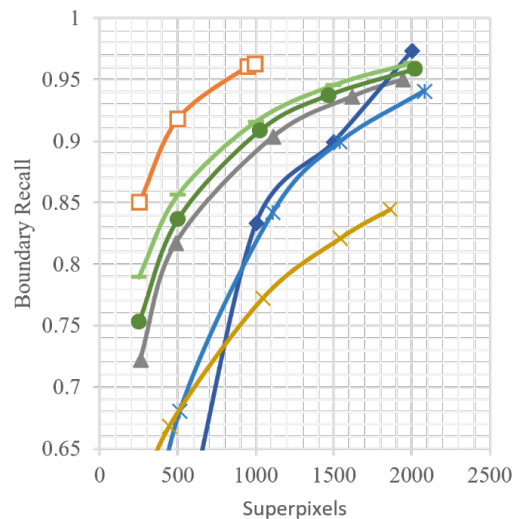
SLIC - **HHTS**



ERGC - **HHTS**

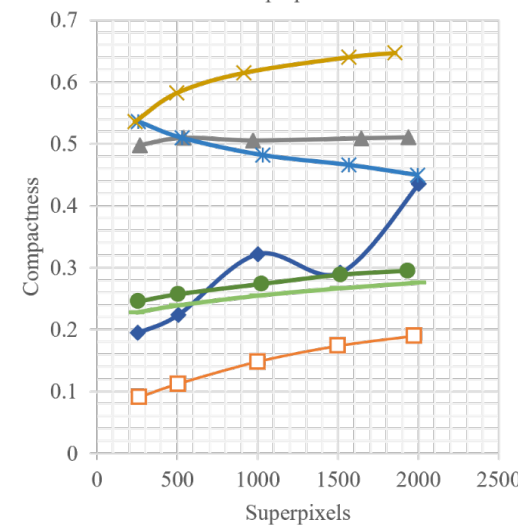
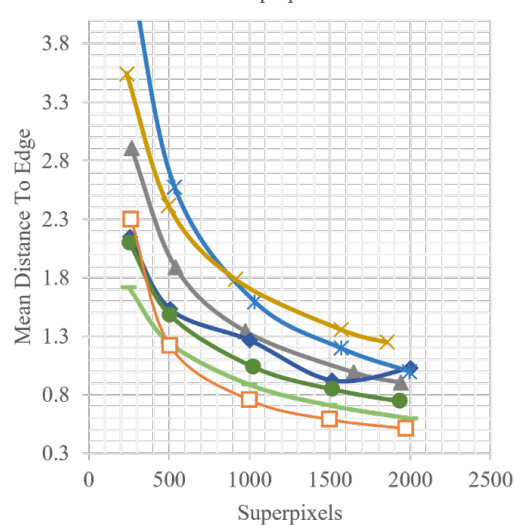
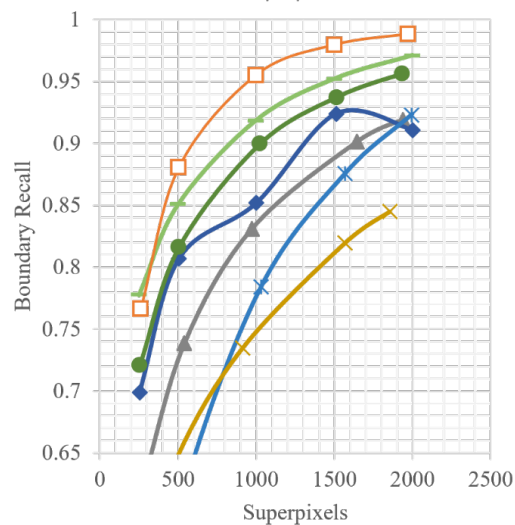
Experiments

BSDS500



- HHTS
- ETPS
- SEEDS
- ERS
- CRS
- ERGC
- SLIC

NYUV2



Experiments

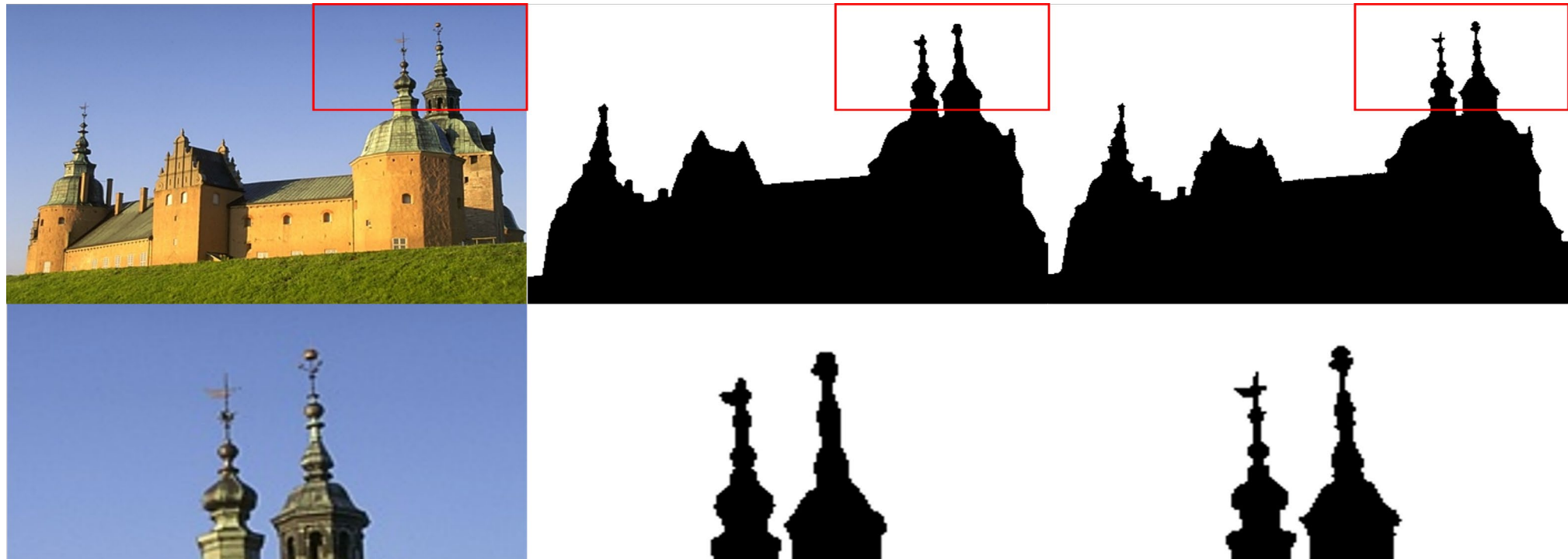
Superpixels	Method	UE	BR	ASA	EV	CO	BP
250	SH	0.0970	0.8080	0.9510			
	HHTS	0.0668	0.8502	0.9332			
600	SCAC	0.0680	0.8260	0.9660	0.8750	0.4420	
	HHTS	0.0373	0.9326	0.9627	0.8989	0.1215	
1000	VSSS	0.0324	0.9188	0.9676	0.9123	0.1953	
	HHTS	0.0307	0.9626	0.9693	0.9100	0.1411	
1200	APENet		0.9204	0.9758			0.1878
1000*	HHTS		0.9626	0.9693			0.0744
1300	LDFUNet		0.9300	0.9734			0.0996
1000*	HHTS		0.9626	0.9693			0.0744
2000	CRTREES	0.0716	0.9624		0.9482		
1000*	HHTS	0.0307	0.9626		0.9100		

BSDS500: HHTS vs. state-of-the-art superpixel methods

* Indicates HHTS early auto-termination

Application

- Refine semantic masks (e.g., Segment Anything Model – SAM)



SAM mask

+ **HHTS** refinement

Conclusion

- HHTS – auto-terminating and high-detail oversegmentation method
- Separate visually distinct objects based on local color histograms
- Find thresholds by combining Laplace filter and equal partitions
- Superior boundary adherence, suitable for thin structures and details
- Reduced input parameter dependencies (initialization, termination)

Hierarchical Histogram Threshold Segmentation

Auto-terminating High-detail Oversegmentation



Federal Ministry
of Education
and Research

Funding



Contact



Project page