



nnMorpho, a PyTorch library for Mathematical Morphology operators

Gonzalo Romero-García, Carlos Agon, Isabelle Bloch

► To cite this version:

Gonzalo Romero-García, Carlos Agon, Isabelle Bloch. nnMorpho, a PyTorch library for Mathematical Morphology operators. 2nd International Conference on Discrete Geometry and Mathematical Morphology 2022, Oct 2022, Strasbourg, France. hal-04915486

HAL Id: hal-04915486

<https://hal.science/hal-04915486v1>

Submitted on 27 Jan 2025

HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers.

L'archive ouverte pluridisciplinaire **HAL**, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d'enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.

nnMorpho, a PyTorch library for Mathematical Morphology operators

Gonzalo Romero-García¹, Carlos Agón¹, Isabelle Bloch²

¹Sorbonne Université, CNRS, IRCAM, STMS, Paris, France

²Sorbonne Université, CNRS, LIP6, Paris, France

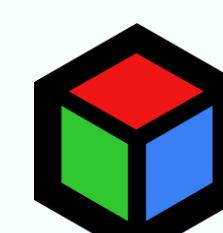
Introduction

This poster presents nnMorpho, a Python library that implements Mathematical Morphology (MM) operators in the PyTorch framework.

A first motivation is to enable to plug MM operators in Deep Learning pipelines, allowing even the structuring elements to be learned.

The second motivation is to take advantage of PyTorch tensors to accelerate the operators with the capability of GPUs, since MM operators are highly parallelizable.

Related software



kornia – a PyTorch Open-Source library for Computer Vision
data structure: PyTorch tensors



SciPy – the standard scientific computing library for Python
data structure: NumPy arrays



OpenCV – a computer vision library with a Python wrapper
data structure: NumPy arrays



scikit-image – a library for image processing in Python
data structure: NumPy arrays

Motivation

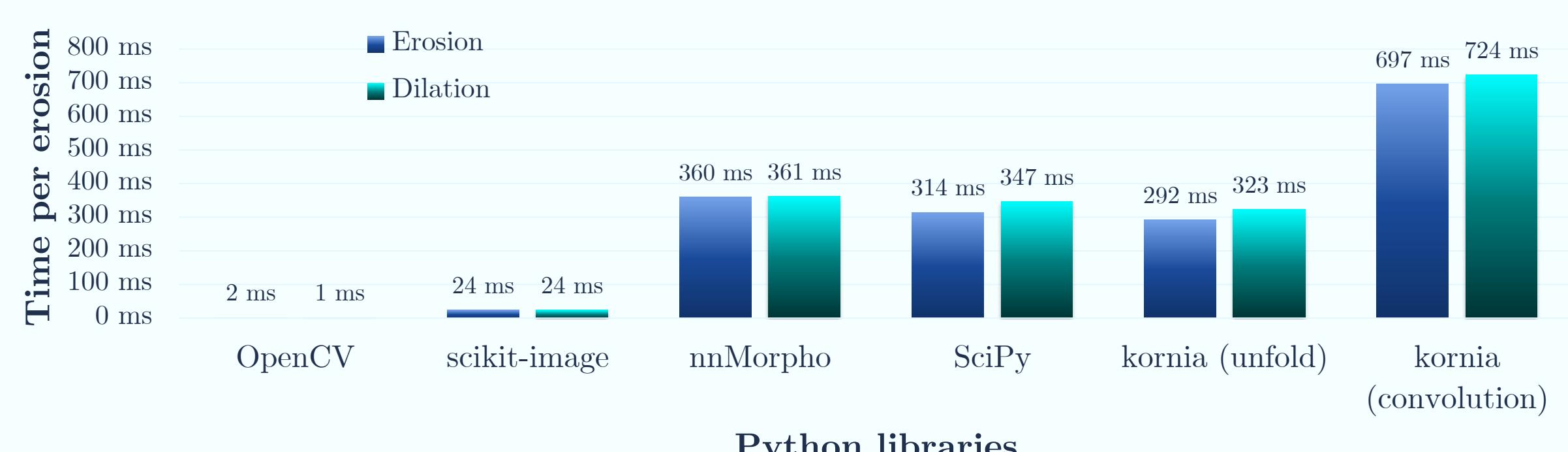
- Work with PyTorch tensors
- Plug MM operators in DL pipelines
- Improve speed with GPU computations
- Improve non-standard topologies (e.g., cylindric)
- Include all morphological parameters (border and origin)
- Implement parallel algorithms in CUDA kernels

Content

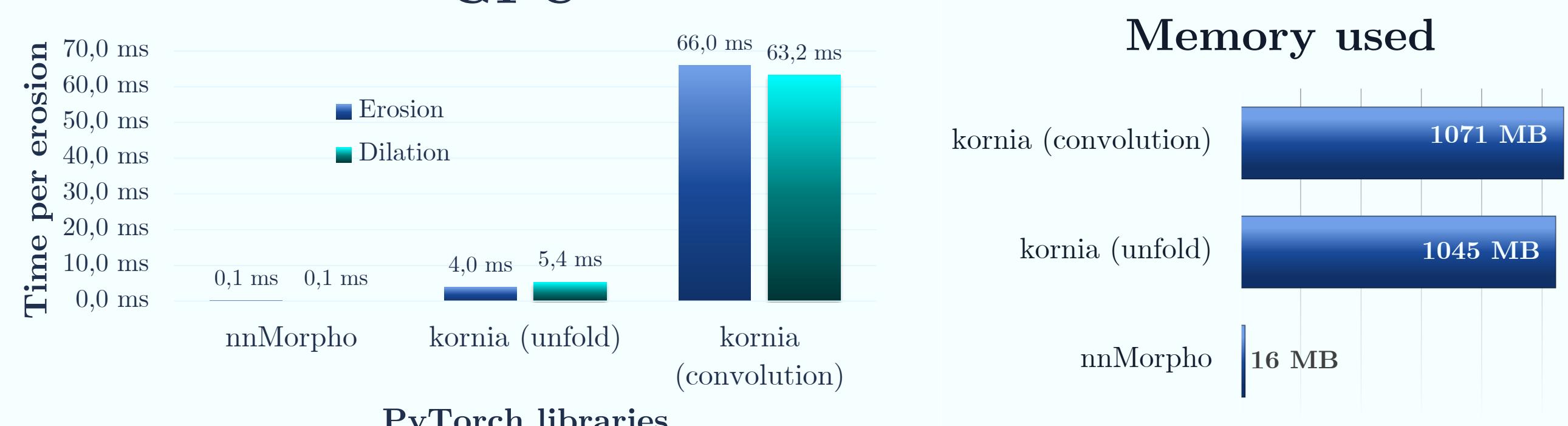
- Greyscale MM operators in 3 flavors:
 - ❖ Pure Python functions
 - ❖ PyTorch functions (that compute and store gradients)
 - ❖ PyTorch modules (with the structuring element as a learning parameter)
- Two types of border: geodesic and Euclidean
- Binary MM in two topologies: flat and cylindric

Performance

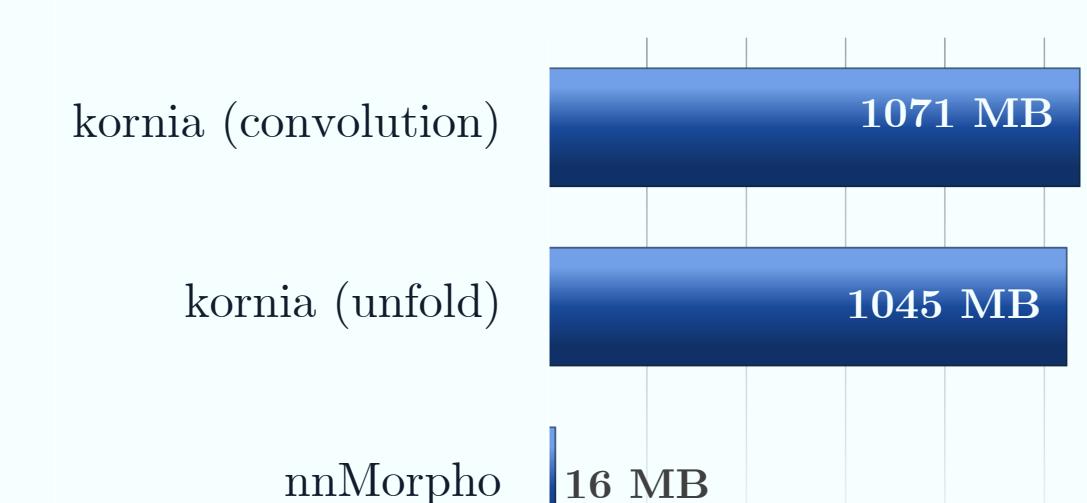
CPU



GPU



Memory used



All the computations are made on a PC with:
OS: Ubuntu 20.04.3 LTS
CPU: Intel(R) Core(TM) i5-7300HQ CPU @ 2.50GHz
GPU: Nvidia GeForce GTX 1050 Mobile