

Research Article

Improved Glowworm Swarm Optimization Algorithm for Multilevel Color Image Thresholding Problem

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The thresholding process finds the proper threshold values by optimizing a criterion, which can be considered as a constrained optimization problem. The computation time of traditional thresholding techniques will increase dramatically for multilevel thresholding. To greatly overcome this problem, swarm intelligence algorithm is widely used to search optimal thresholds. In this paper, an improved glowworm swarm optimization (IGSO) algorithm has been presented to find the optimal multilevel thresholds of color image based on the between-class variance and minimum cross entropy (MCE). The proposed methods are examined on standard set of color test images by using various numbers of threshold values. The results are then compared with those of basic glowworm swarm optimization, adaptive particle swarm optimization (APSO), and self-adaptive differential evolution (SaDE). The simulation results show that the proposed method can find the optimal thresholds accurately and efficiently and is an effective multilevel thresholding method for color image segmentation.

1. Introduction

Image segmentation is to partition an image into multiple segments or regions and extract the meaningful and interested objects, which is the critical step in image processing and image analysis. The goal of image segmentation is to make an image more meaningful and easier to understand and analyze [1, 2]. Nowadays image segmentation has been widely used in many practical applications such as medical imaging [3], object detection [4], optical character recognition (OCR) [5], and remote sensing [6].

By now, several algorithms and techniques have been proposed for image segmentation in the literature and thresholding is one of the simplest but most effective methods in all the image segmentation algorithms. The fundamental principle of thresholding technique is to divide the whole pixel points of an image into several classes by setting different threshold values, so the key to this method is to find the proper threshold values. According to the number of threshold values, thresholding techniques can be separated into two groups: bilevel and multilevel thresholding. Bilevel thresholding is to

divide an image into two parts by using one threshold value. If the threshold value is more than one, it will be extended into multilevel thresholding, which can accurately divide an image into several significant parts. Therefore, multilevel thresholding is an effective and famous technique, and it is extensively applied in many fields.

For years, a great number of thresholding techniques have been described in the literature. In 1979, Otsu's method was presented by Otsu [7], which is one of the best ways of thresholding. However, the computation time is much longer in multilevel threshold problem because it exhaustively searches optimal threshold values by maximizing the between-class variance. In 1985, Tsai [8] proposed a new method to find optimal thresholding values of an input gray-level image by moment-preserving principle, which is called Tsallis entropy method. In 1986, Kittler and Illingworth [9] assumed that the pixel level values of each object in an image are normally distributed. Li and Lee [10] proposed minimum cross entropy thresholding method which selects the optimal thresholding values by minimizing the cross entropy between the original image and its segmented image. The Otsu, Tsallis entropy, and

minimum cross entropy methods can be easily extended to multilevel thresholding. For bilevel thresholding, the traditional thresholding algorithms can find optimal threshold quickly and effectively and the image is accurately segmented into two parts. But, for multilevel thresholding, the traditional techniques become very time-consuming because a large number of iterations are needed for computing the optimal threshold values [11–13].

Swarm intelligence algorithms are very popular global optimization schemes, and the techniques imitate the collective behavior of natural or artificial systems that show some intelligence [14]. The algorithms have been widely used in complex optimization problems which show better performances. In order to solve the multilevel thresholding problem, swarm intelligence algorithms have been used to find optimal thresholds over the years, including genetic algorithm (GA) [15, 16], particle swarm optimization (PSO) [17–19], artificial bee colony (ABC) [20–22], differential evolution (DE) [23–25], firefly algorithm (FA) [26, 27], cuckoo search algorithm (CS) [28, 29], wind driven optimization (WDO) [29], and electromagnetism-like optimization (EMO) algorithm [30]. These methods use different basic swarm intelligence algorithms, different improved algorithms, and different objective functions for different types of images, such as between-class variance, Tsallis entropy, Kapur's entropy, and minimum cross entropy. GA was inspired by the process of natural selection which has been used for multilevel thresholding [31, 32]. The PSO and the improved PSO algorithms were also used to solve the multilevel thresholding problem which mimics the social behavior of bird flock or fish school. The researchers Yin [17] and Maitra and Chatterjee [18] applied PSO algorithm to multilevel thresholding. Thereafter, particle swarm optimization (PSO) and artificial bee colony (ABC) have been adopted to search the optimal multilevel thresholds by Akay using Kapur's entropy and between-class variance as objective functions [19]. Horng [20], Zhang and Wu [21], and Cuevas et al. [33] proposed a new image segmentation method using artificial bee colony algorithm for multilevel thresholding. And the algorithm is also used for segmentation of SAR image [34, 35] and satellite image [22]. In 2010, a novel multilevel thresholding segmentation method based on differential evolution (DE) algorithm is presented [23]. Firefly algorithm (FA), inspired by the social behavior of firefly swarm, is also used to find several threshold values on a given image [36]. Also, two new swarm intelligence algorithms, cuckoo search algorithm (CS) and wind driven optimization (WDO), using Kapur's entropy for multilevel thresholding are proposed, and two algorithms can efficiently and accurately search multiple threshold values [29].

Color images include more information than gray images and multilevel color image segmentation is widely used now. Swarm intelligence algorithms are also used for color image multilevel segmentation. Zingaretti et al. [37] proposed the new method which is based on genetic algorithm (GA) for color image segmentation. Raja et al. [38] presented an improved particle swarm optimization (PSO) algorithm for cancer infected breast thermal images by Otsu's method. Sarkar et al. [39] developed a novel multilevel color image

thresholding method based on differential evolution (DE) algorithm and minimum cross entropy, and simulation results show that it is an effective method. Three different quantum inspired metaheuristic techniques, namely, Quantum Inspired Ant Colony Optimization, Quantum Inspired Differential Evolution, and Quantum Inspired Particle Swarm Optimization technique, for multilevel color image thresholding are presented. Simulations and results prove that the Quantum Inspired Ant Colony Optimization method outperforms the other methods [40]. Rajinikanth and Couceiro [41] used the firefly algorithm (FA) for color image segmentation. The evolutionary and swarm-based algorithms of evolution strategy (ES), genetic algorithm (GA), differential evolution (DE) algorithm, adaptive differential evolution algorithm (JADE), particle swarm optimization (PSO) algorithm, artificial bee colony (ABC) algorithm, cuckoo search (CS), and differential search (DS) algorithm are also used for multilevel color image thresholding problem [42].

The glowworm swarm optimization (GSO) is a novel swarm intelligence algorithm for optimization developed by Krishnanand and Ghose in 2005 [43] which mimics the flashing behavior of glowworms. In the algorithm, each glowworm carries a luminescence quantity called luciferin, which is decided by the function value of glowworm's current location. During the course of movement, glowworm identifies its neighbors based on local-decision domain and selects a neighbor which has a luciferin value higher than its own using a probabilistic mechanism and moves toward it [44–49]. GSO algorithm has been applied for numerous complex optimization problems. Qifang et al. [50] and Horng [51] used GSO algorithm based on Otsu's method and minimum cross entropy for multilevel threshold image segmentation and the experimental results show that the method has better performance for gray images. In order to improve the performance of the standard GSO algorithm and search the global optimal value efficiently and accurately, the improved glowworm swarm optimization (IGSO) is presented in this paper. Step size s is an important parameter in determining the convergence of GSO algorithm, so a new update method of step size is proposed. Furthermore the sensor range is extended to the whole search space and the random movement of the brightest glowworms of firefly algorithm is also introduced. Subsequently the IGSO algorithm using different objective functions is used for multilevel color image thresholding problem, such as between-class variance and minimum cross entropy (MCE). The performance of IGSO algorithm for multilevel color image thresholding is measured in terms of the optimal threshold values, objective values, the peak signal to noise ratio (PSNR), and structural similarity index (SSIM) and then compared with other swarm intelligence algorithms such as adaptive particle swarm optimization (APSO) [52] and self-adaptive differential evolution (SaDE) algorithm [53].

The remainder of the paper is organized as follows. Section 2 presents the concepts of between-class variance method and minimum cross entropy method. Section 3 gives a detailed description of GSO algorithm and the proposed IGSO algorithm. In Section 4, the numerical experimental

results of IGSO, GSO, APSO, and SaDE algorithms for multi-level color image segmentation are shown and discussions are also given. Finally, the conclusion is presented in Section 5.

2. Formulation of the Problem

Swarm intelligence algorithms find the optimal thresholds by maximizing an objective function. In this paper, two commonly used thresholding methods, between-class variance method (Otsu's) and minimum cross entropy are used as objective functions to find the optimal multilevel thresholds.

2.1. Between-Class Variance Method (Otsu's Method). Thresholding based on Otsu's method is a nonparametric segmentation method that divides the whole image into classes by maximizing the between-class variance.

Assume that an image has N pixels and L gray levels, and the number of pixels at level i is represented by f_i ; then $N = f_1 + f_2 + \dots + f_L$. The occurrence probability of level i is defined by

$$p_i = \frac{f_i}{N}, \quad p_i \geq 0, \quad (1)$$

$$\sum_{i=1}^L p_i = 1.$$

In bilevel thresholding, the optimum threshold t divides the image into two classes, and the cumulative probabilities of each class can be described as follows:

$$\omega_0 = \sum_{i=1}^t p_i, \quad (2)$$

$$\omega_1 = \sum_{i=t+1}^L p_i.$$

The mean levels of two classes are described as follows:

$$\mu_0 = \frac{\sum_{i=1}^t i p_i}{\omega_0}, \quad (3)$$

$$\mu_1 = \frac{\sum_{i=t+1}^L i p_i}{\omega_1}.$$

The between-class variance of two classes is defined by (4):

$$f(t) = \sigma_0 + \sigma_1, \quad (4)$$

$$\sigma_0 = \omega_0 (\mu_0 - \mu_T)^2, \quad (5)$$

$$\sigma_1 = \omega_1 (\mu_1 - \mu_T)^2,$$

where μ_T is the mean levels of whole image:

$$\mu_T = \sum_{i=1}^L i p_i. \quad (6)$$

The optimum threshold t^* is searched exhaustively by maximizing the between-class variance, and the optimal threshold is

$$t^* = \arg \max_{1 \leq t \leq L} (f(t)). \quad (7)$$

Otsu's method can be extended to multilevel thresholding. Assume that an image is divided into M classes; the extended between-class variance of m classes is calculated by

$$f(t) = \sum_{i=0}^{M-1} \sigma_i. \quad (8)$$

The sigma terms are determined using (9) and the mean levels are calculated by (10):

$$\sigma_0 = \omega_0 (\mu_0 - \mu_T)^2,$$

$$\sigma_1 = \omega_1 (\mu_1 - \mu_T)^2,$$

$$\vdots$$

$$\sigma_{M-1} = \omega_{M-1} (\mu_{M-1} - \mu_T)^2,$$

$$\mu_0 = \frac{\sum_{i=1}^{t_1} i p_i}{\omega_0},$$

$$\mu_1 = \frac{\sum_{i=t_1+1}^{t_2} i p_i}{\omega_1},$$

$$\vdots$$

$$\mu_{M-1} = \frac{\sum_{i=t_{M-1}+1}^L i p_i}{\omega_{M-1}}. \quad (9)$$

The optimum thresholds are searched by maximizing the between-class variance by

$$t^* = \arg \max_{1 \leq t \leq L} \left(\sum_{i=0}^{M-1} \sigma_i \right). \quad (11)$$

2.2. Minimum Cross Entropy Method. Assume that two probability distributions, $p = \{p_1, p_2, \dots, p_N\}$ and $q = \{q_1, q_2, \dots, q_N\}$, belong to the same set. The cross entropy between p and q is defined as follows:

$$H(p, q) = \sum_{i=1}^N p_i \log \frac{p_i}{q_i}. \quad (12)$$

The concept of cross entropy is widely used for optimization problem, and the minimum cross entropy thresholding method selects an optimal threshold that minimizes the cross entropy between the original image and the processed image. If an original image I in L gray levels can be divided into two segments by threshold t and $f(i)$, where $i = 1, 2, \dots, L$

is the number of gray levels, then the cross entropy can be calculated by

$$H(t) = \sum_{i=1}^L if(i) \log(i) - \sum_{i=1}^{t-1} if(i) \log(\mu(1, t)) - \sum_{i=t}^L if(i) \log(\mu(t, L+1)), \quad (13)$$

where

$$\mu(1, t) = \frac{\sum_{i=1}^{t-1} if(i)}{\sum_{i=1}^{t-1} f(i)}, \quad (14)$$

$$\mu(t, L+1) = \frac{\sum_{i=t}^L if(i)}{\sum_{i=t}^L f(i)}.$$

We can select an optimal threshold t^* by minimizing the cross entropy based on (13):

$$t^* = \arg \min_{1 \leq t \leq L} \{H(t)\}. \quad (15)$$

Since the first item is constant, the expression of the cross entropy can be modified as

$$H(t) = - \sum_{i=1}^{t-1} if(i) \log(\mu(1, t)) - \sum_{i=t}^L if(i) \log(\mu(t, L+1)) \quad (16)$$

$$= -m^1(1, t) \log\left(\frac{m^1(1, t)}{m^0(1, t)}\right) - m^1(t, L+1) \times \log\left(\frac{m^1(t, L+1)}{m^0(t, L+1)}\right),$$

where $m^0(a, b) = \sum_{i=a}^{b-1} f(i)$ is the zero-moment and $m^1(a, b) = \sum_{i=a}^{b-1} if(i)$ is the first-moment of the image histogram.

It is quite straightforward to extend minimum cross entropy thresholding method to multilevel thresholding segmentation. If an image is required to find M thresholds $(t_1, t_2, \dots, t_{M-1})$, the cross entropy is given by

$$H(t_1, t_2, \dots, t_M) = - \sum_{i=1}^{M+1} m^1(t_{i-1}, t_i) \log\left(\frac{m^1(t_{i-1}, t_i)}{m^0(t_{i-1}, t_i)}\right). \quad (17)$$

We can obtain the optimal threshold by minimizing (17). As the swarm intelligence algorithms are usually used to solve maximization problems, we modified (17) as shown below:

$$H(t_1, t_2, \dots, t_M) = \sum_{i=1}^{M+1} m^1(t_{i-1}, t_i) \log\left(\frac{m^1(t_{i-1}, t_i)}{m^0(t_{i-1}, t_i)}\right). \quad (18)$$

All algorithms used in this paper calculate the minimum cross entropy fitness function by (18) for multilevel thresholding segmentation, which can find the optimal thresholds.

3. Glowworm Swarm Optimization Algorithm

3.1. The Standard Glowworm Swarm Optimization Algorithm. The standard GSO algorithm includes the following steps.

Step 1 (parameters' definition). The key parameters impact the performance of GSO algorithm, that is, s , ρ , β , R_0 , and R_s .

Step 2 (glowworms' initialization). In the phase, the glowworms are initially distributed randomly in the given fitness function space so that they are well dispersed, which have equal quantity of luciferin and sensor range. Furthermore, the current iteration is set to 1.

Step 3 (luciferin update phase). The luciferin depends on the function value at the current position of the glowworm, so the position of glowworms changes and the luciferin updates accordingly in the each iteration. Each glowworm updates luciferin according to the following equation:

$$\ell_i(t+1) = (1-\rho)\ell_i(t) + \gamma J_i(t+1), \quad (19)$$

where $\ell_i(t)$ is the luciferin of glowworm i at time t , ρ is the luciferin decay constant ($0 < \rho < 1$), γ represents the luciferin enhancement constant, and $J_i(t)$ is the function value.

Step 4 (movement phase). Each glowworm has a variable local-decision domain, which is bounded by a radial sensor range r_s , and is attracted to brighter glowworms. In the movement phase, glowworms search a neighbor by a probabilistic mechanism that has higher luciferin value and move to it. For each glowworm i , the probability equation of moving toward a neighbor j can be stated as

$$p_{ij}(t) = \frac{(\ell_j(t) - \ell_i(t))}{\sum_{k \in N_i(t)} (\ell_k(t) - \ell_i(t))}, \quad (20)$$

where $j \in N_i(t) \neq \Phi$, $N_i(t) = \{j : d_{i,j}(t) < r_d^i(t) \text{ and } \ell_j(t) < \ell_i(t)\}$ is the set of neighbors of glowworm i , $r_d^i(t)$ is the variable local-decision domain, and $d_{i,j}(t)$ represents the Euclidean distance between glowworms i and j at time t . Then, the equation of the glowworm movements is given by

$$x_i(t+1) = x_i(t) + s \left(\frac{x_j(t) - x_i(t)}{\|x_j(t) - x_i(t)\|} \right), \quad (21)$$

where $x_i(t)$ represents the location of glowworms i at time t , s is the step size, and $\|\cdot\|$ is the Euclidean norm operator.

Step 5 (local-decision domain update). In the GSO algorithm, the local-decision domain is a dynamic value that is a function with the number of peaks captured. In order to update adaptively the local-decision domain range of each glowworm, the rule is stated as

$$r_d^i(t+1) = \min \left\{ r_s, \max \left\{ 0, r_d^i(t) + \beta (n_t - |N_i(t)|) \right\} \right\}, \quad (22)$$

where β is a constant parameter and n_t is a threshold parameter used to control the number of neighbors.

```

Set number of dimensions  $m$ 
Set number of glowworms  $n$ 
Let  $x_i(t)$  be the location of glowworm  $i$  at time  $t$ 
Generate initial population of glowworms  $x_i$  ( $i = 1, 2, \dots, n$ ) randomly
for  $i = 1$  to  $n$  do  $\ell_i(0) = \ell_0$ 
     $r_d^i(0) = r_0$ ;
set maximum iteration number = iter_max
set  $t = 1$ 
While ( $t < \text{iter\_max}$ ) do
{
     $s(t) = 3 - (3 - 0.001) * (t/\text{iter\_max})^{n1}$ 
    for each glowworm  $i$  do
     $\ell_i(t + 1) = (1 - \rho)\ell_i(t) + \gamma J_i(t + 1)$ ;
    for each glowworm  $i$  do
    {
         $N_i(t) = \{j : d_{i,j}(t) < r_d^i(t); \ell_i(t) < \ell_j(t)\}$ ;
        for each glowworm  $j \in N_i(t)$  do
             $p_{ij}(t) = (\ell_j(t) - \ell_i(t)) / \sum_{k \in N_i(t)} (\ell_k(t) - \ell_i(t))$ 
             $j = \text{select\_glowworm}(\vec{p})$ 
             $x_i(t + 1) = x_i(t) + s((x_j(t) - x_i(t)) / \|x_j(t) - x_i(t)\|)$ 
             $r_d^i(t + 1) = R_S = 255$ ;
            for  $k = 1$  to  $m$  do
                 $x_{i,\max,k} \leftarrow x_{i,\max,k} + \alpha(\text{rand} - 0.5)$ ;
            end
        }
    }
     $t \leftarrow t + 1$ ;
}

```

PSEUDOCODE 1: The pseudocode of IGSO algorithm.

3.2. The Proposed Glowworm Swarm Optimization Algorithm.

The size step s is a key parameter, which affects the convergence of the GSO algorithm. In GSO algorithm, the step size should be smaller than the ϵ -distance in order to find the optimal solutions [54]. However, the lower step size value may lead to a slow convergence speed. So it can be a large value for starting the algorithm and gradually reducing the value of step size with the increase of iteration [54]. Also, the step size is relevant to the size of the search space. For the larger space, step size must be a larger value. In the standard GSO, s is a constant. In order to improve the convergence of the GSO algorithm, we present a new step size update method in this section. Considering the search space and dimension of image segmentation, the expression is given by

$$s(t) = 3 - (3 - 0.001) * \left(\frac{t}{\text{iter_max}} \right)^{n1}, \quad (23)$$

where $[0.001, 3]$ is the range of step size, t is iteration, iter_max is the maximum number of iterations, and $n1 = 10^{(-m)}$, where m is the dimension of the search space. When the dimension m is a large value and $n1$ is a low value, the step size will correspondingly increase and algorithm can search more quickly.

The local-decision domain is an important parameter that affects the ability of capturing multiple peaks. When the sensor range of each glowworm extends to the whole search space, all the glowworms move to the global optimal value

and ignore the local optimum [54]. To ensure that the GSO algorithm can find the global optimal threshold of image segmentation, the sensor range covers the entire space of image gray histogram $[0, 255]$ and the value is set to 255 in this paper.

In the GSO algorithm, the glowworms with the maximum luciferin remain stationary during the each iteration. The above feature leads to the movements of glowworms that are confined to the interior region of the convex hull [54]. The firefly algorithm can search multiple global solutions simultaneously, and thus it is a very efficient algorithm. However, in the FA algorithm, the brightest fireflies move randomly. So the random movement of the brightest agents is introduced to GSO in this paper.

The pseudocodes of the IGSO algorithm are shown as Pseudocode 1.

4. Results and Discussion

In this paper, the improved glowworm swarm optimization (IGSO) algorithm is applied to the multilevel color image thresholding problem. The RGB color model is a simple and effective model of color image which has three basic color components of red, green, and blue, so we should search the optimal threshold values and fitness values for the each component of the color images. The optimal fitness values (f_{best}) of color image is equal to the sum of the optimal fitness

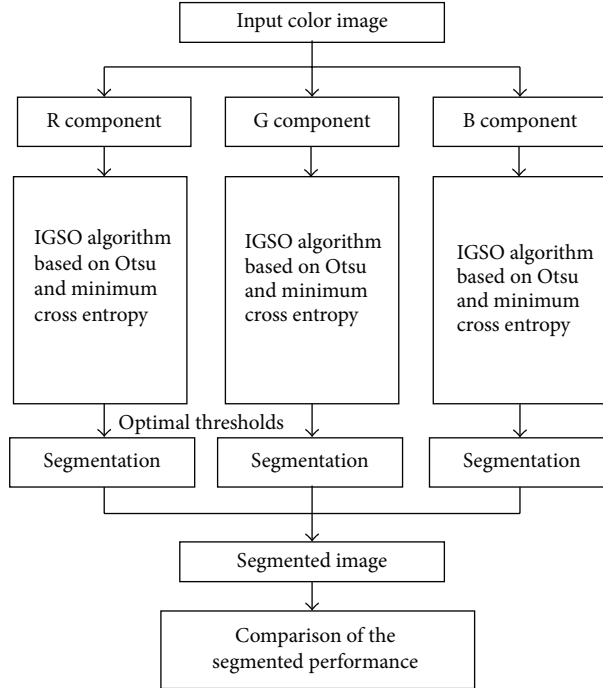


FIGURE 1: The work of IGSO algorithm for multilevel color image thresholding problem.

values of three components. The work of IGSO algorithm for multilevel color image thresholding problem in this paper is briefly illustrated in Figure 1.

In this section, a large number of experiments are carried out on ten well-known color test images in order to test the performance of the IGSO algorithm for multilevel color image thresholding. Two simple segmentation methods, namely, between-class variance (Otsu) method and minimum cross entropy, are utilized as the fitness functions. All algorithms are implemented in MATLAB Release 2010. Ten well-known color test images and their histograms are shown in Figure 2. All the images are 512×512 in size. The population size is set to be 50 and the maximum number of iterations is 100 in all experiments in this paper. The IGSO algorithm is also compared with two efficient optimization algorithms of APSO and SaDE algorithms. Tables 1–3 give the value of important parameters used for IGSO, APSO, and SaDE algorithms, respectively. In order to estimate the quality of segmented image, the two parameters of peak signal to noise ratio (PSNR) and structural similarity (SSIM) index are used. The higher value of PSNR and SSIM shows a better quality of thresholding.

The peak signal to noise ratio (PSNR) is one of the important performance criteria of image segmentation. The expression of PSNR is defined as follows:

$$\text{PSNR (in dB)} = 20 \log_{10} \left(\frac{255}{\text{RMSE}} \right), \quad (24)$$

where

$$\text{RMSE} = \sqrt{\frac{\sum_{I=1}^M \sum_{J=1}^N (I(i, j) - I'(i, j))^2}{MN}}, \quad (25)$$

TABLE 1: The parameters used in the IGSO algorithm.

Parameters	Explanation	Value
γ	Luciferin enhancement constant	0.6
β	Update rate of decision domain	0.08
ρ	Luciferin decay constant	0.4
R_s	Sensor range	255
$[x_{\min}, x_{\max}]$	Initialization range for the position of the particles	[0, 255]

TABLE 2: The parameters used in the APSO algorithm.

Parameters	Explanation	Value
w_{\max}	Maximum of inertia weight	0.9
w_{\min}	Minimum of inertia weight	0.1
c_1	Acceleration constants	2.0
c_2	Acceleration constants	2.0
$[x_{\min}, x_{\max}]$	Initialization range for the position of the particles	[0, 255]

where $M \times N$ is the size of image, I is the original image, and I' is the segmented image.



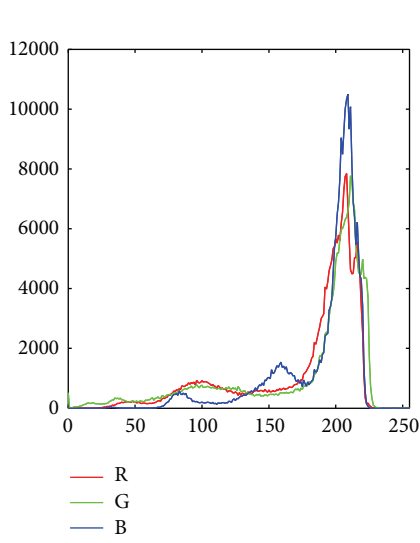
(a)



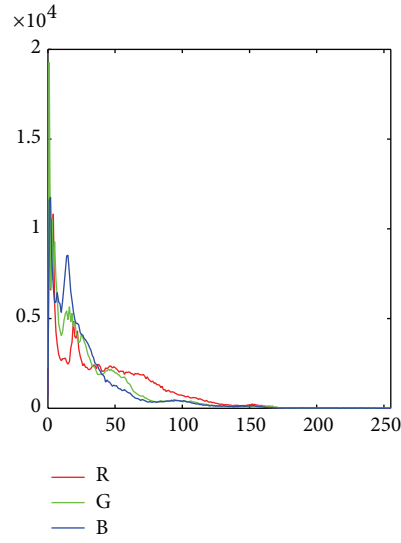
(b)



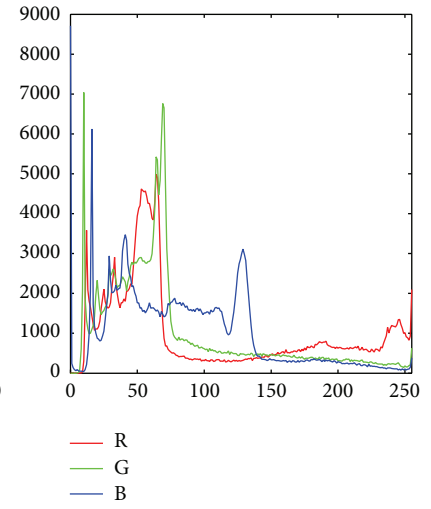
(c)



(a')



(b')



(c')



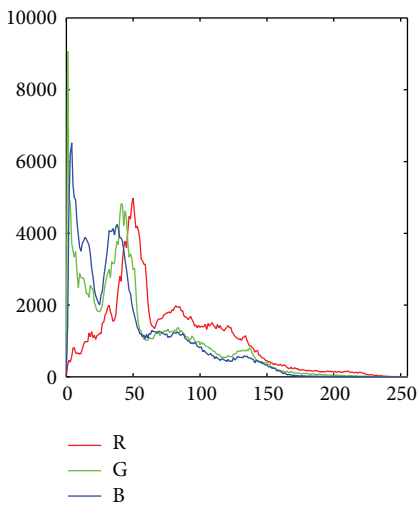
(d)



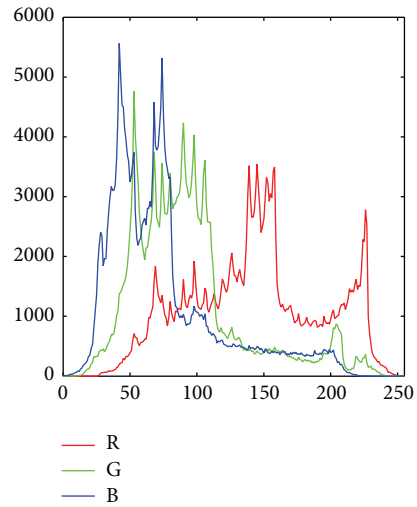
(e)



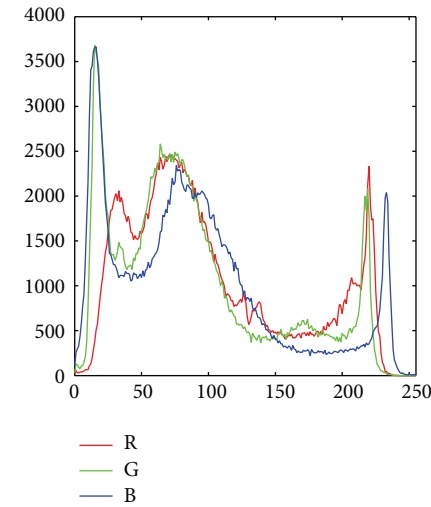
(f)



(d')

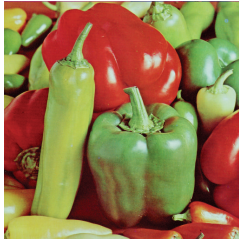


(e')



(f')

FIGURE 2: Continued.



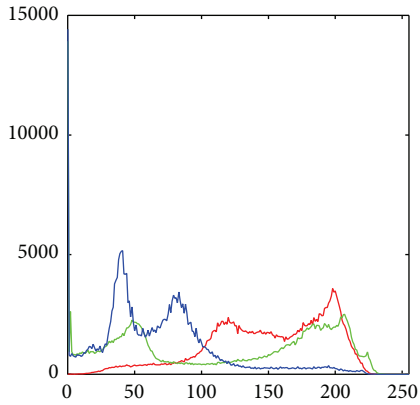
(g)



(h)

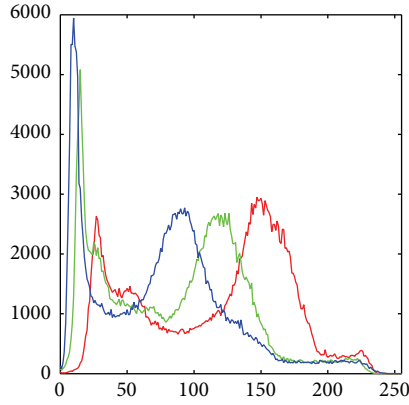


(i)



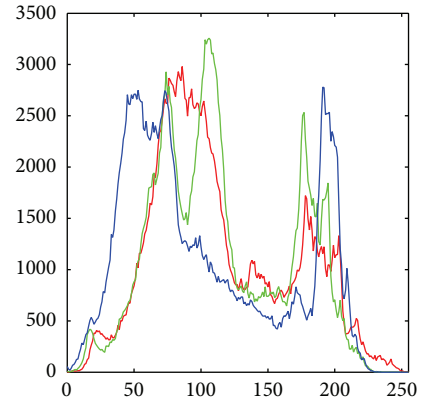
— R
— G
— B

(g')



— R
— G
— B

(h')

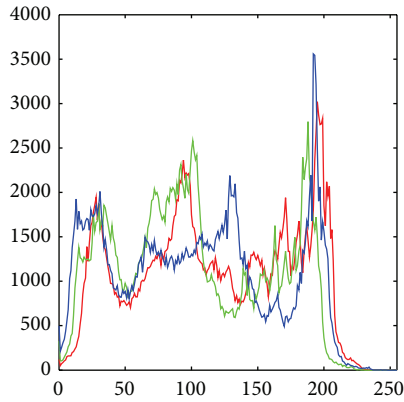


— R
— G
— B

(i')



(j)



— R
— G
— B

(j')

FIGURE 2: The ten test images: (a) airplane, (b) couple, (c) flower, (d) girl, (e) monarch, (f) pen, (g) pepper, (h) soccer, (i) test, and (j) yacht and corresponding histograms: (a') airplane, (b') couple, (c') flower, (d') girl, (e') monarch, (f') pen, (g') pepper, (h') soccer, (i') test, and (j') yacht.

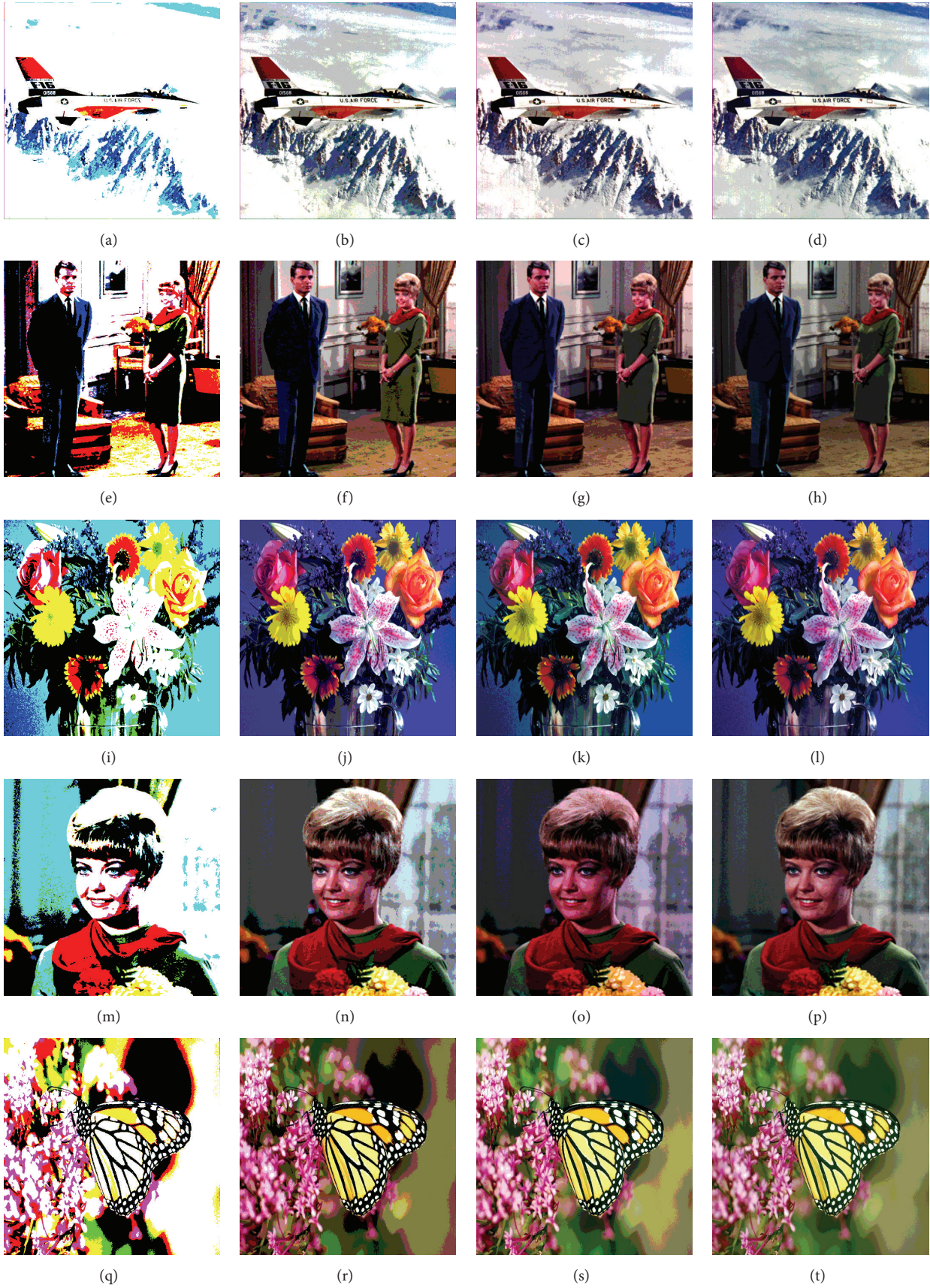


FIGURE 3: For $m = 2, 4, 6,$ and $8,$ images (a)–(d) for airplane, (e)–(h) for couple, (i)–(l) for flower, (m)–(p) for girl, and (q)–(t) for monarch, using IGSO algorithm based on Otsu.



FIGURE 4: For $m = 2, 4, 6,$ and 8 , images (a)–(d) for pen, (e)–(h) for pepper, (i)–(l) for soccer, (m)–(p) for test, and (q)–(t) for yacht, using IGSO algorithm based on Otsu.

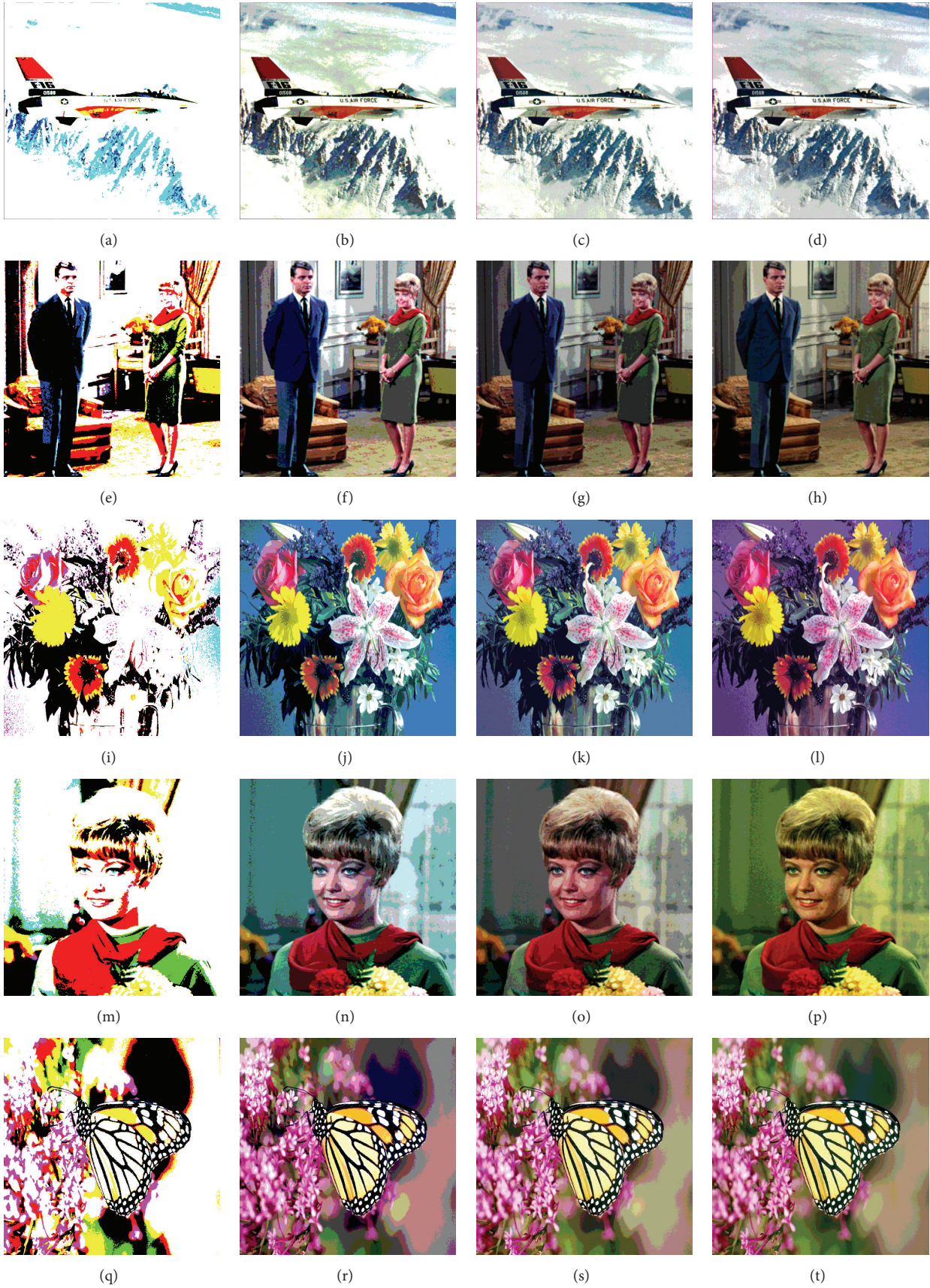


FIGURE 5: For $m = 2, 4, 6,$ and $8,$ images (a)–(d) for airplane, (e)–(h) for couple, (i)–(l) for flower, (m)–(p) for girl, and (q)–(t) for monarch, using IGSO algorithm based on minimum cross entropy.



FIGURE 6: For $m = 2, 4, 6,$ and 8 , images (a)–(d) for pen, (e)–(h) for pepper, (i)–(l) for soccer, (m)–(p) for test, and (q)–(t) for yacht, using IGSO algorithm based on minimum cross entropy.

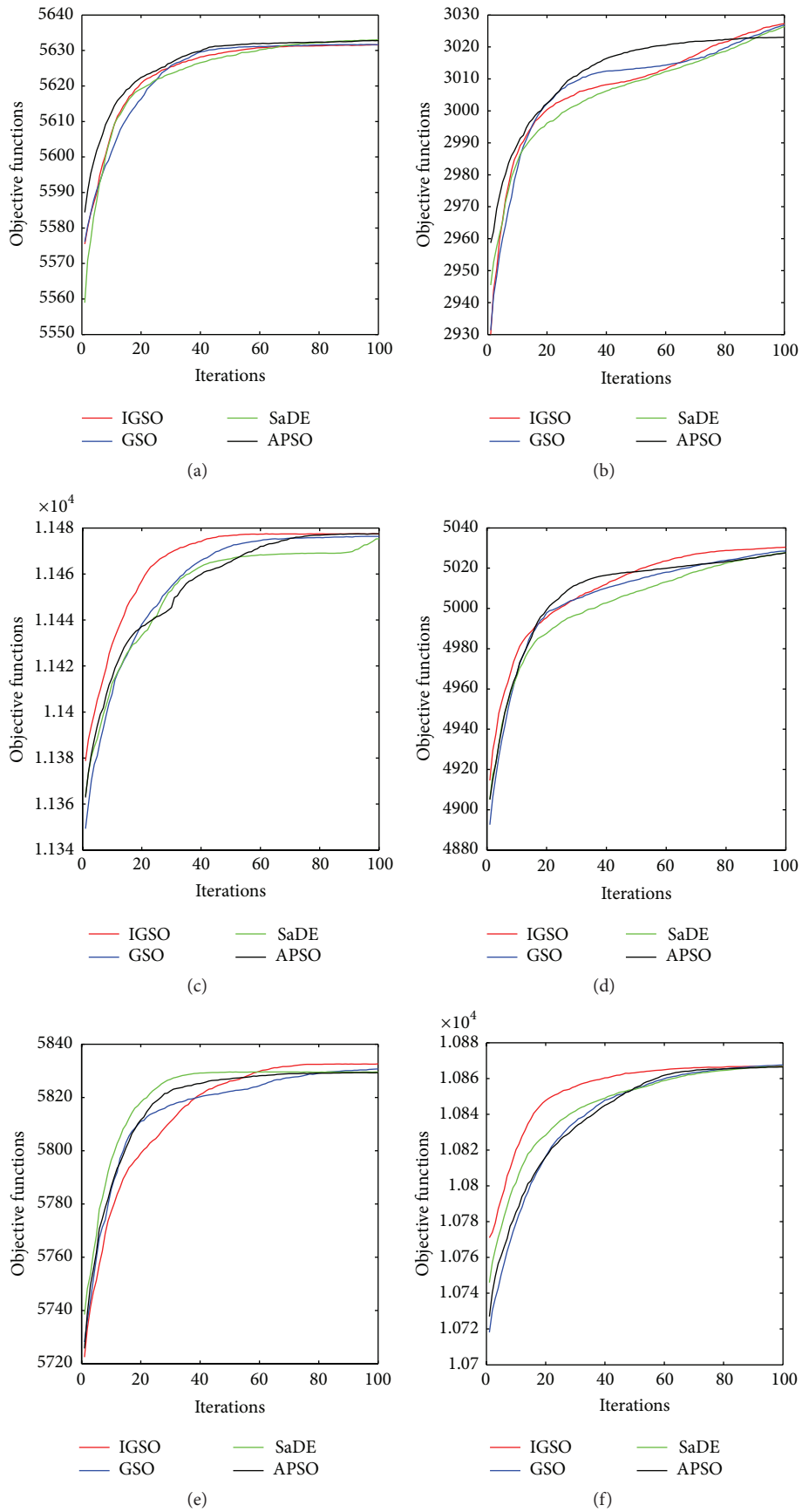


FIGURE 7: Continued.

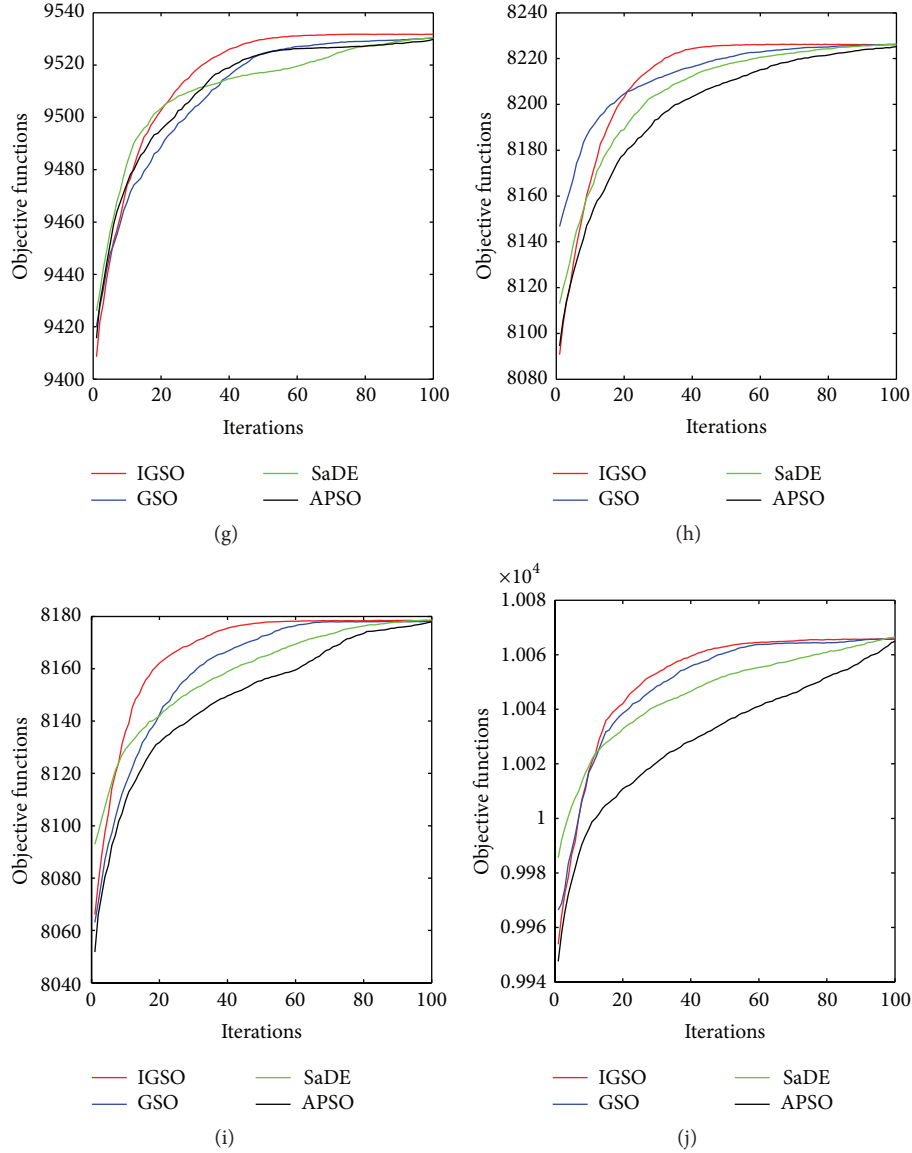


FIGURE 7: Convergence curves of IGSO, GSO, APSO, and SaDE algorithms for $m = 8$ using Otsu's method.

TABLE 3: The parameters used in the SaDE algorithm.

Parameters	Explanation	Value
F_0	Differential weight	0.9
CR	Crossover probability	0.1
$[x_{\min}, x_{\max}]$	Initialization range for the position of the particles	$[0, 255]$

For a RGB color image, the PSNR value of three basic components is computed independently and the average values of them are considered as the PSNR value of color image.

The structural similarity (SSIM) index [55] is used to measure the similarity between the original image and the

segmented image. The SSIM between two images can be stated as

$$\text{SSIM}(I, I') = \frac{(2\mu_I\mu_{I'} + c_1)(2\sigma_{II'} + c_2)}{(\mu_I^2 + \mu_{I'}^2 + c_1)(\sigma_I^2 + \sigma_{I'}^2 + c_2)}, \quad (26)$$

where μ_I is the average of I , $\mu_{I'}$ is the average of I' , σ_I^2 is the variance of I , $\sigma_{I'}^2$ is the variance of I' , $\sigma_{II'}$ is the covariance of I and I' , two variables $c_1 = (k_1L)^2$ and $c_2 = (k_2L)^2$ stabilize the division with weak denominator, and L is the dynamic range of the pixel-values, $k_1 = 0.01$ and $k_2 = 0.03$. In addition, the SSIM can be extended for color RGB images as shown below:

$$\text{SSIM} = \sum_c \text{SSIM}(I^c, I'^c), \quad (27)$$

where I^c and I'^c are the c th channel of the original image and segmented color image, respectively, and c is channel number.

TABLE 4: Optimal thresholds and objective values obtained by IGSO and GSO algorithms using Otsu's method.

<i>m</i>	IGSO				GSO			
	<i>R</i>	<i>G</i>	<i>B</i>	<i>f</i> ($\times 10^3$)	<i>R</i>	<i>G</i>	<i>B</i>	<i>f</i> ($\times 10^3$)
<i>Airplane</i>								
2	120,177	94,166	124,181	5.15456	120,177	94,166	124,181	5.15456
4	83,126,169,199	66,116,164,201	112,150,180,203	5.48484	83,126,169,199	66,116,164,201	112,150,180,203	5.48484
6	68,99,129,162,187,204	57,98,132,167,193,209	102,134,156,176,195,207	5.58695	68,100,132,167,193,207	55,98,133,167,193,207	102,136,156,176,196,209	5.58690
8	64,92,114,140,163,184,198,209	47,80,107,132,159,183,200,212	56,102,132,152,170,188,201,211	5.63154	63,93,116,141,166,186,199,210	47,81,108,134,161,184,202,214	57,104,134,154,173,190,202,211	5.63244
<i> Couple</i>								
2	35,83	30,81	27,76	2.64122	35,83	30,81	27,76	2.64122
4	17,42,71,109	16,39,74,122	17,39,72,117	2.91159	17,42,71,109	16,39,74,122	17,39,72,117	2.91159
6	13,32,52,73,97,131	13,31,51,81,123,176	11,26,46,77,119,177	2.99013	15,33,52,75,97,131	13,32,54,81,123,176	13,27,46,77,119,178	2.99009
8	12,28,45,62,81,104,135,204	10,23,37,54,78,104,138,200	9,22,38,56,80,108,142,180	3.02731	12,29,43,61,78,100,131,200	10,24,40,60,73,86,106,135,201	9,20,34,55,74,102,133,176	3.02709
<i> Flower</i>								
2	101,190	53,129	73,151	10.35564	101,190	53,129	73,151	10.35564
4	42,92,154,209	44,84,132,188	32,68,108,163	11.25529	42,92,154,209	44,84,132,188	32,68,108,163	11.25529
6	41,76,119,160,194,226	32,56,84,121,162,206	26,55,86,114,152,199	11.38993	41,76,118,159,193,225	32,54,82,121,163,206	26,55,83,114,152,198	11.38990
8	35,53,78,109,142,173,201,229	30,54,77,102,129,157,189,222	20,38,57,76,96,118,154,200	11.47485	34,53,76,109,142,172,200,228	31,54,77,101,138,162,193,220	24,40,59,72,91,117,161,209	11.47454
<i> Girl</i>								
2	69,124	34,88	31,81	4.34647	69,124	34,88	31,81	4.34647
4	37,69,106,155	25,58,92,129	24,52,81,117	4.84594	37,69,106,155	25,58,92,129	24,52,81,117	4.84594
6	35,62,88,112,140,179	25,57,89,124,194,208	23,44,67,94,124,190	4.93170	34,62,89,114,140,179	22,57,89,123,194,208	23,48,67,94,124,190	4.93167
8	27,44,64,83,104,125,151,187	16,34,52,72,92,115,138,169	13,29,47,67,88,110,134,163	5.02842	26,45,65,87,112,130,160,192	12,31,50,67,88,110,136,172	12,25,40,65,84,103,131,167	5.02814
<i> Monarch</i>								
2	114,176	79,142	62,122	5.19253	114,176	79,142	62,122	5.19253
4	89,127,162,198	63,90,125,175	55,86,122,164	5.63990	89,127,162,198	63,90,125,175	55,86,122,164	5.63990
6	77,105,129,149,174,204	45,64,83,103,134,180	40,60,85,113,141,178	5.77439	79,105,129,150,174,206	48,64,83,104,134,181	40,60,85,113,141,178	5.77434
8	63,85,109,130,148,166,191,212	12,45,63,81,98,119,149,186	38,54,70,86,108,131,156,184	5.83061	68,90,103,123,145,160,187,208	21,46,63,81,98,119,149,186	35,49,63,80,101,127,149,182	5.83002
<i> Pen</i>								
2	76,151	60,138	63,152	9.77709	76,151	60,138	63,152	9.77709
4	51,84,124,178	44,82,128,183	44,85,125,184	10.58262	51,84,124,178	44,82,128,183	44,85,125,184	10.58262
6	44,69,92,120,157,195	36,63,86,114,151,192	32,61,88,115,153,201	10.78635	44,69,93,120,156,194	36,63,85,114,152,192	32,61,88,117,155,201	10.78632
8	39,59,77,96,120,149,179,206	29,50,70,89,110,137,169,199	29,53,74,93,116,142,177,212	10.86604	36,55,74,93,114,141,171,202	28,48,67,85,105,145,176,199	27,49,70,90,110,135,169,209	10.86570
<i> Pepper</i>								
2	97,159	78,157	58,127	8.61756	97,159	78,157	58,127	8.61756
4	81,124,156,186	30,82,140,185	25,60,95,146	9.28037	81,124,156,186	30,82,140,185	25,60,95,146	9.28037
6	62,96,121,143,167,191	20,46,81,125,163,193	23,50,73,96,129,172	9.45358	64,97,122,143,168,191	20,49,81,126,163,194	20,50,73,96,129,171	9.45354
8	53,85,107,127,145,164,183,199	17,42,69,100,132,159,182,201	11,32,50,69,87,108,140,177	9.55018	54,85,108,128,145,165,184,200	17,40,64,92,122,153,177,199	11,31,50,69,87,108,140,179	9.52962
<i> Soccer</i>								
2	86,149	71,138	55,126	7.27688	86,149	71,138	55,126	7.27688
4	57,103,144,180	41,83,120,166	38,77,113,166	7.96150	57,103,144,180	41,83,120,166	38,77,113,166	7.96150
6	44,75,109,137,160,192	30,57,86,112,135,175	27,56,82,105,133,177	8.15225	44,75,108,136,159,192	32,58,87,113,136,176	27,55,82,105,133,179	8.15218
8	40,63,86,113,135,153,171,198	26,48,73,97,114,133,158,192	23,46,68,86,105,127,154,192	8.22619	36,58,79,110,129,147,168,195	24,43,69,95,111,129,151,186	22,45,67,86,104,126,155,192	8.22581
<i> Test</i>								
2	89,148	86,144	82,150	7.43581	89,148	86,144	82,150	7.43581
4	61,92,127,171	57,90,126,165	55,88,127,172	7.94367	61,92,127,171	57,90,126,165	55,88,127,172	7.94367
6	52,78,100,127,161,193	46,72,95,124,157,185	40,62,86,114,147,181	8.10926	51,77,100,127,160,194	45,71,95,124,158,185	40,62,86,115,147,182	8.10922
8	45,68,87,104,129,157,184,207	43,67,88,107,130,158,180,198	33,52,69,90,115,145,176,197	8.17834	40,63,78,99,124,147,175,204	36,59,85,102,126,153,172,196	35,51,67,86,106,138,173,189	8.17792
<i> Yacht</i>								
2	71,141	64,132	74,148	9.16339	71,141	64,132	74,148	9.16339
4	56,97,136,176	45,85,120,163	45,85,120,163	9.83344	56,97,136,176	50,86,125,166	45,85,120,163	9.83344
6	46,78,105,133,160,185	48,81,111,141,168,189	28,55,86,115,144,176	9.98335	45,78,105,132,159,185	48,80,109,140,168,189	29,55,86,115,143,176	9.98330
8	37,62,84,107,132,155,173,190	29,53,74,92,110,133,155,178	25,49,74,97,118,139,162,185	10.00658	32,59,75,105,130,146,162,185	29,51,74,92,110,133,156,179	24,48,70,91,112,132,154,181	10.00622

TABLE 6: Comparison of optimal PSNR (dB) and SSIM values obtained by IGSO, GSO, APSO, and SaDE algorithms using Otsu's method.

Image	m	IGSO		GSO		APSO		SaDE	
		PSNR	SSIM	PSNR	SSIM	PSNR	SSIM	PSNR	SSIM
Airplane	2	10.0144	0.7740	10.0144	0.7740	10.0144	0.7740	10.0144	0.7740
	4	10.0188	0.8246	10.0188	0.8246	10.0188	0.8246	10.0188	0.8246
	6	10.0300	0.8575	10.0263	0.8398	10.0211	0.8346	10.0243	0.8369
	8	10.3589	0.9134	10.3524	0.9029	10.3439	0.8958	10.3481	0.9016
Couple	2	27.0382	0.8025	27.0382	0.8025	27.0382	0.8025	27.0382	0.8025
	4	27.0470	0.8830	27.0470	0.8830	27.0470	0.8830	27.0470	0.8830
	6	27.0579	0.9143	27.0518	0.9093	27.0492	0.8976	27.0507	0.9036
	8	27.0602	0.9427	27.0559	0.9362	27.0517	0.9294	27.0526	0.9316
Flower	2	19.3175	0.8460	19.3175	0.8460	19.3175	0.8460	19.3175	0.8460
	4	19.3280	0.9040	19.3280	0.9040	19.3280	0.9040	19.3280	0.9040
	6	19.3296	0.9372	19.3278	0.9340	19.3283	0.9207	19.3289	0.9222
	8	20.3152	0.9604	20.2937	0.9549	20.2859	0.9508	20.2924	0.9526
Girl	2	24.0610	0.7112	24.0610	0.7112	24.0610	0.7112	24.0610	0.7112
	4	24.0734	0.8011	24.0734	0.8011	24.0734	0.8011	24.0734	0.8011
	6	24.0798	0.8584	24.0766	0.8546	24.0739	0.8512	24.0748	0.8527
	8	24.0824	0.9094	24.0802	0.8982	24.0767	0.8927	24.0789	0.8936
Monarch	2	19.4727	0.7658	19.4727	0.7658	19.4727	0.7658	19.4727	0.7658
	4	19.4767	0.8589	19.4767	0.8589	19.4767	0.8589	19.4767	0.8589
	6	19.4785	0.9155	19.4778	0.9116	19.4771	0.9059	19.4776	0.9081
	8	19.4941	0.9454	19.4879	0.9387	19.4811	0.9255	19.4918	0.9312
Pen	2	19.8912	0.8420	19.8912	0.8420	19.8912	0.8420	19.8912	0.8420
	4	19.8935	0.8791	19.8935	0.8791	19.8935	0.8791	19.8935	0.8791
	6	19.8983	0.9330	19.8961	0.9238	19.8938	0.9170	19.8947	0.9215
	8	19.9014	0.9629	19.9001	0.9581	19.8979	0.9543	19.8990	0.9566
Pepper	2	18.1771	0.8046	18.1771	0.8046	18.1771	0.8046	18.1771	0.8046
	4	18.1789	0.8384	18.1789	0.8384	18.1789	0.8384	18.1789	0.8384
	6	18.1856	0.9004	18.1825	0.8976	18.1796	0.8880	18.1811	0.8916
	8	18.1891	0.9476	18.1836	0.9302	18.1801	0.9164	18.1822	0.9251
Soccer	2	20.3329	0.8088	20.3329	0.8088	20.3329	0.8088	20.3329	0.8088
	4	20.3368	0.8570	20.3368	0.8570	20.3368	0.8570	20.3368	0.8570
	6	20.3466	0.9023	20.3421	0.8931	20.3389	0.8822	20.3405	0.8886
	8	20.3474	0.9529	20.3437	0.9493	20.3410	0.9330	20.3422	0.9375
Test	2	18.5023	0.7611	18.5023	0.7611	18.5023	0.7611	18.5023	0.7611
	4	18.5081	0.8508	18.5081	0.8508	18.5081	0.8508	18.5081	0.8508
	6	18.5106	0.9017	18.5091	0.8959	18.5086	0.8883	18.5089	0.8913
	8	18.5144	0.9446	18.5120	0.9274	18.5095	0.9122	18.5107	0.9208
Yacht	2	18.5073	0.8133	18.5073	0.8133	18.5073	0.8133	18.5073	0.8133
	4	18.5083	0.8503	18.5083	0.8503	18.5083	0.8503	18.5083	0.8503
	6	18.5090	0.9035	18.5086	0.8910	18.5082	0.8865	18.5085	0.8894
	8	18.5164	0.9542	18.5122	0.9389	18.5097	0.9120	18.5106	0.9274

4.1. *Experiment 1.* In this section, the IGSO algorithm is used for ten color test images using Otsu's method as fitness function and the results are compared with the GSO, APSO, and SaDE algorithms. Tables 4 and 5 present the number of thresholds (m), corresponding optimal thresholds, and objective values for $m = 2, 4, 6$, and 8 computed by IGSO, APSO, and SaDE algorithms using Otsu's method. In Table 6, comparison of PSNR (dB) and SSIM values is depicted for each method and number of thresholds, which reveals the quality

of segmented images. The segmented images using IGSO algorithm based on Otsu's method at $2, 4, 6$, and 8 levels of thresholding are shown in Figures 3 and 4.

4.2. *Experiment 2.* In the second part of the experiments, we find optimal threshold values by maximizing the modified equation (18). The number of thresholds, the optimal thresholds, and the optimal objective values for IGSO, GSO, APSO, and SaDE algorithms are listed in Tables 7 and 8.

TABLE 7: Optimal thresholds and objective values obtained by IGSO and GSO algorithms using MCE.

<i>m</i>	IGSO				GSO			
	<i>R</i>	<i>G</i>	<i>B</i>	<i>f</i> ($\times 10^2$)	<i>R</i>	<i>G</i>	<i>B</i>	<i>f</i> ($\times 10^2$)
<i>Airplane</i>								
2	109,168	72,153	120,180	28,75021	109,168	72,153	120,180	28,75021
4	73,117,162,197	53,100,146,191	109,147,178,203	28,7628	73,117,162,197	53,100,146,191	109,147,178,203	28,7628
6	65,95,124,155,183,204	28,63,100,136,172,205	57,108,144,169,191,207	28,76704	64,95,124,155,183,203	29,63,100,136,176,205	56,107,143,169,190,207	28,76703
8	59,85,105,127,152,176,194,207	24,53,82,108,137,168,193,210	55,96,121,146,163,181,198,208	28,76901	59,85,105,128,153,176,194,208	24,53,81,108,136,167,192,209	52,95,121,145,163,181,198,209	28,76899
<i>Couple</i>								
2	26,78	21,74	22,71	3,97893	26,78	21,74	22,71	3,97893
4	12,30,57,93	8,22,42,81	8,21,40,78	4,02494	12,30,57,93	8,22,42,81	8,21,40,78	4,02494
6	10,29,52,82,126,209	9,22,40,68,111,232	721,39,72,137,192	4,02990	10,30,53,84,134,210	721,39,71,115,235	8,21,40,74,145,196	4,02989
8	6,15,28,44,62,85,118,178	4,11,20,35,52,78,120,232	6,13,26,41,69,109,176,218	4,03718	6,15,28,45,64,87,120,183	5,11,21,35,52,80,122,223	5,12,22,39,67,108,173,217	4,03715
<i>Flower</i>								
2	41,119	44,111	53,114	12,34354	41,119	44,111	53,114	12,34354
4	39,79,135,199	27,52,93,159	23,56,98,157	12,39484	39,79,135,199	27,52,93,159	23,56,98,157	12,39484
6	26,47,75,118,166,213	22,40,59,85,129,184	6,34,63,99,142,189	12,40942	26,48,75,118,167,213	22,40,60,86,128,184	8,33,62,99,141,190	12,40941
8	20,32,46,59,83,125,171,215	21,38,57,79,105,134,171,210	7,28,45,66,89,115,150,197	12,41612	23,35,48,62,84,127,172,216	21,39,53,76,102,133,171,212	6,27,47,67,90,115,153,203	12,41609
<i>Girl</i>								
2	41,90	22,72	26,80	7,65874	41,90	22,72	26,80	7,65874
4	33,65,102,149	11,31,62,109	11,28,56,101	7,70152	33,65,102,149	11,31,62,109	11,28,56,101	7,70152
6	23,43,66,96,131,185	10,29,56,86,122,181	12,28,55,96,145,167	7,70996	22,43,66,98,132,186	10,30,58,87,123,182	11,27,55,95,145,167	7,70995
8	17,34,48,65,85,107,130,169	5,14,27,40,59,84,113,149	16,47,53,132,146,171,207,242	7,71557	19,38,50,67,87,110,133,168	7,16,30,42,62,88,114,156	13,45,52,131,147,168,205,239	7,71555
<i>Monarch</i>								
2	108,172	75,135	58,113	14,98290	108,172	75,135	58,113	14,98290
4	79,115,147,186	61,86,119,169	38,61,91,141	15,00562	79,115,147,186	61,86,119,169	38,61,91,141	15,00562
6	62,85,110,137,165,200	44,63,81,100,130,177	36,50,66,88,119,162	15,01305	62,85,111,137,165,198	45,63,81,102,130,177	35,50,67,89,121,163	15,01304
8	59,79,97,115,134,151,175,204	36,49,64,80,96,117,146,185	33,45,57,71,88,112,140,173	15,01603	62,83,100,117,137,153,178,206	33,47,61,78,95,115,143,182	35,49,60,71,86,111,141,174	15,01600
<i>Pen</i>								
2	61,133	48,125	49,136	13,20604	61,133	48,125	49,136	13,20604
4	45,76,112,169	34,66,101,157	29,63,102,166	13,25261	45,76,112,169	34,66,101,157	29,63,102,166	13,25261
6	35,56,79,106,143,187	26,47,70,95,133,183	22,44,69,95,128,182	13,26480	34,56,79,106,142,188	26,47,70,95,134,183	22,43,69,95,128,183	13,26479
8	30,46,63,80,100,127,161,199	22,38,56,73,92,117,151,191	16,29,48,69,90,113,148,198	13,27007	30,47,67,85,103,131,162,201	24,41,60,78,93,121,155,204	17,33,52,70,93,115,151,200	13,27003
<i>Pepper</i>								
2	87,153	22,104	21,74	16,40133	87,153	22,104	21,74	16,40133
4	62,102,137,174	10,39,85,156	15,52,83,133	16,45113	62,102,137,174	10,39,85,156	15,52,83,133	16,45113
6	51,84,111,135,162,189	8,33,63,102,149,188	7,29,54,80,116,170	16,46417	52,82,111,135,162,188	8,33,62,102,148,187	6,28,55,81,117,172	16,46416
8	44,69,94,115,133,153,174,194	6,23,42,65,97,134,167,195	6,26,47,67,89,115,151,189	16,46928	44,70,95,116,134,154,175,195	6,27,45,68,94,120,170,197	6,23,42,67,93,118,153,192	16,46926
<i>Soccer</i>								
2	64,126	42,97	42,113	13,11371	64,126	42,97	42,113	13,11371
4	43,79,123,165	30,63,105,155	25,60,99,150	13,15363	43,79,123,165	30,63,105,155	25,60,99,150	13,15363
6	37,61,92,126,155,188	22,41,67,96,124,167	20,45,75,103,140,191	13,16536	38,62,92,127,155,188	22,42,67,96,126,166	20,46,75,105,142,194	13,16535
8	32,48,68,93,120,143,163,193	21,36,55,77,99,118,138,175	13,24,41,62,84,103,128,171	13,17071	32,48,68,94,121,144,164,194	21,37,59,80,101,120,139,178	16,30,43,60,79,103,125,174	13,17068
<i>Test</i>								
2	80,137	83,140	67,132	16,22951	80,137	83,140	67,132	16,22951
4	55,88,122,167	40,70,97,143	39,65,100,155	16,25759	55,88,122,167	40,70,97,143	39,65,100,155	16,25759
6	43,70,93,121,156,190	37,64,90,116,149,182	29,48,68,91,125,169	16,26698	43,70,93,121,150,182	38,66,91,118,150,182	31,49,67,92,126,169	16,26697
8	36,58,74,92,108,131,162,194	31,53,70,88,107,129,159,186	27,45,61,79,99,125,154,183	16,27108	37,59,76,93,110,134,163,196	31,55,72,92,111,134,163,187	27,43,58,74,95,121,152,181	16,27105
<i>Yacht</i>								
2	60,133	55,125	53,127	15,87338	60,133	55,125	53,127	15,87338
4	44,80,119,166	28,56,92,139	25,55,99,154	15,91058	44,80,119,166	28,56,92,139	25,55,99,154	15,91058
6	30,53,80,108,140,177	24,48,73,96,127,168	21,40,65,92,123,162	15,92188	30,52,80,107,140,177	25,47,73,96,127,167	20,40,65,91,121,162	15,92187
8	25,41,62,84,107,133,159,185	21,36,55,76,95,118,146,174	16,29,48,70,93,118,144,175	15,92650	25,45,63,84,108,130,154,187	21,39,58,82,96,119,147,174	16,30,49,73,95,122,144,177	15,92647

TABLE 8: Optimal thresholds and objective values obtained by APSO and SaDE algorithms using MCE.

m	APSO				SaDE			
	R	G	B	f ($\times 10^3$)	R	G	B	f ($\times 10^3$)
<i>Airplane</i>								
2	109,168	72,153	120,180	28.75021	109,168	72,153	120,180	28.75021
4	73,117,162,197	53,100,146,191	109,147,178,203	28.7628	73,117,162,197	53,100,146,191	109,147,178,203	28.7628
6	63,95,123,156,185,205	28,65,102,157,177,208	54,109,144,169,193,209	28.76701	64,95,123,155,183,203	29,64,100,136,176,203	58,107,143,169,190,206	28.76702
8	58,82,101,123,147,172,192,206	26,57,87,111,139,171,194,209	48,94,120,144,162,180,197,208	28.76895	59,84,103,126,149,174,193,205	24,53,85,110,139,170,194,210	53,95,119,145,161,180,198,209	28.76897
<i>Couple</i>								
2	26,78	21,74	22,71	3.97893	26,78	21,74	22,71	3.97893
4	12,30,56,85,127,207	8,22,42,81	8,21,40,78	4.02494	12,30,57,93	8,22,42,81	8,21,40,78	4.02494
6	10,30,56,85,127,207	11,24,42,71,114,235	10,22,42,76,138,194	4.02987	9,29,54,83,127,211	8,21,40,71,101,234	8,20,42,75,137,193	4.02988
8	7,20,31,46,63,89,120,178	8,15,24,29,50,81,125,234	8,6,14,29,39,41,73,106,175,214	4.03710	8,19,28,44,64,87,116,180	7,12,24,41,55,82,123,228	8,16,29,44,66,105,174,221	4.03712
<i>Flower</i>								
2	41,119	44,111	53,114	12.34354	41,119	44,111	53,114	12.34354
4	39,79,135,199	27,52,93,159	23,56,98,157	12.39484	39,79,135,199	27,52,93,159	23,56,98,157	12.39484
6	28,48,78,119,168,214	25,41,59,87,131,186	8,35,64,106,146,191	12.40939	27,47,77,119,167,213	22,41,61,87,128,184	6,34,63,99,146,192	12.40940
8	15,30,45,57,81,123,179,218	25,39,58,82,106,136,173,216	9,31,44,68,87,108,147,198	12.41604	18,29,44,58,82,124,171,216	22,41,58,77,105,136,166,205	6,27,45,65,91,118,154,199	12.41606
<i>Girl</i>								
2	41,90	22,72	26,80	7.65874	41,90	22,72	26,80	7.65874
4	33,65,102,149	11,31,62,109	11,28,56,101	7.70152	33,65,102,149	11,31,62,109	11,28,56,101	7.70152
6	22,46,67,100,134,186	10,33,58,90,124,183	14,26,57,100,146,168	7.70993	23,44,68,98,132,185	10,29,59,89,122,182	11,26,55,95,144,166	7.70994
8	21,39,55,67,88,103,135,172	6,19,35,43,56,87,110,154	12,44,50,134,141,167,204,237	7.71551	18,36,52,71,90,110,132,167	8,22,30,42,61,85,117,153	11,45,51,128,152,173,209,239	7.71553
<i>Monarch</i>								
2	108,172	75,135	58,113	14.98290	108,172	75,135	58,113	14.98290
4	79,115,147,186	61,86,119,169	38,61,91,141	15.00562	79,115,147,186	61,86,119,169	38,61,91,141	15.00562
6	64,86,112,141,166,202	42,65,82,101,133,179	34,47,69,92,123,164	15.0302	61,85,112,139,165,199	44,63,83,102,130,175	38,50,68,89,119,163	15.03003
8	55,73,92,111,136,154,177,207	39,54,66,86,99,120,148,190	36,49,63,75,92,116,146,175	15.0597	61,77,93,110,132,148,176,200	33,53,62,83,97,124,143,182	39,47,59,74,90,118,143,170	15.05999
<i>Pen</i>								
2	61,133	48,125	49,136	13.20604	61,133	48,125	49,136	13.20604
4	45,76,112,169	34,66,101,157	29,63,102,166	13.25261	45,76,112,169	34,66,101,157	29,63,102,166	13.25261
6	38,57,82,109,144,189	28,48,73,98,136,184	21,42,66,98,124,180	13.26477	35,55,77,104,141,187	26,50,71,96,134,184	22,43,72,97,128,183	13.26478
8	33,50,64,88,106,135,168,201	26,41,59,75,102,120,152,196	19,30,56,73,94,119,151,200	13.27000	31,48,67,85,105,132,165,202	24,42,60,78,97,123,155,192	17,32,54,76,96,115,154,201	13.27001
<i>Pepper</i>								
2	87,153	22,104	21,74	16.40133	87,153	22,104	21,74	16.40133
4	62,102,137,174	10,39,85,156	15,52,83,133	16.45113	62,102,137,174	10,39,85,156	15,52,83,133	16.45113
6	49,82,108,133,164,191	11,34,62,100,152,185	6,26,55,84,115,166	16.46414	51,82,113,135,163,190	9,35,65,104,149,189	8,30,56,81,116,172	16.46415
8	48,72,99,118,136,157,178,197	9,25,44,69,101,126,170,201	10,28,45,64,84,110,160,189,196	16.46921	44,73,98,113,130,156,177,198	5,22,45,68,94,132,161,194	6,25,42,65,83,120,170,192	16.46923
<i>Soccer</i>								
2	64,126	42,97	42,113	13.11371	64,126	42,97	42,113	13.11371
4	43,79,123,165	30,63,105,155	25,60,99,150	13.15363	43,79,123,165	30,63,105,155	25,60,99,150	13.15363
6	39,62,94,127,160,191	22,45,72,97,125,169	21,48,79,104,141,193	13.16533	38,62,91,125,156,187	23,43,67,96,126,168	22,46,77,104,140,192	13.16534
8	35,55,71,96,124,144,166,198	19,38,59,79,106,121,145,177	16,30,50,65,87,105,133,173	13.17064	33,49,72,95,125,146,165,196	21,39,60,82,103,123,142,176	15,29,44,67,86,106,123,169	13.17066
<i>Test</i>								
2	80,137	83,140	67,132	16.22951	80,137	83,140	67,132	16.22951
4	55,88,122,167	40,70,97,143	39,65,100,155	16.25759	55,88,122,167	40,70,97,143	39,65,100,155	16.25759
6	41,70,90,124,158,190	37,65,95,119,152,185	33,50,69,92,126,169	16.26695	43,70,95,123,157,192	38,66,90,116,151,182	30,51,68,91,127,170	16.26696
8	38,64,78,98,110,134,164,198	37,60,72,90,104,127,155,188	30,46,63,83,106,132,159,184	16.27101	39,62,77,95,113,128,165,199	35,56,75,91,112,133,162,190	28,48,63,82,104,128,157,185	16.27103
<i>Yacht</i>								
2	60,133	55,125	53,127	15.87338	60,133	55,125	53,127	15.87338
4	44,80,119,166	28,56,92,139	25,55,99,154	15.91058	44,80,119,166	28,56,92,139	25,55,99,154	15.91058
6	31,51,83,112,141,179	26,51,77,97,128,170	21,43,68,94,126,164	15.92185	30,52,82,108,141,178	25,48,74,95,126,167	20,41,64,90,122,162	15.92186
8	30,43,66,95,114,135,162,187	23,42,63,83,102,122,148,178	22,31,52,78,99,125,150,180	15.92641	28,48,70,89,110,137,162,186	22,40,53,80,98,121,145,171	18,34,53,74,92,124,148,179	15.92644

TABLE 9: Comparison of optimal PSNR (dB) and SSIM values obtained by IGSO, GSO, APSO, and SaDE algorithms using MCE.

Image	m	IGSO		GSO		APSO		SaDE	
		PSNR	SSIM	PSNR	SSIM	PSNR	SSIM	PSNR	SSIM
Airplane	2	10.0178	0.7896	10.0178	0.7896	10.0178	0.7896	10.0178	0.7896
	4	10.0216	0.8394	10.0216	0.8394	10.0216	0.8394	10.0216	0.8394
	6	10.0381	0.8794	10.0311	0.8708	10.0232	0.8617	10.0258	0.8659
	8	10.0641	0.9308	10.0592	0.9248	10.0516	0.9101	10.0548	0.9159
Couple	2	27.0372	0.8270	27.0372	0.8270	27.0372	0.8270	27.0372	0.8270
	4	27.0478	0.8860	27.0478	0.8860	27.0478	0.8860	27.0478	0.8860
	6	27.0568	0.9128	25.0526	0.9032	27.0499	0.8929	27.0512	0.8973
	8	27.0613	0.9460	25.0588	0.9343	27.0523	0.9290	27.0562	0.9311
Flower	2	19.3352	0.8696	19.3352	0.8696	19.3352	0.8696	19.3352	0.8696
	4	19.3369	0.9037	19.3369	0.9037	19.3369	0.9037	19.3369	0.9037
	6	19.3385	0.9385	19.3376	0.9243	19.3370	0.9159	19.3373	0.9213
	8	19.3439	0.9679	19.3417	0.9538	19.3389	0.9337	19.3402	0.9446
Girl	2	24.0684	0.7274	24.0684	0.7274	24.0684	0.7274	24.0684	0.7274
	4	24.0725	0.8369	24.0725	0.8369	24.0725	0.8369	24.0725	0.8369
	6	24.0761	0.8740	24.0749	0.8649	27.0732	0.8568	24.0740	0.8614
	8	24.0844	0.9192	24.0824	0.9069	24.0771	0.8903	24.0792	0.8971
Monarch	2	19.4791	0.7605	19.4791	0.7605	19.4791	0.7605	19.4791	0.7605
	4	19.4851	0.8648	19.4851	0.8648	19.4851	0.8648	19.4851	0.8648
	6	19.4867	0.9208	19.4862	0.9121	19.4850	0.9032	19.4855	0.9085
	8	19.4939	0.9524	19.4902	0.9408	19.4879	0.9264	19.4893	0.9336
Pen	2	19.8970	0.8281	19.8970	0.8281	19.8970	0.8281	19.8970	0.8281
	4	19.8992	0.8878	19.8992	0.8878	19.8992	0.8878	19.8992	0.8878
	6	19.8996	0.9317	19.8993	0.9244	19.8987	0.9117	19.8991	0.9184
	8	19.9052	0.9637	19.9021	0.9546	19.8994	0.9396	19.9010	0.9441
Pepper	2	18.1823	0.8189	18.1823	0.8189	18.1823	0.8189	18.1823	0.8189
	4	18.1849	0.8460	18.1849	0.8460	18.1849	0.8460	18.1849	0.8460
	6	18.1867	0.9021	18.1860	0.8967	18.1848	0.8815	18.1853	0.8913
	8	18.1897	0.9483	18.1883	0.9377	18.1860	0.9239	18.1875	0.9314
Soccer	2	20.3415	0.8016	20.3415	0.8016	20.3415	0.8016	20.3415	0.8016
	4	20.3378	0.8512	20.3378	0.8512	20.3378	0.8512	20.3378	0.8512
	6	20.3471	0.9071	20.3442	0.8992	20.3496	0.8869	20.3411	0.8983
	8	20.3499	0.9560	20.3475	0.9477	20.3420	0.9298	20.3448	0.9329
Test	2	18.5027	0.7658	18.5027	0.7658	18.5027	0.7658	18.5027	0.7658
	4	18.5155	0.8560	18.5155	0.8560	18.5155	0.8560	18.5155	0.8560
	6	18.5157	0.9021	18.5154	0.8938	18.5153	0.8802	18.5154	0.8859
	8	18.5168	0.9533	18.5161	0.9486	18.5156	0.9372	18.5158	0.9400
Yacht	2	18.5135	0.8195	18.5135	0.8195	18.5135	0.8195	18.5135	0.8195
	4	18.5172	0.8611	18.5172	0.8611	18.5172	0.8611	18.5172	0.8611
	6	18.5188	0.9150	18.5179	0.9021	18.5174	0.8851	18.5177	0.8960
	8	18.5203	0.9608	18.5186	0.9454	18.5178	0.9287	18.5182	0.9342

The parameter values of PSNR (dB) and SSIM value are shown in Table 9. Figures 5 and 6 give the multilevel thresholding segmented results at 2, 4, 6, and 8 levels of thresholding using IGSO algorithm based on minimum cross entropy for ten test color images, respectively.

4.3. Comparison of the Segmented Performance. In this paper, the results of IGSO algorithm based on Otsu and MCE have

been compared with basic GSO algorithm and two other well-known optimization algorithms. For the Otsu fitness function, it can be clearly seen from Tables 4 and 5 that the improved GSO algorithm offers superior optimal thresholds and objective values in comparison with GSO, APSO, and SaDE algorithms when the number of thresholds is more than 4. From Tables 7 and 8, it is easy to deduce that the optimal thresholds and objective values of multilevel color image

TABLE 10: Comparison of optimal PSNR (dB) and SSIM values obtained by IGSO and GSO algorithms using OTSU and MCE.

Image	m	PSNR (Otsu)		PSNR (MCE)		SSIM (Otsu)		SSIM (MCE)	
		IGSO	GSO	IGSO	GSO	IGSO	GSO	IGSO	GSO
Airplane	2	10.0144	10.0144	10.0178	10.0178	0.7740	0.7740	0.7896	0.7896
	4	10.0188	10.0188	10.0216	10.0216	0.8246	0.8246	0.8394	0.8394
	6	10.0300	10.0263	10.0381	10.0311	0.8575	0.8398	0.8794	0.8708
	8	10.3589	10.3524	10.3641	10.0592	0.9134	0.9029	0.9308	0.9248
Couple	2	27.0382	27.0382	27.0372	27.0372	0.8025	0.8025	0.8270	0.8270
	4	27.0470	27.0470	27.0478	27.0478	0.8830	0.8830	0.8860	0.8860
	6	27.0579	27.0518	27.0568	25.0526	0.9143	0.9093	0.9128	0.9032
	8	27.0602	27.0559	27.0613	25.0588	0.9427	0.9362	0.9460	0.9343
Flower	2	19.3175	19.3175	19.3352	19.3352	0.8460	0.8460	0.8696	0.8696
	4	19.3280	19.3280	19.3369	19.3369	0.9040	0.9040	0.9037	0.9037
	6	19.3286	19.3278	19.3385	19.3376	0.9372	0.9340	0.9385	0.9243
	8	20.3152	20.2937	20.3439	19.3417	0.9604	0.9549	0.9679	0.9538
Girl	2	24.0610	24.0610	24.0684	24.0684	0.7112	0.7112	0.7274	0.7274
	4	24.0734	24.0734	24.0725	24.0725	0.8011	0.8011	0.8369	0.8369
	6	24.0758	24.0766	24.0761	24.0749	0.8584	0.8546	0.8740	0.8649
	8	24.0824	24.0802	24.0844	24.0824	0.9094	0.8982	0.9192	0.9069
Monarch	2	19.4727	19.4727	19.4791	19.4791	0.7658	0.7658	0.7605	0.7605
	4	19.4767	19.4767	19.4851	19.4851	0.8589	0.8589	0.8648	0.8648
	6	19.4785	19.4778	19.4867	19.4862	0.9155	0.9116	0.9208	0.9121
	8	19.4941	19.4879	19.4939	19.4902	0.9454	0.9387	0.9524	0.9408
Pen	2	19.8912	19.8912	19.8970	19.8970	0.8420	0.8420	0.8281	0.8281
	4	19.8935	19.8935	19.8992	19.8992	0.8791	0.8791	0.8878	0.8878
	6	19.8983	19.8961	19.8994	19.8993	0.9330	0.9238	0.9317	0.9244
	8	19.9014	19.9001	19.9052	19.9021	0.9629	0.9581	0.9637	0.9546
Pepper	2	18.1771	18.1771	18.1823	18.1823	0.8046	0.8046	0.8189	0.8189
	4	18.1789	18.1789	18.1849	18.1849	0.8384	0.8384	0.8460	0.8460
	6	18.1856	18.1825	18.1857	18.1860	0.9004	0.8976	0.9021	0.8967
	8	18.1891	18.1836	18.1897	18.1883	0.9476	0.9302	0.9483	0.9377
Soccer	2	20.3329	20.3329	20.3415	20.3415	0.8088	0.8088	0.8016	0.8016
	4	20.3368	20.3368	20.3378	20.3378	0.8570	0.8570	0.8512	0.8512
	6	20.3466	20.3421	20.3471	20.3442	0.9023	0.8931	0.9071	0.8992
	8	20.3474	20.3437	20.3499	20.3475	0.9529	0.9493	0.9560	0.9477
Test	2	18.5023	18.5023	18.5027	18.5027	0.7611	0.7611	0.7658	0.7658
	4	18.5081	18.5081	18.5155	18.5155	0.8508	0.8508	0.8560	0.8560
	6	18.5106	18.5091	18.5157	18.5154	0.9017	0.8959	0.9021	0.8938
	8	18.5144	18.5120	18.5168	18.5161	0.9446	0.9274	0.9533	0.9486
Yacht	2	18.5073	18.5073	18.5135	18.5135	0.8133	0.8133	0.8195	0.8195
	4	18.5083	18.5083	18.5172	18.5172	0.8503	0.8503	0.8611	0.8611
	6	18.5090	18.5086	18.5175	18.5179	0.9035	0.8910	0.9150	0.9021
	8	18.5164	18.5122	18.5203	18.5186	0.9542	0.9389	0.9608	0.9454

thresholding segmentation using minimum cross entropy for all the test images are better than GSO, APSO, and SaDE algorithms.

The parameters of peak signal to noise ratio (PSNR) and structural similarity (SSIM) index are introduced to evaluate the quality of segmented images. Tables 6 and 9 show that PSNR and SSIM values obtained with IGSO algorithm

are higher than those produced by the other algorithms. The PSNR and SSIM values obtained by IGSO and GSO algorithms using Otsu's and MCE methods are presented in Table 10. For the same color test image and number of thresholds (m), the IGSO algorithm based on the minimum cross entropy method has higher PSNR and SSIM values than Otsu's method. After the analysis of results, it is found that

IGSO algorithm based on the minimum cross entropy has better quality of segmented image than the other algorithms for each color test image.

Moreover, the convergence curves for IGSO, GSO, APSO, and SaDE algorithms of ten test color images using Otsu's method have been shown in Figure 7 for 8-level thresholding. It can be clearly observed from these figures that the IGSO algorithm needs less iterations to obtain optimal segmentation results and has better convergence property than GSO, APSO, and SaDE algorithms for multilevel color image thresholding segmentation.

5. Conclusions

In this paper, a new multilevel color image thresholding segmentation method based on improved glowworm swarm optimization (IGSO) algorithm is presented. The presented method utilized Otsu's method and minimum cross entropy as the fitness functions criteria and is tested on ten color test images for $m = 2, 4, 6,$ and 8 . The results obtained by IGSO algorithm are compared with those obtained by GSO, APSO, and SaDE algorithms and the segmentation performance of these methods was evaluated in terms of the optimal threshold values, optimal objective values, PSNR values, and SSIM values. Finally, the convergence curves using minimum cross entropy are drawn of ten test color images for $m = 8$. The comparative results show that the improved GSO algorithm is superior to the GSO, APSO, and SaDE algorithms for multilevel color image thresholding problem. Furthermore, the quality of segmented image of the IGSO algorithm using minimum cross entropy outperforms the IGSO algorithm using Otsu's method in terms of PSNR and SSIM. The further work will include introduction of the other fitness criteria for multilevel thresholding segmentation. In addition, the IGSO algorithm is also applied to the other complex problems.

Competing Interests

The authors declare that there is no conflict of interests regarding the publication of this paper.

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