Otsu threshold selection method from Ch. 3

1. assumes $K = 2$ regions: objects versus background
2. search over thresholds $t$
3. choose $t$ that gives minimum within group variance

Optimize on: $\sigma^2_W(t) = q_1(t)\sigma^2_1(t) + q_2(t)\sigma^2_2(t)$
where $q_1(t)$ is the number of pixels with property $< t$,
and $q_2(t)$ is the number of pixels with property $\geq t$, 