

Section: CV

CPP

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Project Number: 8

Algorithm Steps

S1: open all files from argv[]
S2: thrVal=argv[2]
S3: read in numRows,numCols,minVal,maxVal from inFile
S4: read int numStructRows,numStructCols,StructMin,StructMax,rowOrigin,colOrigin from structElemFile
S5: loadImage (inFile, imgAry)
S6:output to outFile1 ,“ Below is the input image
S7: imgReformat (imgAry, outFile1)
S8:computePP (imgAry)
S9:output to outFile2 “Below is HPP”
S10:printPP (HPP, outFile2)
S11:output to outFile2 “Below is VPP”
S12:printPP (VPP, outFile2)
S13:: binaryThreshold (HPP, thrVal, binHPP)
S14:binaryThreshold (VPP, thrVal, binVPP)
S15:output to outFile2 “Below is binHPP”
S16: printPP (binHPP, outFile2)
S17:output to outFile2 “Below is binVPP”
S18:printPP (binVPP, outFile2)
S19:(boxNode*) zBox computeZoneBox (binHPP, binVPP)
S20:istInsert (listHead, zBox)
S21:output to outFile2 “Below is the linked list after insert input zone box”
S22: printBox (listHead, outFile2)
S23:morphClosing (binHPP, structElem, morphHPP)
S24:morphClosing (binVPP, structElem, morphVPP)
S25:output to outFile2 “Below is morphHPP after performing morphClosing on HPP”
S26:output to outFile2 printPP (morphHPP)
S27:output to outFile2 “Below is morphVPP after performing morphClosing on VPP”
S28:printPP (morphVPP)
S29:runsHPP computePPRuns (morphHPP, numRows)
S30:runsVPP computePPRuns (morphVPP, numCols)
S31: output to outFile2 The number of runs in morphHPP-runsHPP is ”
S32: output to outFile2 The number of runs in morphVPP – runsVPP is ”
S33:readingDirection computeDirection (runsHPP, runsVPP)
S34:outFile2 “readingDirection is” /
S35:: if readingDirection == 1
 computeHorizontalTextBox (zoneBox, morphHPP, numRows)
 else if readingDirection == 2

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        computeVerticalTextBox (zoneBox, morphVPP, numCols)
S36:overlayBox (listHead, imgAry)
S37:output to outFile1 "Below is the input image overlay with bounding boxes"
S38:imgReformat (imgAry)
S39:output to outFile1 "Output the boxNode in the list"
S40:printBox (listHead, outFile1)
S41: close files
```

Source Files

```
#include <iostream>
#include <fstream>
#include <string>
#include <vector>
#include <algorithm>
#include <sstream>
#include <math.h>
using namespace std;
class boxNode{
    public:
        int boxType;
        int minR;
        int minC;
        int maxR;
        int maxC;
        boxNode* next;

        boxNode(int a,int b, int c, int d,int e, boxNode* n){
            boxType=a;
            minR=b;
            minC=c;
            maxR=d;
            maxC=e;
            next=n;
        }
};

class docImage{
    public:
        int thrVal;
        int numRows;
        int numCols;
        int minVal;
```

```

int maxVal;
int numStructRows;
int numStructCols;
int structMin;
int structMax;
int rowOrigin;
int colOrigin;
int** imgAry;
int* structElem;
int* HPP;
int* VPP;
int* binHPP;
int* binVPP;
int* morphHPP;
int* morphVPP;
boxNode* listHead;
int runsHPP;
int runsVPP;
int readingDirection;

//constructor
void loadImage(ifstream& inFile,ifstream& structElemFile){
    structElem = new int[numStructRows];

    for(int row=0;row<numStructRows;row++){ //setting up structAry

        structElemFile>>structElem[row];

    }
    imgAry = new int*[numRows+2];
    for(int i=0;i<=numRows+1;i++){
        imgAry[i] = new int[numCols+2];
    }

    for(int row=0;row<=numRows+1;row++){
        for(int col=0;col<=numCols+1;col++){
            imgAry[row][col]=0;
        }
    }
}

```

```

        for(int row=1;row<=numRows;row++){ //setting up img ary
            for(int col=1;col<=numCols;col++){
                inFile>>imgAry[row][col];
            }
        }

        HPP= new int[numRows+2];
        VPP = new int[numCols+2];
        binHPP = new int[numRows+2];
        binVPP = new int[numCols+2];
        morphHPP = new int[numRows+2];
        morphVPP = new int[numCols+2];
        for(int i=0;i<=numRows+1;i++){
            HPP[i]=0;
            binHPP[i]=0;
            morphHPP[i]=0;
        }
        for(int i=0;i<=numCols+1;i++){
            VPP[i]=0;
            binVPP[i]=0;
            morphVPP[i]=0;
        }
    }

    void computePP() {
        for(int row=1;row<=numRows;row++){
            for(int col=1;col<=numCols;col++){
                if(imgAry[row][col]>0){
                    HPP[row-1]++;
                    VPP[col-1]++;
                }
            }
        }
    }

    void binaryThreshold(int reg[],int bin[],int size){
        for(int i=0;i<size;i++){
            if(reg[i]>=thrVal){
                bin[i]=1;
            }
        }
    }

    void printPP(int* a,ofstream& file,int size){

```

```

        for(int i=0;i<size;i++){
            file<<a[i]<<" ";
        }
        file<<endl;
    }
    boxNode* computeZoneBox() {
        int minR=1;
        int minC=1;
        int maxR=numRows;
        int maxC=numCols;
        while(binHPP[minR]==0 && minR<=numRows) {
            if(binHPP[minR]==0) {
                minR++;
            }
        }
        while(binHPP[maxR]==0 && maxR>=1) {
            if(binHPP[maxR]==0) {
                maxR--;
            }
        }
        while(binVPP[minC]==0 && minC<=numCols) {
            if(binVPP[minC]==0) {
                minC++;
            }
        }
        while(binVPP[minC]==0 && maxC>=1) {
            if(binVPP[minC]==0) {
                maxC--;
            }
        }

        boxNode* B = new boxNode(1,minR,minC,maxR,maxC,nullptr);
        return B;
    }

    void morphClosing(int* arr1,int* arr2,int size){
        int jOffset,cindex;
        bool match;
        int* temp = new int[size];
        for(int i=0;i<size;i++){

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        temp[i]=0;

    }

    for(int i=1;i<size;i++){
        if(arr1[i]==1){
            jOffset = i-colOrigin;
            while(jOffset<= i+colOrigin){
                temp[jOffset]=1;
                jOffset++;
            }
        }
    }

    for(int i=1;i<size;i++){

        if(temp[i]==1){
            match = true;
            jOffset=i-colOrigin;
            while(match==true &&jOffset<=i+colOrigin){
                if(temp[jOffset]==0){
                    match=false;
                }
                jOffset++;
            }
            if(match){
                arr2[i]=1;
            }
            else{
                arr2[i]=0;
            }
        }

    }

}

void lsitInsert(boxNode* a){
    a->next=listHead->next;
    listHead->next=a;
}

```

```

int computePPruns(int* PP,int lastIndex ){
    int numRuns=0;
    int index=1;
    while(index<=lastIndex){
        while(PP[index]==0 && index<=lastIndex){
            if(PP[index]==0){
                index++;
            }
        }
        while(PP[index]>0 && index<=lastIndex){
            if(PP[index]>0){
                index++;
            }
        }
        numRuns++;
    }
    return numRuns;
}

void computeVerticalTextBox(boxNode* zBox){
    int minR = zBox->minR;
    int minC = zBox->minC;
    int maxR=zBox->maxR;
    int maxC=minC;
    int index=1;

    while(morphVPP[maxC]==0 && maxC<=numCols){
        if(morphVPP[maxC]==0){
            maxC++;
        }
    }

    minC=maxC;
    while(maxC<=numCols){
        while(morphVPP[maxC]>0 && maxC<=numCols){
            if(morphVPP[maxC]>0){
                maxC++;
            }
        }
    }

    boxNode* B = new boxNode(2,minR,minC,maxR,maxC,nullptr);

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        lsitInsert(B);
        minC=maxC;
        while(morphVPP[minC]==0 && minC<=numCols){
            if(morphVPP[minC]==0){
                minC++;
            }
        }
        maxC=minC;
    }
}

void computeHorizontalTextBox(boxNode* zBox){
    int minR = zBox->minR;
    int minC = zBox->minC;
    int maxR=minR;
    int maxC=zBox->maxC;
    int index=1;
    while(morphHPP[maxR]==0 && maxR<=numRows){
        if(morphHPP[maxR]==0){
            maxR++;
        }
    }
    minR=maxR;
    while(maxR<=numRows){
        while(morphHPP[maxR]>0 && maxR<=numRows){
            if(morphHPP[maxR]>0){
                maxR++;
            }
        }
        boxNode* B = new boxNode(2,minR,minC,maxR,maxC,nullptr);
        lsitInsert(B);
        minR=maxR;
        while(morphHPP[minR]==0 && minR<=numRows){
            if(morphHPP[minR]==0){
                minR++;
            }
        }
        maxR=minR;
    }
}

void computeDirection(ofstream& file){

```



```

int factor =2;
int direction=0;
if(runsHPP<=2&&runsVPP<=2){
    file<<"The zone may be a non-text zone"<<endl;
}
else if(runsHPP>=factor*runsVPP){
    file<<"The document reading direction is horizontal!"<<endl;
    readingDirection=1;
}
else if(runsVPP>=factor*runsHPP){
    file<<"The document reading direction is vertical"<<endl;
    readingDirection=2;
}
else{
    file<<"The zone may be a non-text zone"<<endl;
}
readingDirection;
}

void imgReformat(int** a,ofstream &file){
    int max=0;
    for(int row=1;row<numRows+2;row++){
        for(int col=1;col<numCols+2;col++){
            if(max<a[row][col]){
                max=a[row][col];
            }

        }

    }

    // file<<numRows<<" "<<numCols<<" "<<min<<" "<<max<<endl;
    string str = to_string(max);
    int width = str.length(), r=1,c=1,ww;

    while(r<=numRows){
        c=1;
        while(c<=numCols){
            if(a[r][c]>0){

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        file<<a[r][c];
    }
    else{
        file<<".";
    }
    str= to_string(a[r][c]);
    ww=str.length();

    while (ww<=width) {
        file<<" ";
        ww++;
    }

    c++;
}
file<<endl;
r++;
}
file<<endl;

}

void overlayBox() {
    boxNode* curr= listHead->next;
    int startR,endR,startC,endC,type;
    while (curr->boxType!=1) {
        startC=curr->minC;
        endC=curr->maxC;
        startR=curr->minR;
        endR=curr->maxR;
        type=curr->boxType;
        for (int col=startC;col<=endC;col++) {
            imgAry[startR][col]=type;
            imgAry[endR][col]=type;
        }
        for (int row=startR;row<=endR;row++) {
            imgAry[row][endC]=type;
            imgAry[row][startC]=type;
        }
        curr=curr->next;
    }
}

```

```

    }
}

void printBox(ofstream& file){
    boxNode* curr= listHead->next;
    while(curr->next!=nullptr){
        file<<curr->boxType<<endl;
        file<<curr->minR<<" "<<curr->minC<<" "<<curr->maxR<<"
"<<curr->maxC<<endl;
        curr=curr->next;
    }
}

};

int main(int argc,const char* argv[]){
    ifstream inFile,structElemFile;
    ofstream outFile1,outFile2;
    int thrVal;

    inFile.open(argv[1]);
    thrVal=atoi(argv[2]);
    structElemFile.open(argv[3]);
    outFile1.open(argv[4]);
    outFile2.open(argv[5]);

    docImage documentImage;
    documentImage.thrVal=thrVal;

inFile>>documentImage.numRows>>documentImage.numCols>>documentImage.minVal
>>documentImage.maxVal;

structElemFile>>documentImage.numStructRows>>documentImage.numStructCols>>
documentImage.structMin>>documentImage.structMax;
    structElemFile>>documentImage.rowOrigin>>documentImage.colOrigin;

    documentImage.loadImage(inFile,structElemFile); //STEP 1
    outFile1<<"Below is the input image"<<endl;
    documentImage.imgReformat(documentImage.imgAry,outFile1);

    documentImage.computePP(); //STEP 2
    outFile2<<"Below is HPP"<<endl;

documentImage.printPP(documentImage.HPP,outFile2,documentImage.numRows+2);

```

```

        outFile2<<"Below is VPP"<<endl;

documentImage.printPP(documentImage.VPP,outFile2,documentImage.numCols+2);

documentImage.binaryThreshold(documentImage.HPP,documentImage.binHPP,documentImage.numRows+2); //STEP 3

documentImage.binaryThreshold(documentImage.VPP,documentImage.binVPP,documentImage.numCols+2);
        outFile2<<"Below is binHPP"<<endl;

documentImage.printPP(documentImage.binHPP,outFile2,documentImage.numRows+2);
        outFile2<<"Below is binVPP"<<endl;

documentImage.printPP(documentImage.binVPP,outFile2,documentImage.numCols+2);

        documentImage.listHead = new boxNode(0,0,0,0,0,nullptr);
        boxNode* zBox = documentImage.computeZoneBox();
        documentImage.lsitInsert(zBox);
        outFile2<<"Below is the linked list after insert input zone box"<<endl;
        documentImage.printBox(outFile2);

documentImage.morphClosing(documentImage.binHPP,documentImage.morphHPP,documentImage.numRows+2);

documentImage.morphClosing(documentImage.binVPP,documentImage.morphVPP,documentImage.numCols+2);
        outFile2<<"Below is morphHPP, after performing morphCosing on HPP"<<endl;

documentImage.printPP(documentImage.morphHPP,outFile2,documentImage.numRows+2);
        outFile2<<"Below is morphVPP after performing morphClosing on VPP"<<endl;

```

```

documentImage.printPP(documentImage.morphVPP,outFile2,documentImage.numCols+2);

documentImage.runsHPP=documentImage.computePPruns(documentImage.morphHPP,documentImage.numRows);

documentImage.runsVPP=documentImage.computePPruns(documentImage.morphVPP,documentImage.numCols);
    outFile2<<"The number of runs in morphHPP-runsHPP is
"<<documentImage.runsHPP<<endl;
    outFile2<<"The number of runs in morphVPP-runsVPP is
"<<documentImage.runsVPP<<endl;

    documentImage.computeDirection(outFile1);
    outFile2<<"readingDirection is
"<<documentImage.readingDirection<<endl;
    if(documentImage.readingDirection==1){

documentImage.computeHorizontalTextBox(documentImage.listHead->next);
    }
    else if(documentImage.readingDirection==2){

documentImage.computeVerticalTextBox(documentImage.listHead->next);

    }
    documentImage.overlayBox();
        documentImage.imgReformat(documentImage.imgAry,outFile1);

    documentImage.printBox(outFile2);
}

```

outFile1 Zone1

Below is the input image

```

.....
.....
.....1.....
...1.....
...111....1.1...1.111....111111...1111...111...
.11.111...11.111...11111...11111...1111...11111.
..111111...11111...1111...111111...1.111...1111.
.111.11....111...111.....111.....11....1111.
...1.....
.....1.....

```

.....1.....
.....
...111...11.1...111...111111...11111...1..111...
...1.1...111.1...11111...111111...111111...111111...
...1111...11111...111...111111...11111...11111...
.....111...11111...111...111...1111...
.....1.....
.....1.....
.....1.....
.....1.....
...111...11.1...111...111...1111...111...
...111111...111...1..111...111111...111111.111...
...11.1111...11.111...11111...111.1...111111111111...
...111.1...11111...11111...111111...1.111...111...
.....
.....1.....
.....
...1.....
.....1.....1.....
...111...111.1...111...111111...11111...1..111...
...1.1...1111.1...11111...111111...111111...1111...
...1111...11111...111...111111...11111...11111...
...111...111...111...111...111...11111...111...
.....1.....
...1.....
.....1.....
.....1.....1.....
.....1.....
...1.....111...111...111.....
...111...1.1...1111...111111...1111...111...
...1.111...111111...11111...111.1...1111...111...
...111.1...11111...111...111111...1.111...1111...
...111...111...111...111...111...111...
...1.....
.....1.....
.....1.....
.....
...1111...11.1...111...111111...11111...1..111...
...1111...11.1...111...111111...11111...1..111...
...1.1...111.1...11111...111111...111111...1111...
...1111...11111...111...111111...11111...111...
...111...111...111...111...111...111...
.....1.....
.....

[illegible]

```
Below is HPP
0 0 1 1 22 29 29 20 1 1 0 1 0 24 29 29 18 1 0 1 0 1 1 19 28 32 27 0 1 0 1 2 0 25 28 28 20 1 1 1 0 2 1 10 22 26 26 12 1 1 0 1 0 0 25 25 27 26 18 1 0 0
Below is VPP
0 11 18 14 25 11 9 8 11 13 12 17 17 9 12 10 8 11 16 17 17 12 9 5 8 10 13 19 24 23 16 10 18 9 13 13 17 20 17 12 10 7 7 11 23 24 18 9 4 0 0 0
Below is binHPP
0 0 0 0 1 1 1 1 0 0 0 0 1 1 1 1 0 0 0 0 0 0 1 1 1 1 0 0 0 0 0 0 1 1 1 1 0 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0 1 1 1 1 1 0 0 0
Below is binVPP
0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0
Below is the linked list after insert input zone box
Below is morphHPP, after performing morphCClosing on HPP
0 0 0 0 1 1 1 1 0 0 0 0 0 1 1 1 1 0 0 0 0 0 0 1 1 1 1 0 0 0 0 0 0 1 1 1 1 0 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0 1 1 1 1 1 0 0 0
Below is morphVPP after performing morphCclosing on VPP
0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0
The number of runs in morphHPP-runsHPP is 7
The number of runs in morphVPP-runsVPP is 2
readingDirection is 1
2
54 1 59 50
2
43 1 48 50
2
33 1 37 50
2
23 1 27 50
```

2
13 1 17 50
2
4 1 8 50

outFile1 Zone2

Below is the input image

```
.....
..1111.....111.....
..1111.....1..1111.....1111.....
..1111.....1111.....1111.....1111.....
..1111.....1111.....1111.....11..1.....1111.....
..1111.....1111.....111.....1111.....1..111.....1111..
.....111.....111.....1111.....1111.....1111..
.....111.....111.....1111.....1111..
.....1111.....1111.....
..1111.....111.....111.....1111.....
..1111.....1111.....1111.....1111.....
..1111..1..1111.....1111.....1111..1.....1111.....
..1111.....1111.....1111.....1111.....1111.....
..1111.....1111.....1111.....1111.....111.....1111..
.....111.....111.....1111.....1111..
.....111.....111.....1111.....1111..
.....1111.....1111.....1111.....
..1111.....1111.....1111.....1111..
..1111.....1111.....1111.....1111.....1111.....
..1111.....1111.....1111.....1111.....1111.....
..1111.....1111.....1111.....1111.....111.....111..1.
.....1111.....1111.....1111.....1111.....111.....111..1.
.....1111.....1111.....1111.....1111.....111.....1111..
.....1111.....1111.....1111.....1111..
.....1111.....1111.....1111.....1111..
..1111.....1111.....1111.....1111.....1111..
..1111.....1111.....1111.....1111.....11..11.....
..1111.....1111.....1111.....1111.....11..11.....111..1.
.....1111.....1111.....111.....111.....1111..
.....11..11.....1111.....111.....111..
.....1111.....1111.....1111.....1111..
.....1111.....1111.....1111.....1111..
..1111.....111.....1111.....1111.....1111.....
..1111.....111.....1111.....1111.....1111.....
..1111.....1111.....1111.....1111.....1111.....
..1111.....111.....1111.....1111.....1111.....
..1111.....1111.....1111.....1111.....1111.....1111..
.....1111.....1111.....1111.....1111.....111..
.....1111.....1111.....1111.....1111..
.....1111.....1111.....1111..
.....
```

The document reading direction is vertical

```
222222...222222...222222...222222...222222...222222..
2..1112...2...2...2..1112...2...2...2...2...2...2...
211112...2...2...2..1211112...2...2...2..1112...2...2...
211112...2..1112...211112...211112...211112...2...2...
2..1112...211112...211112...2..11..211112...2...2...
211112...211112...2111..2...211112...21..112...211112..
2...2...2..112...2...2...211112...2..1112...211112..
2...2...2..1112...2...2...211112...2...2...211112..
2...2...2...2...2...2...2...2...2...2...211112..
2..1112...2...2...2111..2...2...2...2...2...2..1112..
211112...2...2...211112...2...2...211112...2...2...
211112..1..211112...211112...2111..2...211112...2...2...
211112...211112...211112...211112...211112...2...2...
2..1112...211112...211112...211112...2..1112...211112..
2...2...211112...2...2...211112...21..112...211112..
2...2...2..1112...2...2...211112...2...2...211112..
2...2...2...2...2...2...2...2...2...2...2..1112..
211112...2...2...211112...2...2...2...2...211112..
211112...2...2...211112...2...2...211..12...2...2...
2..1112...211112...2..1112...211112...211112...2...2...
211112...211112...211112...211112...211..121..2...2...
2..1112...211112...2..1112...211112...211..12...2111..2...
2...2...211112...2...2...2..1112...2..1112...2..1112..
2...2...211..12...2...2...211112...2...2...2111..2...
2...2...2...2...2...2...2...2...2...2...211112..
211112...2...2...211112...2...2...2...2...2..1112..
211112...2...21..2111..2...2...2...21..112...211112..
2..1112...2..112...2..1112...211112...211112...2...2...
211112...211112...211112...2..1112...2..1112...2...2...
2..1112...2111..2...211112..1..211112...211112...2...2...
211112...1211112...2..1112...2..1112...211112...2..1112..
```



```

.....
...1.....1.....
...1.....111.....
...11111.....11111.....
...111111.....111111.....

```

outFile2 Zone3

readingDirection is -437714681