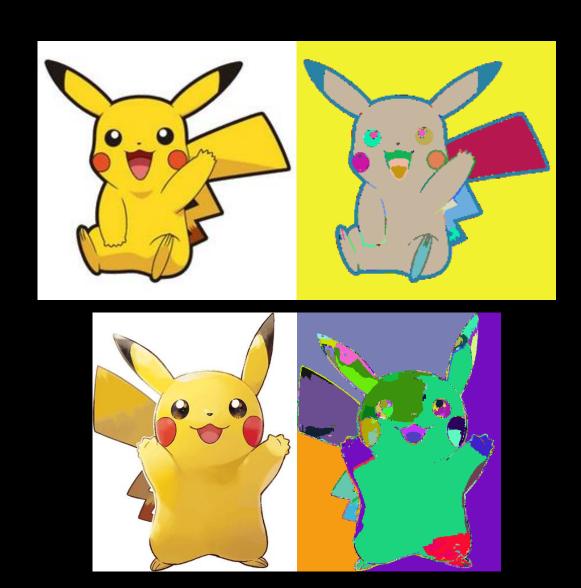
#### Raster to Vector

2023.03.06.

#### Algorithm

- 1. Floodfill using BFS
- 2. Find edge
- 3. Simplify edge

# Floodfill using BFS

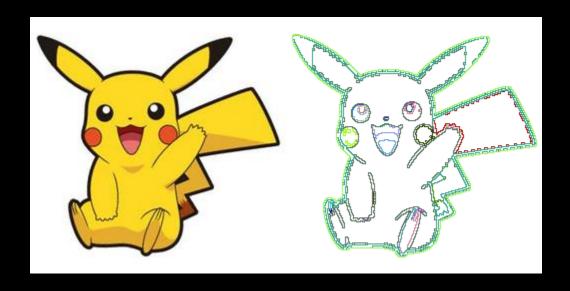


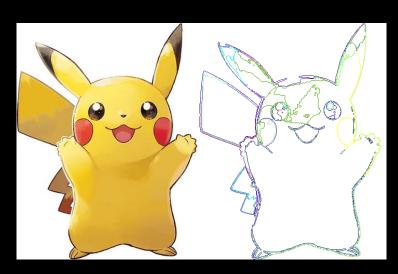


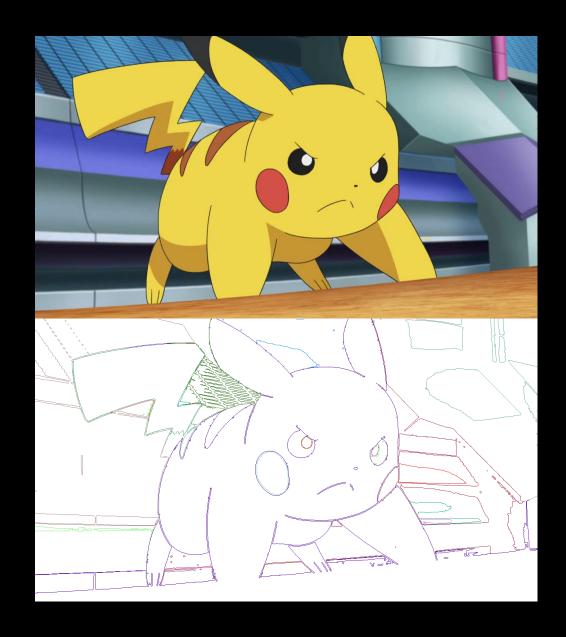
# Floodfill using BFS



# Find edge







## Find edge



#### Research objective and follow-up study

2023.03.06.

### Research objective



#### Follow-up study

#### New training method + How effective?

```
<svg xmlns="http://www.w3.org/2000/svg" class="img-fluid" id="outputsvg" style="transform: matr</pre>
 ix(1, 0, 0, 1, 0, 0); transform-origin: 50% 50%; cursor: move; transition: transform 200ms ease
  -in-out 0s; width="1640" height="1640" viewBox="0 0 16400 16400">
  ▶ <g id="16V2ssh36mGBHhAzUoe8hXg" fill="rgb(32,31,33)" style="transform: none;"> ···· </g>
  ▼ <g id="16uprFkUzRJtmv4dfvBEnvT" fill="rgb(53,52,52)" style="transform: none;">
.. ▼ <g style="transform: none;"> == $6
       <path id="pTkz834MI" d="M0 8200 10 -8200 8200 0 8200 0 0 4895 c0 4344 -2 4895 -15 4895 -8</pre>
       0 -15 7 -15 15 0 8 -4 15 -10 15 -5 0 -10 -4 -10 -9 0 -5 -9 -7 -19 -4 -12 3 -17 11 -14 19 4
       3 19 7 19 8 1 15 -11 5 -21 3 -25 -4 -8 -12 -41 -5 -41 10 0 4 -17 11 -37 15 -52 9 -114 34 -
       5 -15 2 -10 -10 3 -9 2 -16 -4 -16 -21 0 -42 13 -42 25 0 7 -7 16 -16 19 -8 3 -13 2 -10 -2 2
       27 -33 8 -66 19 -73 23 -7 5 -25 6 -41 2 -19 -4 -34 -1 -44 9 -9 9 -20 16 -26 16 -6 0
       c36 1 45 21 10 21 -23 0 -62 19 -43 21 19 1 -30 18 -55 18 -14 1 -31 10 -37 20 -9 14 -20 18
       -39 15 -15 -3 -34 -2 -43 2 -9 4 -25 8 -36 8 -11 1 -24 11 -30 24 -5 12 -17 22 -27 22 -9 0 ·
       20 5 -23 10 -3 6 -14 10 -24 10 -10 0 -29 8 -42 18 -14 11 -44 20 -69 21 -25 2 -50 3 -57 4 -
              -13 9 -35 9 -49 0 -71 8 -65 24 5 14 -39 41 -53 33 -12 -8 -25 2 -46 36 -14 21 -25 27
       -54 27 -47 0 -99 18 -140 47 -17 13 -39 23 -47 23 -9 0 -16 7 -16 15 0 15 -53 48 -63 39 -3 -
```

