電腦視覺 Homework 2 – Basic Image Manipulation

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Language: python 3.7

Library: numpy, PIL, matplotlib

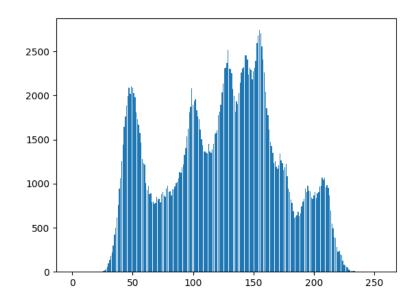
Execution way: python3 hw2.py --lena lena.bmp

Task:

(a) a binary image (threshold at 128)

I go through all pixels with 2 layer- for-loop, and if any pixel's value is greater or equal than the threshold, I will force it to be 255 and the pixel which it's value is less than threshold, I will force it to be 0.

(b) a histogram



I use one dimension numpy array (0^255) to store the number of how many pixel in this image have this value (0^255) , then output as a csv file with np.savetxt. Finally draw a histogram by matplotlib.

(c) connected components (regions with + at centroid, bounding box)



```
class Question3():
     def run(self, path, threshold):
    def preprocess(h, w, bin_ima
       vis = np.zeros((h, w))
    label = np.zeros((h, w))
                region_id
                n_{abels} = np.zeros(h * w)
                 for row in range(h):
                      for col in range(w):
                           if bin_image.getpixel((row, col)) == 0:
    vis[row, col] = 1
elif vis[row, col] == 0:
    stack = []
                                 stack.append((row, col))
                                 while len(stack) > 0:
                                      r, c = stack.pop()
if vis[r, c] == 1:
                                     stack.append((y,
                                 region_id += 1
                return label, n_labels
           def rectangle(label, n_labels, thres, h, w):
                 recs = []
                 for region, n in enumerate(n_labels):
                           (n >= thres):
    left = w
    right = 0
                             top = h
bot = 0
                             for y in range(w):
                                   for x in range(h):
                                             (label[y, x] ==
if (y < left):
                                                                     region):
                                                     left = y
                                               if (y > right):
                                                    right = y
                                               if (x < top):
top = x
                                               if (x > bot):
                                                    bot = x
                             recs.append((left, right, top, bot))
                 return recs
       def draws(recs, rec_img):
                  e recs:
                  lefts.
left, right, top, bot = recs.pop()
draw = ImageDraw.Draw(rec_img)
draw.rectangle(((left, top), (right, bot)), outline = 'yellow')
centroid_x = (left + right) / 2
centroid_y = (top + bot) / 2
                  centroid_y = (top + bot) / 2
draw.line(((centroid_x - 10, centroid_y), (centroid_x + 10, centroid_y)), fill = 'green', width =
draw.line(((centroid_x, centroid_y - 10), (centroid_x, centroid_y + 10)), fill = 'green', width =
           _ rec_img.save('connect_components.bmp')
hreshold = 500
bin_img = Image.open('binary.bmp')
                                                                                Briefly, in first step, I find out the
h, w = bin_img.size
                                                                                connect component with 8連通,
label,n_labels = preprocess(h, w, bin_img)
recs = rectangle(label, n_labels, threshold, w, h)
rec_img = Image.open('binary.bmp').convert('RGB')
                                                                                then using these information to find
                                                                                out the edge of the rectangles,
draws(recs, rec_img)
                                                                                finally use DrawImage to draw
                                                                               these rectangle in yellow and the
```

note the centroid of every rectangle with green cross.