

Computer Vision HW7: Thinning

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Since some of the operations (i.e., thresholding, down-sampling and Yokoi) are identical to the code I designed in HW6, I'll use them directly.

Step 1: Thresholding, Down Sampling and Generate Yokoi Connectivity Number

- Description:
Call the functions implemented in HW6. Please kindly refer to the report of HW6 if you are interested.
- Result:

Down sampled Yokoi Connectivity Images (Value 0 replaced by '_' to better visualize):

```
11111111 12111111111122322221 111111111111
15555551 11555555511 2 11 11 15555555511
15555551 1 211555112 21112221 15555555551 21
15555551 1 2 155112 22221511 15555555511 1
15555551 22 2112 22 121 155555555511
15555551 1 2 21 2 1 1 155555555551
15555551 12 1 121111 1321 1555555555511
15111551 1322 1155511111 1555555555551
111 1551 1 12155555511 15555555555511
11 1551 2115555511 1551115555511
21 1551 2 1555555111 1551 1155511
1 1551 2 15555555511 1551 11551 1
1551 11211555555551 1551 15511 12
1551 155555555555511 1551 1111 111
1551 1 22211555555555511 1151 11 1151
1551 2 22 1 155555555555511 151 11111 1551
1551 2 1 1155555555555551 151 11551 11551
1551 2 11555555555555511151115551 115551
1551 12 115555555555555555555551 155551
1551 11 22155555555555555555555112 115551
1551 111 22 1555555555555555555551 1 155551
1551 1511 1 1251121111121115555555511 1155551
1551 15521 1 121 1 11 1 155555511 1555551
1551 1151 132 2 1155555111 11555551
1551 151 322 115555111 121 15555551
1551 1221 2 155551 131 115555551
1551 2 1 11555511 1 11555551
1551 2 1 115555551 2 11555551
1551 2 115555551 2115555551
1551 1 1155555551 1555555551
1551 1 11511115555521 1 1155555551
1551 1 1 1111 115511 2 1555555551
1551 131 111 15111 2 1555555551
1551 121 1121 1 111 1 2 11555555551
1551 11 111 1 221 11 1 2 15555555551
1551 12 1 21 121 11 1111 2 15555555551
1551 1 12 22 151111111551 2 115555555551
1551 1 2 155551115511 1 155555555551
1551 2 22 1255551 15551 1 155555555551
1551 1 1 155511 11511 2 115555555551
1551 21 15551 1 151 2 155555555551
1551 2 1555112 151 2 155555555551
1551 1 1 115555511111 2 1555555555551
1551 2 22 11511111212 21155555555551
1551 1 12 151 2 1 155555511155551
1551 111 121 15555551 155551
1551 11111111 15555551 155551
1551 11551 15555551 155511
1551 1551 211111111 155511
11521 1 12 122155511 2 11 115511
1 151 1 1 15555111 2111 15511
22 1511 1 155555511 15511 1511
22 1511 1 1555555551 15551 151
2 151 1 11555555551 15511 1511
2 1521 1 155555555551 1551 12151
2 151 121 155555555551 15511 1551
2 1511 155555555551 11551 1511
21 1511 11 155555555551 111111151
11 151 115555555555511 111511
11 151 15555555555551 151
11 151 115555555555551 211
11 151 1155555555555511 1
11 151 155555555555551
11 111 121111111111111111
```

Step 2: Implement the Pair Relationship Operator

- Description

Starting from the Yokoi result in step 1, find the edge pixels (those with Yokoi connectivity number equals 1), check its 4-connected neighbors to decide whether they have edge neighbors. If yes, label it as 'p': interesting. For the other scenarios, assign 'q': not interesting.

- Algorithm

Scan through all the pixels:

If the pixel is an edge:

If it has edge neighbors (function h, f): assign 'p'

Else: assign 'q'

If not an edge:

Assign 'q'

- Code

```
def pairRelationship(self, array):
    # Input: Yokoi (shape 64,64, integer)
    # Output: Pair Relationship result (shape 64,64, integer)
    def funH(a, m):
        if a == m:
            return 1
        else:
            return 0

    def funF(a1, a2, a3, a4):
        if (a1 + a2 + a3 + a4) < 1:
            return 'q'
        else:
            return 'p'

    ret_array = np.zeros((64,64)).astype(str)
    for i in range(64):
        for j in range(64):
            if array[i][j] == 1:
                x0 = array[i][j]
                x1 = 0 if not self.inRange(i + 0, j + 1) else array[i + 0][j + 1]
                x2 = 0 if not self.inRange(i - 1, j + 0) else array[i - 1][j + 0]
                x3 = 0 if not self.inRange(i + 0, j - 1) else array[i + 0][j - 1]
                x4 = 0 if not self.inRange(i + 1, j + 0) else array[i + 1][j + 0]

                a1 = funH(x0, x1)
                a2 = funH(x0, x2)
                a3 = funH(x0, x3)
                a4 = funH(x0, x4)

                ret_array[i][j] = funF(a1, a2, a3, a4)
            elif array[i][j] == 0:
                ret_array[i][j] = '0'
            else:
                ret_array[i][j] = 'q'
    return ret_array
```

- Result

Take the result from the first iteration as an example:

```
pppppppp      qqpppppppppppppppppppppp      ppppppppppppp
pppppppp      ppqqpppppppppp_q_pp_pp      ppqqpppppppppp
pppppppp      p_pppppppppp_qpppppppp      ppqqpppppppp      qq
pppppppp      p_q_pppppp_qpppppppp      ppqqpppppppppp      q
pppppppp      qq_qppp_qq      pqp      ppqqpppppppppppppp
pppppppp      q_q_qq_q      q_q      ppqqpppppppppppppp
pppppppp      pq_q      ppppppp      qqpp      ppqqpppppppppppp
pppppppp      ppqq_pppppppppppp      ppqqpppppppppppppppp
ppp_pppp      q_qpppppppppppp      ppqqpppppppppppppppp
```


Step 4: Repeat the above procedure until no change

- Description:

Repeat the Yokoi->Pair Relationship->Connected Shrink procedure, until it can't be further skeletonized (7 times later).

- Algorithm:

Set up a variable 'cnt' to keep track of whether there are changes

While cnt != 0:

Repeat the Yokoi->Pair Relationship->Connected Shrink procedure

Show the final result

- Code:

```
def thinning(self):
    ans = np.copy(self.binds)
    while(self.cnt != 0):
        print('Iteration {}'.format(self.iter))
        # Initialize
        self.cnt = 0

        # Execute
        yk = self.yokoi(ans)
        self.printImg(yk)
        pr = self.pairRelationship(yk)
        self.printImg(pr)
        sh = self.connectedShrink(pr, ans)
        self.printImg(sh)

        # Update
        ans = sh
        self.iter += 1
    self.showImg(ans, save=True)
```

- Result:

After looping for 7 times:



(The result with shape (64, 64) in .bmp)

```
_____11_____11111111_____1_1
_____11111_11111_1_1_____1_1
_____1_1111_1_1_1111_____11_
_____1_1_1_11_1111111_____1_
```

This image displays a complex fractal pattern, likely a Sierpinski triangle, constructed from a grid of black and white squares. The pattern is highly self-similar, with intricate branching and recursive structure. It is composed of many small black squares arranged in a larger, roughly triangular shape, with a complex internal structure of white and black squares.