



University of Idaho
Department of Computer Science
Coeur d'Alene

Lecture #11

Morphological Operations

Garrett Wells
revised September 12, 2024

2024-09-12 Lecture #11



Lecture #11
Morphological Operations

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Review

Thresholding

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Review

Review

Review

Thresholding

Thresholding

- 1. Set/calculate threshold value

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Review

Thresholding

- 1. Set/calculate threshold value

Thresholding

- 1. Set/calculate threshold value
- 2. Compare to pixel values

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Review

Thresholding

- 1. Set/calculate threshold value
- 2. Compare to pixel values

Thresholding

1. Set/calculate threshold value
2. Compare to pixel values
3. Choose whether to keep/modify pixel values

Thresholding

1. Set/calculate threshold value
2. Compare to pixel values
3. Choose whether to keep/modify pixel values
4. Output is a binary mask

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└ Review

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Review

Thresholding

1. Set/calculate threshold value
2. Compare to pixel values
3. Choose whether to keep/modify pixel values
4. Output is a binary mask

Morphological Operations

Background: Mathematical Morphology...

Morphology

morpho “shape”
ology “study of” The study of form and structure.

Mathematical Morphology (MM)¹

A theory and technique for the analysis and processing of geometrical structures, based on set theory, lattice theory, topology, and random functions. MM is most commonly applied to digital images. Developed in 1964 by Georges Matheron & Jean Serra.

¹Wikipedia: Mathematical Morphology [1]

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└ Morphological Operations

└ Morphological Operations

1. MM was applied to binary images during the 1960s and 70s[1].
2. MM added gradient, top-hat, and watershed(segmentation) in the 1980-80 time range [1].

Morphological Operations

Background: Mathematical Morphology...

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¹Wikipedia: Mathematical Morphology [1]

Morphological Operations

In image processing...

Morphological Image Processing¹

Apply a “Structuring Element”² (kernel) to a function (image) to calculate an output.

¹Wikipedia: Digital Image Processing [2]

²Wikipedia: Structuring Element [3]

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└ Morphological Operations

└ Morphological Operations

1. Morphological operations apply structuring element to image to see how the element fits the image. Operations are defined mathematically as applying to two sets (source image and struct. element/kernel).
2. Example of simple operation: apply structuring element(set B) to image(set A), if completely contained by image, set output pixel (center/anchor pixel) to minimum value (0) if any pixel in source set A is 0. This is called erosion as it decreases size of objects (1's).

Morphological Image Processing¹

Apply a “Structuring Element”² (kernel) to a function (image) to calculate an output.

¹Wikipedia: Digital Image Processing [2]
²Wikipedia: Structuring Element [3]

Morphological Operations

Summary...

- Thresholding produces binary images

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Morphological Operations

Summary...

- Thresholding produces binary images

- ▶ Thresholding produces binary images
- ▶ Need ways of manipulating these

Morphological Operations

Summary...

- ▶ Thresholding produces binary images
- ▶ Need ways of manipulating these
- ▶ Enter morphological operations

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└ Morphological Operations

Morphological Operations
Summary...

- ▶ Thresholding produces binary images
- ▶ Need ways of manipulating these
- ▶ Enter morphological operations

Morphological Operations

Summary...

- ▶ Thresholding produces binary images
- ▶ Need ways of manipulating these
- ▶ Enter morphological operations
 - ▶ assume pixels are 0 or 1

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└ Morphological Operations

└ Morphological Operations

Morphological Operations
Summary...

- ▶ Thresholding produces binary images
- ▶ Need ways of manipulating these
- ▶ Enter morphological operations
 - ▶ assume pixels are 0 or 1

Morphological Operations

Summary...

- ▶ Thresholding produces binary images
- ▶ Need ways of manipulating these
- ▶ Enter morphological operations
 - ▶ assume pixels are 0 or 1
 - ▶ use kernels

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└ Morphological Operations

└ Morphological Operations

Morphological Operations
Summary

- ▶ Thresholding produces binary images
- ▶ Need ways of manipulating these
- ▶ Enter morphological operations
 - ▶ assume pixels are 0 or 1
 - ▶ use kernels

Morphological Operations

Summary...

- ▶ Thresholding produces binary images
- ▶ Need ways of manipulating these
- ▶ Enter morphological operations
 - ▶ assume pixels are 0 or 1
 - ▶ use kernels
 - ▶ morph mask to clarify output

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└ Morphological Operations

└ Morphological Operations

Morphological Operations
Summary

- ▶ Thresholding produces binary images
- ▶ Need ways of manipulating these
- ▶ Enter morphological operations
 - ▶ assume pixels are 0 or 1
 - ▶ use kernels
 - ▶ morph mask to clarify output

Morphological Types¹²

- 1. Erosion
- 2. Dilation
- 3. Opening
- 4. Closing
- 5. Morphological Gradient
- 6. Top Hat
- 7. Black Hat
- 8. Hit or Miss

¹Defined in enum cv.MorphTypes
²Sourced from OpenCV Docs[4]

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- └ Morphological Operations
 - └ List of Operations

Morphological Types¹²

- 1. Erosion
- 2. Dilation
- 3. Opening
- 4. Closing
- 5. Morphological Gradient
- 6. Top Hat
- 7. Black Hat
- 8. Hit or Miss

¹Defined in enum cv.MorphTypes
²Sourced from OpenCV Docs[4]

Erosion

Original image pixel is only 1 if *all* pixels under kernel are 1.

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 - └ Erosion
 - └ Erosion

Erosion

Erosion

Original image pixel is only 1 if *all* pixels under kernel are 1.

- Analogous to soil erosion, shrinks or “erodes” edges of foreground (white) object



Figure: Original



Figure: Output

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└ Morphological Operations

└ Erosion

└ Erosion

Erosion

Original image pixel is only 1 if all pixels under kernel are 1.

► Analogous to soil erosion, shrinks or “erodes” edges of foreground (white) object

Figure: Original

Figure: Output

Erosion

Erosion

Original image pixel is only 1 if *all* pixels under kernel are 1.

- ▶ Analogous to soil erosion, shrinks or “erodes” edges of foreground (white) object
- ▶ Decrease area of white objects



Figure: Original



Figure: Output

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└ Erosion

└ Erosion

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Original image pixel is only 1 if all pixels under kernel are 1.

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Figure: Original

Figure: Output

Erosion

Erosion

Original image pixel is only 1 if *all* pixels under kernel are 1.

- ▶ Analogous to soil erosion, shrinks or “erodes” edges of foreground (white) object
- ▶ Decrease area of white objects
- ▶ Helpful for removing white noise



Figure: Original



Figure: Output

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└ Morphological Operations

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- ▶ Analogous to soil erosion, shrinks or “erodes” edges of foreground (white) object
- ▶ Decrease area of white objects
- ▶ Helpful for removing white noise
- ▶ Helpful for detaching two connected objects



Figure: Original



Figure: Output

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└ Erosion

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Original image pixel is only 1 if all pixels under kernel are 1.

- ▶ Analogous to soil erosion, shrinks or “erodes” edges of foreground (white) object
- ▶ Decrease area of white objects
- ▶ Helpful for removing white noise
- ▶ Helpful for detaching two connected objects

Figure: Original

Figure: Output

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

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└ Dilation

└ Dilation

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

► Opposite of erosion



Figure: Original



Figure: Output

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└ Dilation

└ Dilation

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

► Opposite of erosion



Figure: Original



Figure: Output

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

- ▶ Opposite of erosion
- ▶ Increases size of foreground (white) objects



Figure: Original



Figure: Output

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└ Dilation

└ Dilation

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

- ▶ Opposite of erosion
- ▶ Increases size of foreground (white) objects



Figure: Original



Figure: Output

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

- ▶ Opposite of erosion
- ▶ Increases size of foreground (white) objects
- ▶ Erosion → dilation, removes noise



Figure: Original



Figure: Output

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└ Dilation

└ Dilation

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

- ▶ Opposite of erosion
- ▶ Increases size of foreground (white) objects
- ▶ Erosion → dilation, removes noise



Figure: Original



Figure: Output

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

- ▶ Opposite of erosion
- ▶ Increases size of foreground (white) objects
- ▶ Erosion → dilation, removes noise
- ▶ Helpful for joining disconnected objects



Figure: Original



Figure: Output

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└ Dilation

└ Dilation

Dilation

Dilation

Set pixel to 1 if *any* pixel under the kernel is 1.

- ▶ Opposite of erosion
- ▶ Increases size of foreground (white) objects
- ▶ Erosion → dilation, removes noise
- ▶ Helpful for joining disconnected objects



Figure: Original



Figure: Output

Opening

Another name for erosion → dilation.

Opening

Opening

Another name for erosion → dilation.

- ▶ Helps maintain size
- ▶ Removes noise (gaps in background)



Figure: Input & Output

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└ Morphological Operations

└ Opening

└ Opening

Opening

Opening

Another name for erosion → dilation.

- ▶ Helps maintain size
- ▶ Removes noise (gaps in background)



Figure: Input & Output

Closing

Opening

Dilation → Erosion

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- Morphological Operations
 - Closing
 - Closing

Closing

Opening

Dilation → Erosion

Closing

Opening

Dilation → Erosion

- Closes gaps in foreground
- Helps maintain size of original object



Figure: Input & Output

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└ Morphological Operations

└ Closing

└ Closing

Closing

Opening

Dilation → Erosion

- Closes gaps in foreground
- Helps maintain size of original object



Figure: Input & Output

Morphological Gradient

Morphological Gradient

1. Dilation
2. Erosion
3. Output is difference between dilation and erosion

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└ Morphological Operations

└ Morphological Gradient

└ Morphological Gradient

Morphological Gradient

Morphological Gradient

1. Dilation
2. Erosion
3. Output is difference between dilation and erosion

Morphological Gradient

Morphological Gradient

1. Dilation
2. Erosion
3. Output is difference between dilation and erosion

► Looks like an object outline



Figure: Input & Output

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- └ Morphological Operations
 - └ Morphological Gradient
 - └ Morphological Gradient

Morphological Gradient

1. Dilation
2. Erosion
3. Output is difference between dilation and erosion

► Looks like an object outline




Figure: Input & Output

Black Hat

1. Opening
2. Output is difference between opening of image and source image

Black Hat

- 1. Opening
- 2. Output is difference between opening of image and source image



Figure: Opening Input & Output



Figure: Top Hat Input & Output

- Enhance bright objects in dark background [5]

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└ Top Hat
└ Top Hat

Top Hat

Black Hat

- 1. Opening
- 2. Output is difference between opening of image and source image

► Enhance bright objects in dark background [5]

Top Hat Example: Galaxy



Figure: Top Hat Input



Figure: Top Hat Output

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- Lecture #11
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 - └ Top Hat
 - └ Top Hat Example: Galaxy

Top Hat Example: Galaxy



Figure: Top Hat Input



Figure: Top Hat Output

Black Hat

1. Closing

2. Output is difference between closing of image and source image

Black Hat

Black Hat

1. Closing
2. Output is difference between closing of image and source image



Figure: Closing Input & Output



Figure: Black Hat Input & Output

- Enhances dark objects on bright background

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└ Morphological Operations

└ Black Hat

└ Black Hat

Black Hat

1. Closing
2. Output is difference between closing of image and source image





Figure: Closing Input & Output



► Enhances dark objects on bright background

Figure: Black Hat Input & Output

Top Hat and Black Hat Uses

- Good for small details

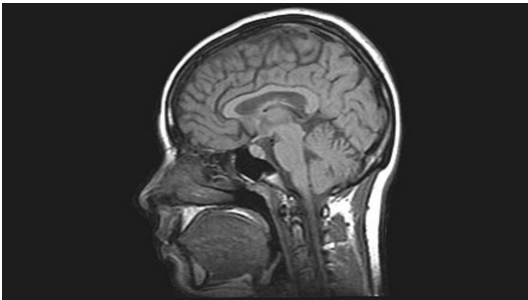


Figure: MRI Brain Scan

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- └ Morphological Operations
 - └ Black Hat
 - └ Top Hat and Black Hat Uses

Top Hat and Black Hat Uses

- Good for small details



Figure: MRI Brain Scan

Top Hat and Black Hat Uses

- ▶ Good for small details
- ▶ Feature extraction

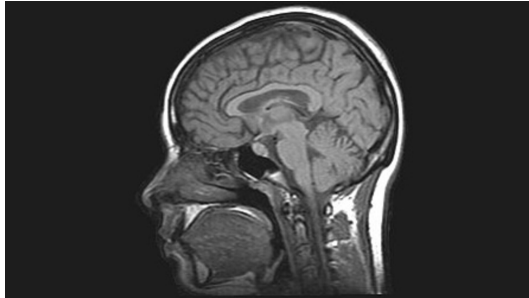


Figure: MRI Brain Scan

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└ Morphological Operations

└ Black Hat

└ Top Hat and Black Hat Uses

Top Hat and Black Hat Uses

- ▶ Good for small details
- ▶ Feature extraction



Figure: MRI Brain Scan

Top Hat and Black Hat Uses

- ▶ Good for small details
- ▶ Feature extraction
- ▶ Medical imaging

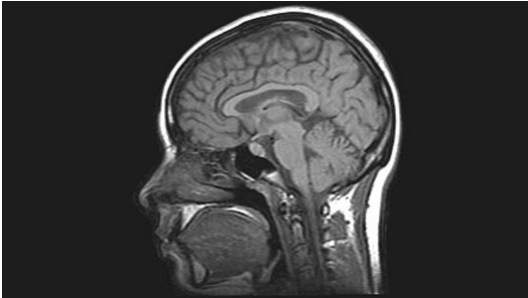


Figure: MRI Brain Scan

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└ Morphological Operations

└ Black Hat

└ Top Hat and Black Hat Uses

Top Hat and Black Hat Uses

- ▶ Good for small details
- ▶ Feature extraction
- ▶ Medical imaging



Figure: MRI Brain Scan


```
cv.erode(  
    src,  
    kernel, # kernel of desired size, all ones  
    ...     # other params have default values  
)  
cv.dilate(  
    src,  
    kernel, # kernel of desired size, all ones  
    ...     # default values  
)
```

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└ Morphological Operations

└ Morphology in OpenCV

└ Morphology in OpenCV

```
cv.erode(  
    src,  
    kernel, # kernel of desired size, all ones  
    ...     # other params have default values  
)  
cv.dilate(  
    src,  
    kernel, # kernel of desired size, all ones  
    ...     # default values  
)
```

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└ Morphological Operations

└ Morphology in OpenCV

└ Morphology in OpenCV

```
cv.morphologyEx(  
    src,  
    op,      # operation type enum value, cv.MorphTypes  
    kernel,  # supply kernel, all ones  
    ...      # other params have default values  
)
```

```
cv.morphologyEx(  
    src,  
    op,      # operation type enum value, cv.MorphTypes  
    kernel,  # supply kernel, all ones  
    ...      # other params have default values  
)
```

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 - └ Morphology in OpenCV
 - └ Looking Ahead...

Morphology used for:

- ☞ contours
- ☞ edge detection, outlines, segmentation

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