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| Intelligent Scissors | **Team No. 1**  **Team Members:**  Hassan Adham Hassan  Dina Yehia Hussein Riad  Rodaina Hesham Sokkar  Hazem Youssef El Sebaay  Abdullah Mohammed Abd El-Ghany  **Abstract**  A program that can select and crop any part of a picture with speed efficient and very high accuracy for selecting edges. |

**Function: BuildGraph O(N^2)**

Building an array for all nodes, for each node a list of all nodes connected to it and the weight of the connection edge.

public struct Edge

{

public int p;

public double w;

}

public static void BuildGraph(RGBPixel[,] image)//O(N^2)

{

int width = GetWidth(image);

int height = GetHeight(image);

Vector2D temp = new Vector2D();

ImageGraph = new List<Edge>[width \* height];

for (int k = 0; k < width \* height; k++) //O(N^2)

{

//Create a list of edges for each node in the image.

ImageGraph[k] = new List<Edge>();

}

for (int i = 0; i < height; i++)//O(N)

{

for (int j = 0; j < width; j++)//O(N)

{

//If node is not in last column nor last row.

//i.e Must have both right and bottom nodes.

if (i != height - 1 && j != width - 1)

{

temp = CalculatePixelEnergies(j, i, image);

Edge e = new Edge();

e.p = i \* width + j + 1;

e.w = 1 / temp.X;

ImageGraph[i \* width + j].Add(e);

e.p = (i + 1) \* width + j;

e.w = 1 / temp.Y;

ImageGraph[i \* width + j].Add(e);

e.p = i \* width + j;

e.w = 1 / temp.X;

ImageGraph[i \* width + j + 1].Add(e);

e.p = i \* width + j;

e.w = 1 / temp.Y;

ImageGraph[(i + 1) \* width + j].Add(e);

}

//Current node is in last row but not in last column.

//i.e Doesn't have bottom node.

else if (i == height - 1 && j != width - 1)

{

temp = CalculatePixelEnergies(j, i, image);

Edge e = new Edge();

e.p = i \* width + j + 1;

e.w = 1 / temp.X;

ImageGraph[i \* width + j].Add(e);

e.p = i \* width + j;

e.w = 1 / temp.X;

ImageGraph[i \* width + j + 1].Add(e);

}

//Current node is in last column but not in last row.

//i.e Doesn't have right node.

else if (i != height - 1 && j == width - 1)

{

temp = CalculatePixelEnergies(j, i, image);

Edge e = new Edge();

e.p = (i + 1) \* width + j;

e.w = 1 / temp.Y;

ImageGraph[i \* width + j].Add(e);

e.p = i \* width + j;

e.w = 1 / temp.Y;

ImageGraph[(i + 1) \* width + j].Add(e);

}

}

}

}

**Class: Heap**

class heap

{

public int size, last;

private pair[] arr;

public heap(int n)

{

arr = new pair[n];

size = n;

last = 1;

}

public void add(double a, int b)

{

if (last == 0)

last++;

//Check if the array size can have anymore elements or not.

if (last == size)

{

//Double the size of the array.

Array.Resize(ref arr, arr.Length \* 2);

//Set the size varialbe to the new size of the array.

size = arr.Length;

}

//Put the new element after the last element in the array.

arr[last] = new pair(a, b);

int i = last;

//Compare the new element with it's parent and swap them to keep

it minimum tree O(log(N)).

while (i != 1 && arr[i].first < arr[i / 2].first)

{

pair x = arr[i / 2];

arr[i / 2] = arr[i];

arr[i] = x;

i /= 2;

}

last++;

}

public pair getmin()

{

pair x = arr[1],y;

last--;

//Update the tree if it still have any elements.

if (last != 0)

{

//Put the last element in the first place.

arr[1] = arr[last];

int i = 1;

//Update the i-th element with it's childs

O(log(N)).

while (i < last)

{

//Finding minimum between i and it's childs to

update the tree.

//Check if valid right and left childs.

if ((i \* 2) + 1 < last)

{

if (arr[i \* 2].first < arr[(i \* 2) + 1].first &&

arr[i \* 2].first < arr[i].first)

{

y = arr[i \* 2];

arr[i \* 2] = arr[i];

arr[i] = y;

i \*= 2;

}

else if (arr[i \* 2].first >= arr[(i \* 2) + 1].first

&& arr[(i \* 2) + 1].first < arr[i].first)

{

y = arr[(i \* 2) + 1];

arr[(i \* 2) + 1] = arr[i];

arr[i] = y;

i \*= 2;

i++;

}

else

break;

}

//Check if valid left child.

else if (i\*2<last)

{

if (arr[i \* 2].first < arr[i].first)

{

y = arr[i \* 2];

arr[i \* 2] = arr[i];

arr[i] = y;

i \*= 2;

}

else

break;

}

//This node has no childs.

else

{

break;

}

}

}

return x;

}

public bool empty()

{

if (last == 0)

return true;

return false;

}

}

**Class: Pair**

class pair

{

public double first;

public int second;

public pair(double a, int b)

{

first = a;

second = b;

}

}

**Function: ShortestReach O(E log(N))**

Greedy Shortest path algorithms depends on sorting edges from smallest weight to largest.

public static double[] shortestReach(int n, List<Edge>[] edges, int s)

{

/\*

\* E is the number of edges.

\* N is the number of nodes.

\*/

//Array holds the path value from source to each node.

double[] arr = new double[n + 1];

for (int i = 0; i <= n; i++)//O(N)

{

//Set path value from source to each node as high value.

arr[i] = 1000000000;

}

heap h = new heap(n);

h.add(0, s);//Add the source node path value equals 0 O(log(N)).

while (!h.empty())//O(E log(N)).

{

//Get the minimum value and remove it from the heap.

pair x = h.getmin();

//Check if the new path value is better than the one we already

have.

if (arr[x.second] > x.first)

{

//Update the path value.

arr[x.second] = (double)x.first;

//Loop over edges connected to the node we have now O(E).

for (int i = 0; i < edges[x.second].Count; i++)

{

//Check if the new path value is better than the one we

already have.

if (arr[edges[x.second][i].p] > x.first +

edges[x.second][i].w)

{

h.add(x.first + edges[x.second][i].w,

edges[x.second][i].p);//O(log(N)).

}

}

}

}

return arr;

}

**Function: line O(E\*N)**

Backtracking the pass from destination to source.

public static int[] line(int s, int d, double[] arr, List<Edge>[] edges)

{

//Create list to hold the nodes in the shortest path from source to

destination.

List<int> l = new List<int>();

//Start first time from destination and loop till it equals the

source node O(N).

while (d != s)

{

l.Add(d);

//Loop over the connected edges to the node we have now O(E).

for (int i = 0; i < edges[d].Count; i++)

{

//Check if that node is part of the path from source to

destination.

if (arr[d] == arr[edges[d][i].p] + edges[d][i].w)

{

//Update d with new node and break.

d = edges[d][i].p;

break;

}

}

}

//Add the source to the list to finish the path.

l.Add(s);

int[] a = new int[l.Count];

for (int i = 0; i < a.Length; i++)//O(N)

{

//Copy the nodes from the list to an array.

a[i] = l[i];

}

return a;

}

**Function: output O(N^2)**

Creates "output.txt" text file that represents the graph.

public static void output()//O(N^2).

{

using (StreamWriter writetext = new StreamWriter("output.txt"))

{

string g = "The constructed graph" + Environment.NewLine;

writetext.WriteLine(g);

for (int i = 0; i < ImageGraph.Length; i++)//O(N^2).

{

string s = " The index node" + i + Environment.NewLine +

"Edges" + Environment.NewLine;

for (int j = 0; j < ImageGraph[i].Count; j++)//O(N^2).

{

if (ImageGraph[i][j].w == double.PositiveInfinity)

s += "edge from " + i + " To " +

ImageGraph[i][j].p + " With Weights " + 1E+16 +

Environment.NewLine;

else

s += "edge from " + i + " To " +

ImageGraph[i][j].p + " With Weights " +

ImageGraph[i][j].w + Environment.NewLine;

}

s += Environment.NewLine + Environment.NewLine;

writetext.WriteLine(s);

}

}

}

**Function: outputShortestPath O(N)**

Creates "outputShortestPath.txt" text file that represents the shortest path.

public static void outputShortestPath(Point[] arr, int source, Point sourcePoint, int destination, Point destintaionPoint)//O(N).

{

using (StreamWriter sw = new StreamWriter("shortestPath.txt"))

{

sw.WriteLine(" The Shortest path from Node " + source + "at

position " + sourcePoint.X + " " + sourcePoint.Y);

sw.WriteLine(" The Shortest path to Node " + destination + "at

position " + destintaionPoint.X + " " +

destintaionPoint.Y);

for (int i = arr.Length - 1; i >= 0; i--)//O(N).

{

sw.WriteLine("Node " + arr[i] + " at position x " + arr[i].X

+ " at position y " + arr[i].Y);

}

}

}

**Function: drawLine O(N)**

Draws a line for the shortest path from anchor point to destination.

private void drawLine(Point[] arr, Color C, int S)//O(N)

{

//"arr" is an array of points holding the path points.

Graphics g = pictureBox1.CreateGraphics();

Rectangle r = new Rectangle();

Pen pen = new Pen(C, S);

pen.DashStyle = System.Drawing.Drawing2D.DashStyle.Dash;

PaintEventArgs p = new PaintEventArgs(g, r);

p.Graphics.DrawCurve(pen, arr); //O(N)

}