

216cs111 Shirke Aryan

## Pseudocode For Dilation and Erosion

# Preprocessing function

def preprocess\_image(image\_path):

# Read the image

img = cv2.imread(image\_path, cv2.IMREAD\_GRAYSCALE)

# Convert to binary

\_, binary\_img = cv2.threshold(img, 127, 255,  
cv2.THRESH\_BINARY)

# Resize to 720x480

resized\_img = cv2.resize(binary\_img, (720, 480))

return resized\_img

# Function to perform dilation and erosion

def dilate\_erode(image):

# Define square and circular structuring elements

square\_kernel = np.ones((5, 5), np.uint8)

circular\_kernel =

cv2.getStructuringElement(cv2.MORPH\_ELLIPSE, (5, 5))

# Perform dilation

21bcs111 Shirke Aryan

```
dilated_square = cv2.dilate(image, square_kernel,  
iterations=1)
```

```
dilated_circular = cv2.dilate(image, circular_kernel,  
iterations=1)
```

```
# Perform erosion
```

```
eroded_square = cv2.erode(image, square_kernel,  
iterations=1)
```

```
eroded_circular = cv2.erode(image, circular_kernel,  
iterations=1)
```

```
return dilated_square, dilated_circular, eroded_square,  
eroded_circular
```

```
# Load and preprocess the image
```

```
image_path = "your_image.jpg"
```

```
preprocessed_image = preprocess_image(image_path)
```

```
# Perform dilation and erosion
```

```
dilated_square, dilated_circular, eroded_square,  
eroded_circular = dilate_erode(preprocessed_image)
```

```
cv2.destroyAllWindows()
```

This code snippet performs the following

21bcs111 Shirke Aryan

steps:

Reads the input image and converts it to binary.

Resizes the image to 720x480.

Applies dilation and erosion operations using both square and circular structuring elements.

Displays the original image along with the results of dilation and erosion using both types of kernels.

Observation and Conclusion:

The square structuring element tends to produce more angular and blocky shapes during dilation and erosion, while the circular structuring element results in smoother and rounded shapes.

Dilation expands the shapes in the image, while erosion shrinks them.

Opening (erosion followed by dilation) is useful for removing small objects or noise from the image, while closing (dilation followed by erosion) can fill in small gaps or holes in objects.

Experimenting with different structuring elements and iterations can yield various effects on the processed image, allowing for fine-tuning based on specific requirements.