

Morphology

- ☐ Hit and Fit
- ☐ Dilation and Erosion
- ☐ Closing and Opening
- ☐ Compound Operations
- ☐ Boundary Detection

- ❑ Morphology operates like the other neighborhood processing methods by applying a kernel to each pixel in the input.
- ❑ In morphology, the kernel is denoted a *structuring element and contains '0's and '1's*.
- ❑ *You can design the structuring element as you please, but normally the pattern of '1's form a box or a disk.*

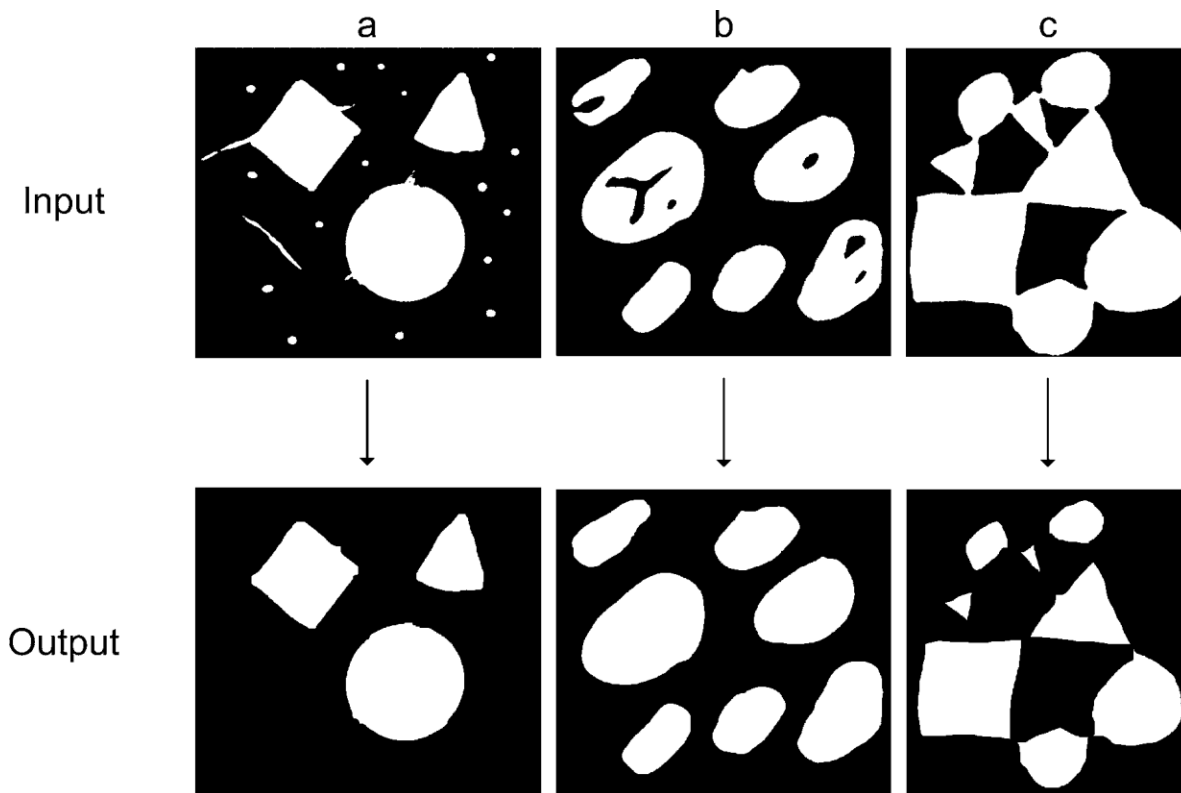


Fig. Three examples of the uses of morphology.

- (a) Removing small objects.
- (b) Filling holes.
- (c) Isolating objects

1	1	1
1	1	1
1	1	1

1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1

[illegible]

0	1	0
1	1	1
0	1	0

0	1	1	1	0
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
0	1	1	1	0

0	0	0	0	0	1	1	1	1	1	0	0	0	0	0
0	0	0	1	1	1	1	1	1	1	1	1	0	0	0
0	0	1	1	1	1	1	1	1	1	1	1	1	0	0
0	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	1	1	1	1	1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	0	1	1	1	1	1	1	1	1	1	1	1	0	0
0	0	0	1	1	1	1	1	1	1	1	1	0	0	0
0	0	0	0	0	1	1	1	1	1	0	0	0	0	0

Fig. Two types of structuring elements at different sizes

Hit

- ❑ For each '1' in the structuring element we investigate whether the pixel at the same position in the image is also a '1'.
- ❑ If this is the case for just one of the '1's in the structuring element we say that the structuring element *hits the image at the pixel position* in question (the one on which the structuring element is centered). This pixel is therefore set to '1' in the output image. Otherwise it is set to '0'.

Fit

- ❑ For each '1' in the structuring element we investigate whether the pixel at the same position in the image is also a '1'.
- ❑ If this is the case for *all the '1's in the structuring element* we say that the structuring element *fits the image at the pixel position* in question (the one on which the structuring element is centered). This pixel is therefore set to '1' in the output image. Otherwise it is set to '0'.

Position	SE	Fit	Hit
A	S_1	No	Yes
A	S_2	No	Yes
B	S_1	No	Yes
B	S_2	No	No
C	S_1	Yes	Yes
C	S_2	Yes	Yes
D	S_1	No	No
D	S_2	No	No

Dilation

Applying Hit to an entire image is denoted *Dilation and is written as*

$$g(x, y) = f(x, y) \oplus SE$$

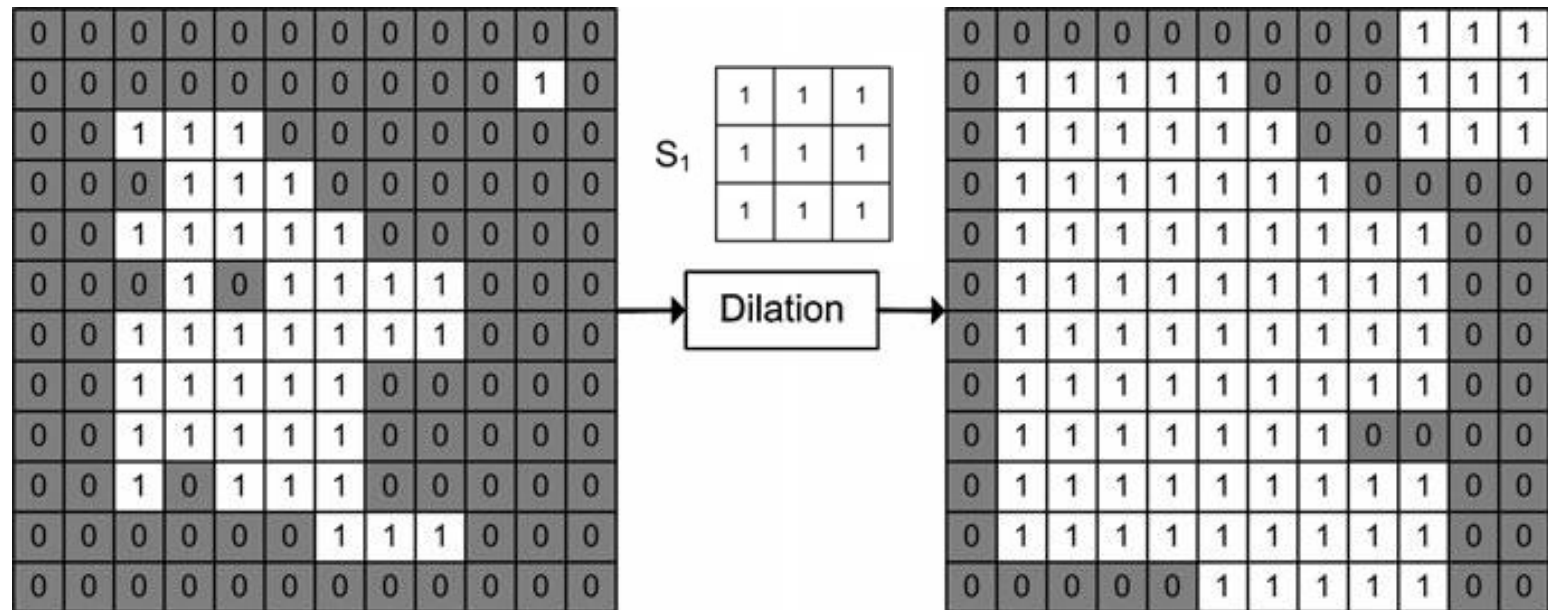


Fig. Dilation of the binary image using S_1

- ❑ The term *dilation* refers to the fact that the object in the binary image is increased in size.
- ❑ In general, dilating an image results in objects becoming bigger, small holes being filled, and objects being merged.
- ❑ How big the effect is depends on the size of the structuring element.
- ❑ It should be noticed that a large structuring element can be implemented by iteratively applying a smaller structuring element.

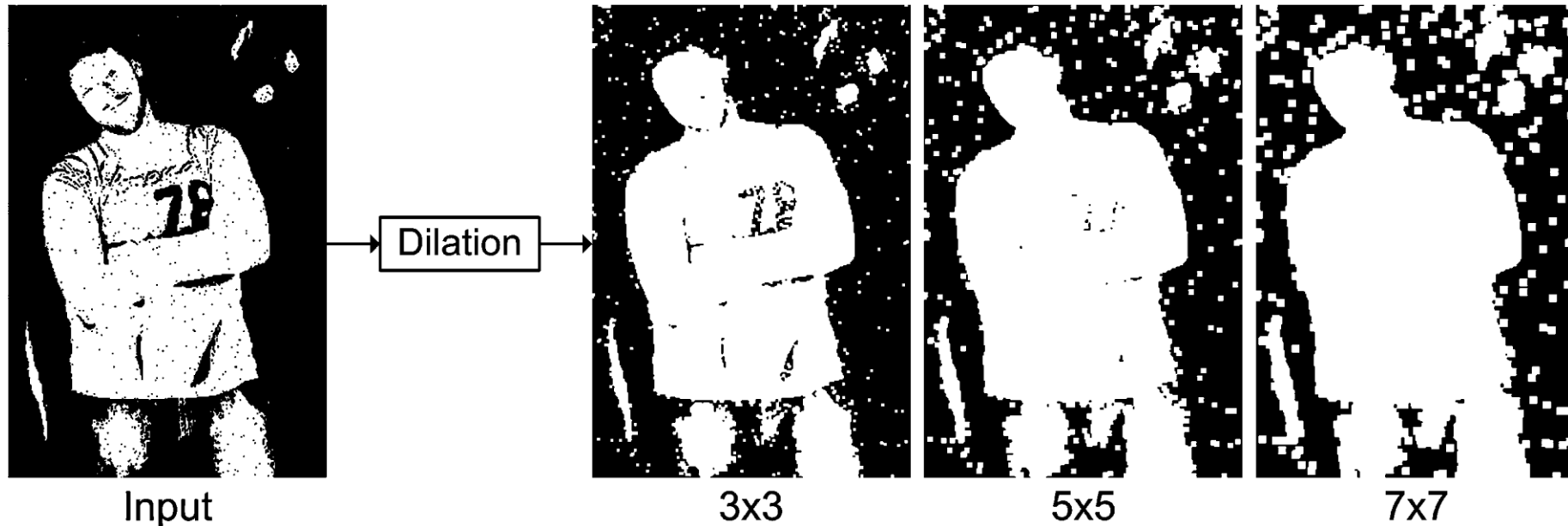
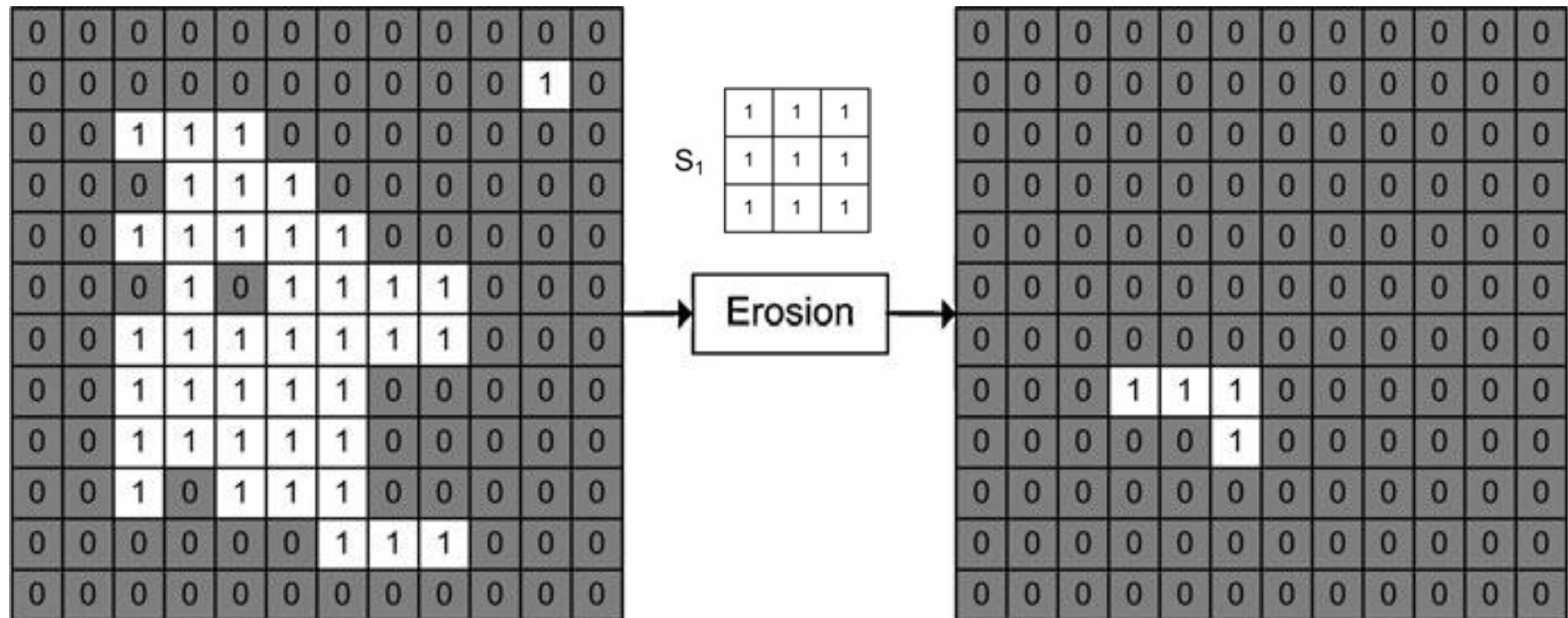


Fig. Dilation with different sized structuring elements

$$g(x, y) = f(x, y) \ominus SE$$


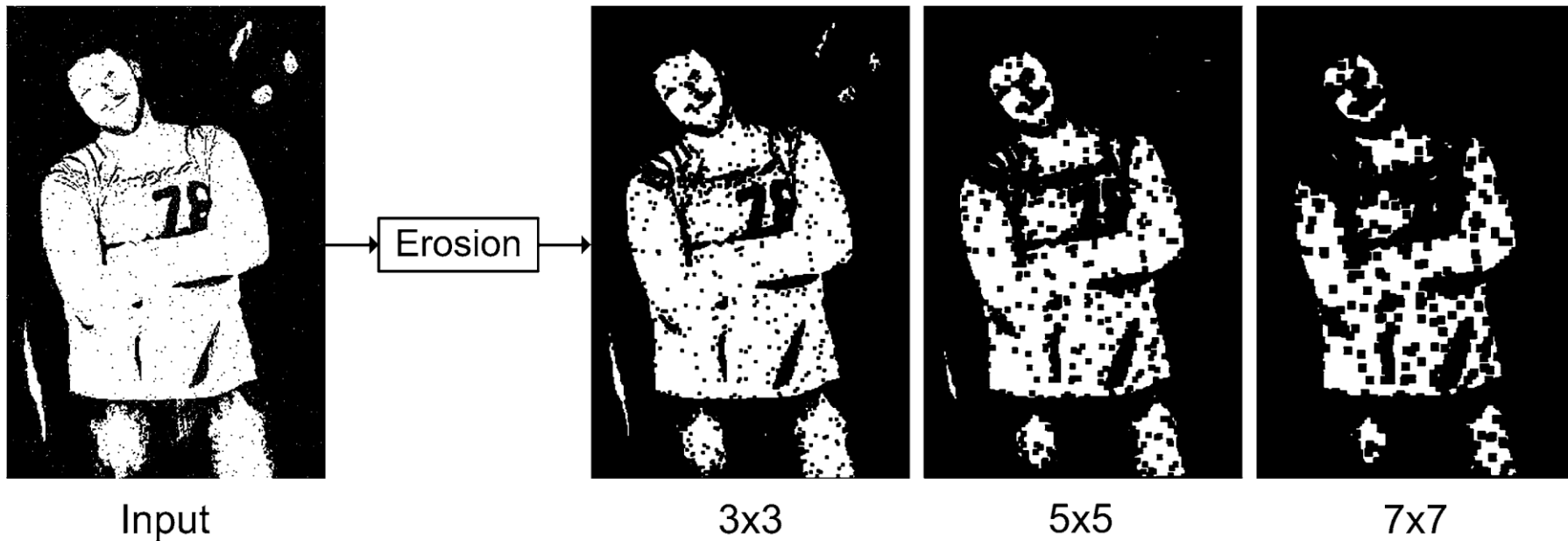


Fig. Erosion with different sized structuring elements

Compound Operations

Closing

$$g(x, y) = f(x, y) \bullet SE = (f(x, y) \oplus SE) \ominus SE$$

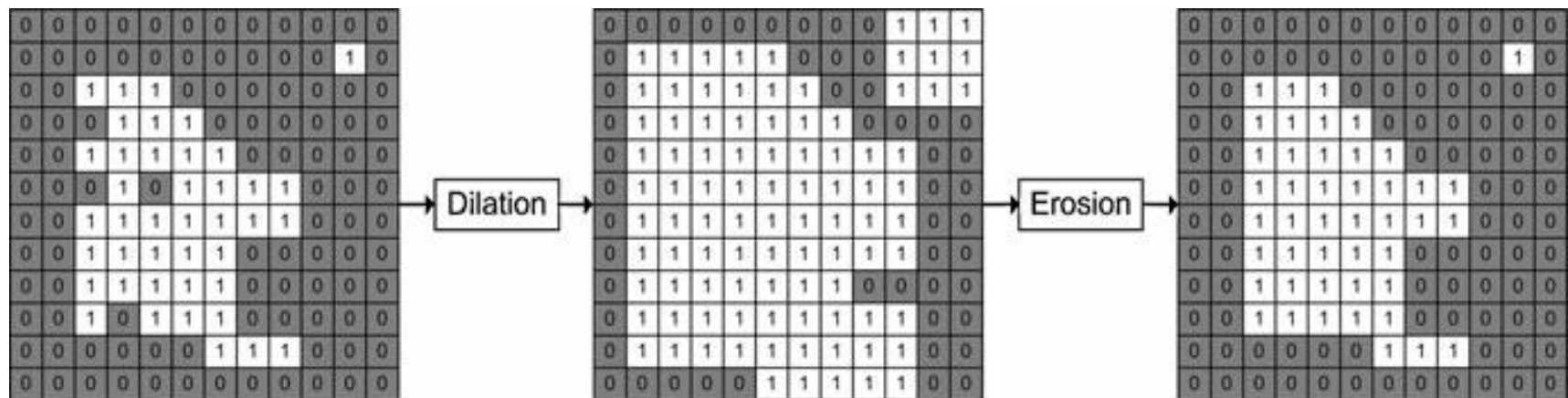


Fig. Closing of the binary image using $S1$

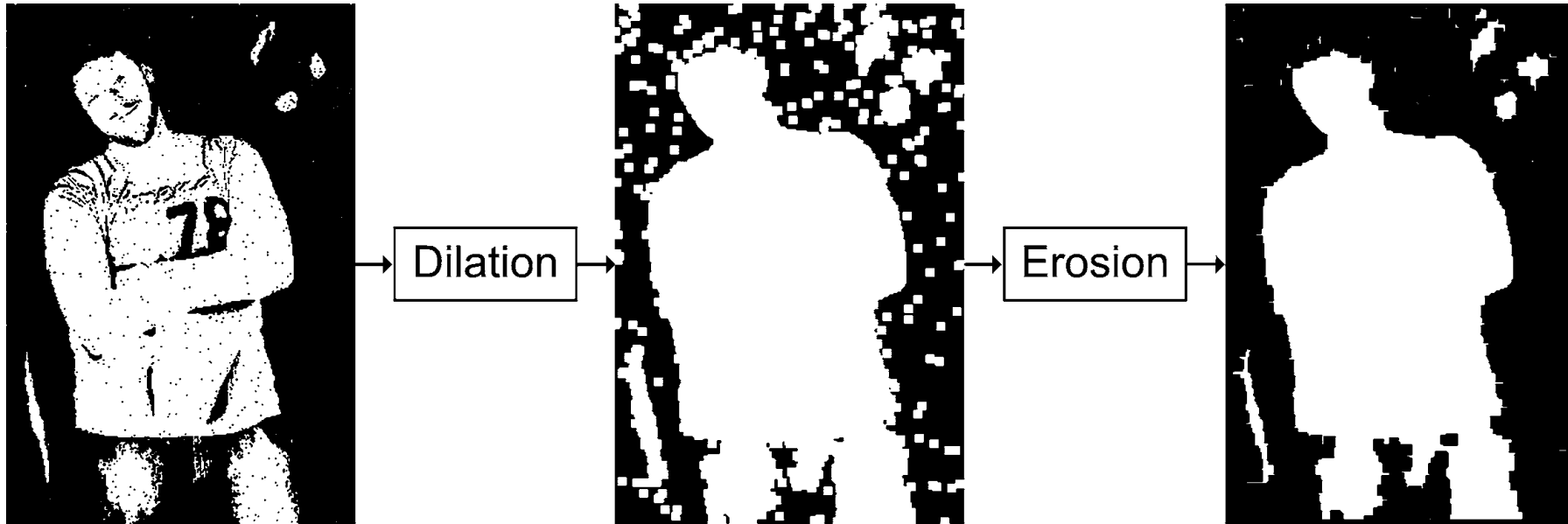


Fig. Closing performed using 7×7 box-shaped structuring elements

Opening

$$g(x, y) = f(x, y) \circ SE = (f(x, y) \ominus SE) \oplus SE$$

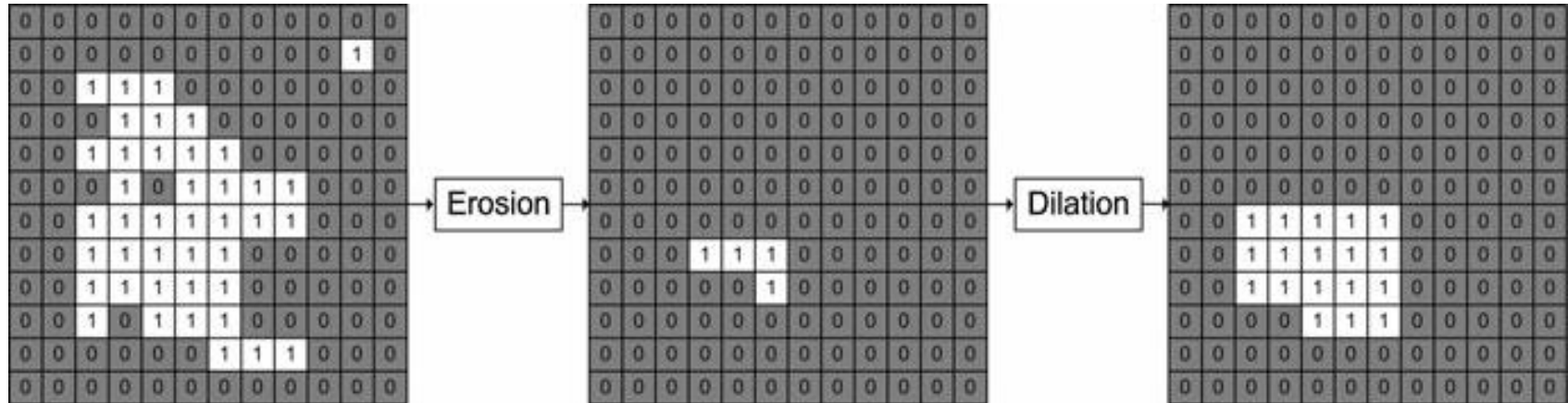


Fig. Opening of the binary image using $S1$

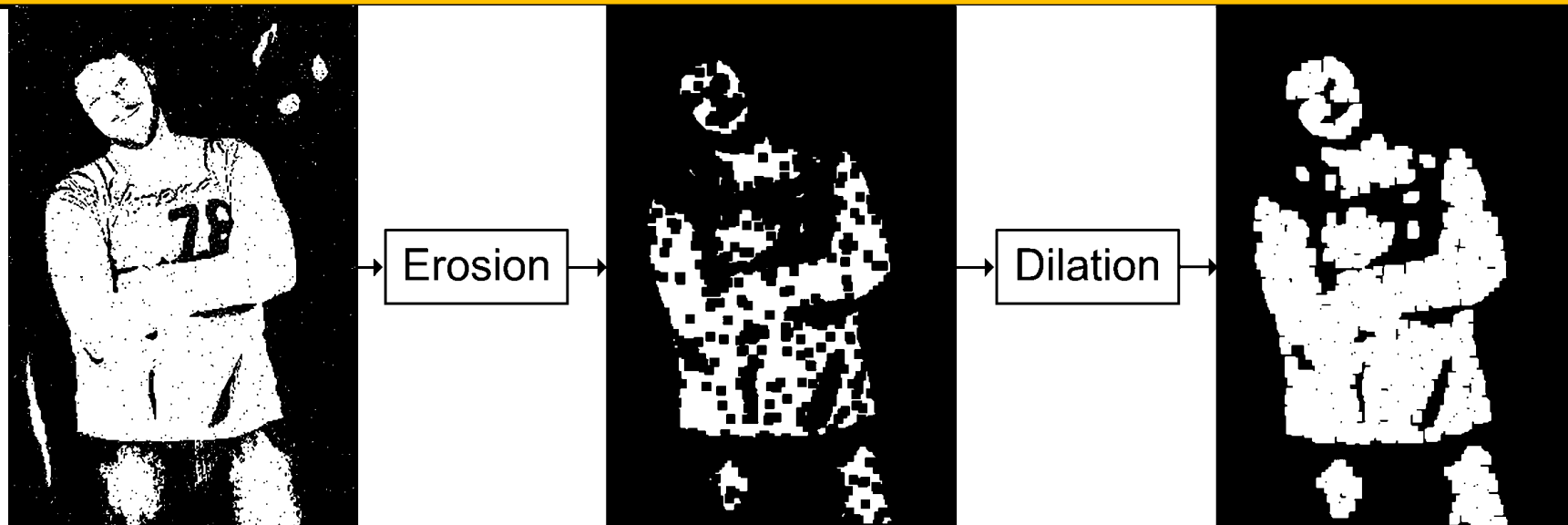


Fig. Opening performed using a 7×7 box-shaped structuring element

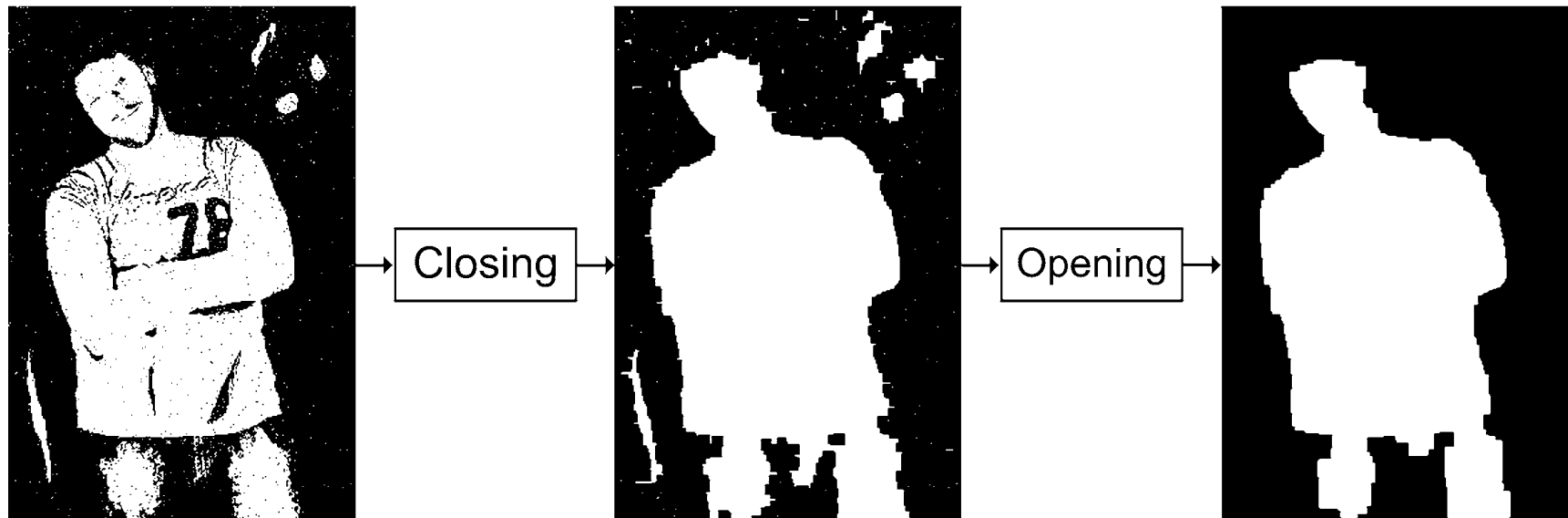


Fig. Filtering a binary image where both holes and small noisy objects are present

Application: **Boundary Detection**

$$g(x, y) = f(x, y) - (f(x, y) \ominus SE)$$

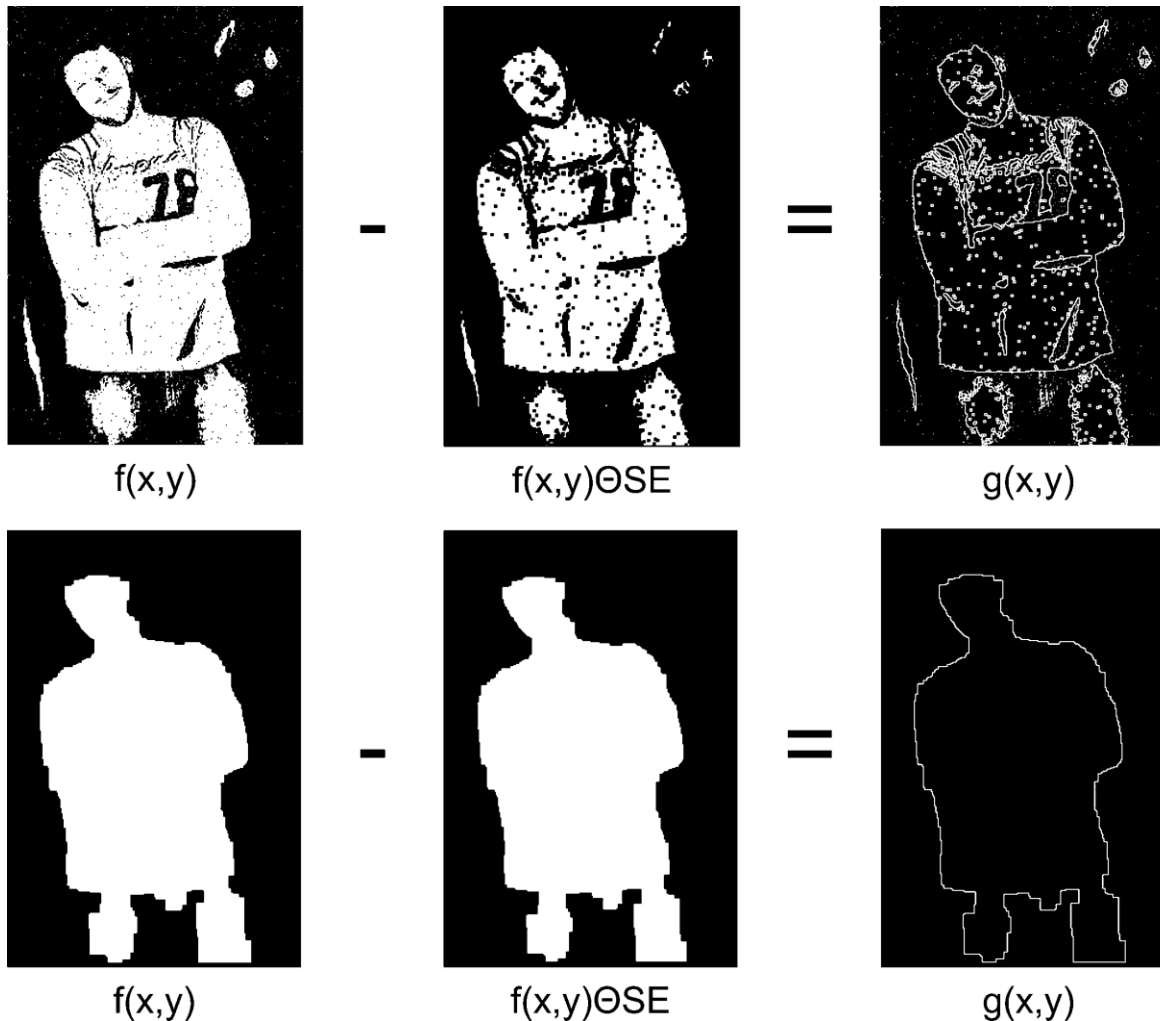


Fig. Boundary detection

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