



**COMP 4360**  
**IMAGE PROCESSING**  
**COMPUTER ENGINEERING DEPARTMENT**  
**ASSIGNMENT #1**  
**16.11.2025**

**MUSTAFA GÖKSU ERDOĞAN**  
**22070001052**

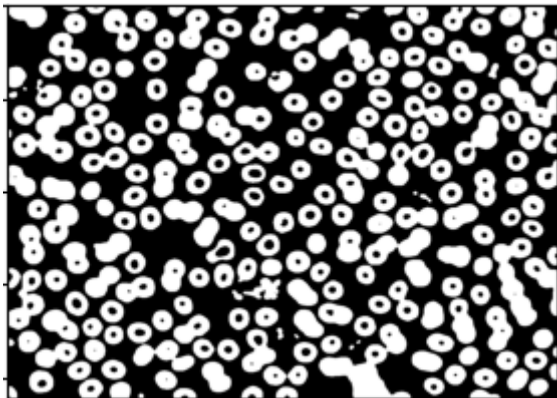
# 1. Methodology

Before doing any kind of preprocessing or morphology, I loaded the image as grayscale and made it negative. This is because, I wanted the cells to be in the foreground for further methodologies.

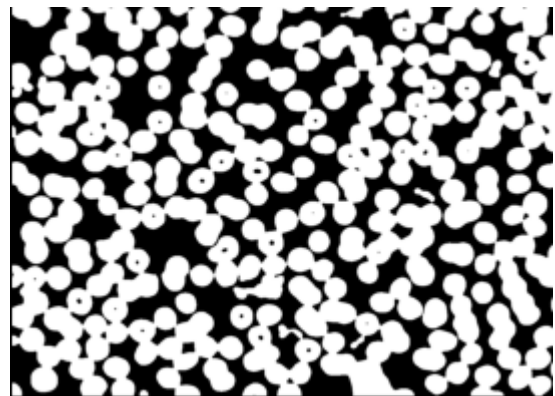
After that a Gaussian Blur is applied to the image. This preprocessing step is crucial for reduction of noise in the image and making sure that centers of the cells are similar color as the outside of the cells. This is important, after thresholding, empty spaces in the middle of the cells are minimized because the Gaussian Blur spread the colors accros the cells fort hem to be closer to gray, rather than black.

My goal in choosing the parameters for `cv2.GaussianBlur()` and `cv2.threshold()` was making sure that holes in the cells were filled close to being full . I achived this by using `ksize=(21,21)` for `cv2.GaussianBlur()` and `thresh=60` for `cv2.threshold()` by trial and error.

Its possible to fill the significant portion of the hole in the cells by using different values for `ksize` and `thresh`. But for the next step, I wanted them to be filled just enough.

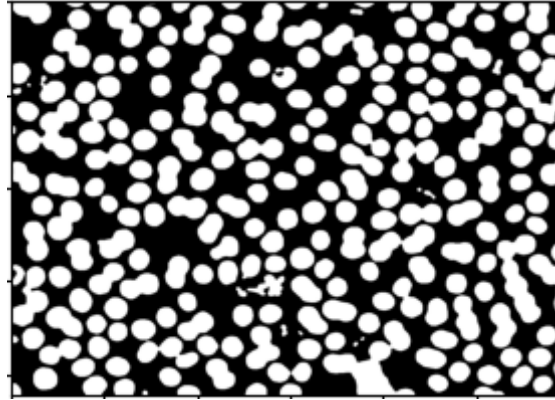


*Image 1: Binary image after Blur.*



*Image 2: Nearly filling all the cells using `ksize=(27,27)` and `thresh=40`*

Next step was filling in the holes of the cells. This was achieved by using `floodFill()` algorithm. It floods all connected background pixels. This flooded image was then inverted to create a mask of only the internal holes. Finally, this hole mask was combined with the binary image using `cv2.bitwise_or`. In the previous step, it was on purpose to leave unfilled spaces. By using `floodFill()` algorithm, holes within the cells are filled more accurately.



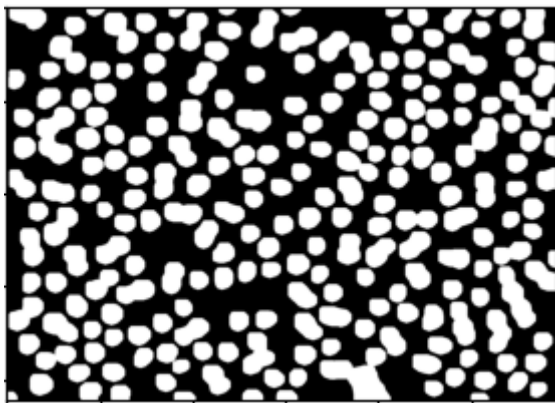
*Image 3: Image after floodFill algorithm*

Two morphological operations were used in my methodology. These being Opening with an elliptical kernel of (10,10) for 3 iterations and erosion with an elliptical kernel of (5,5) for 4 iterations.

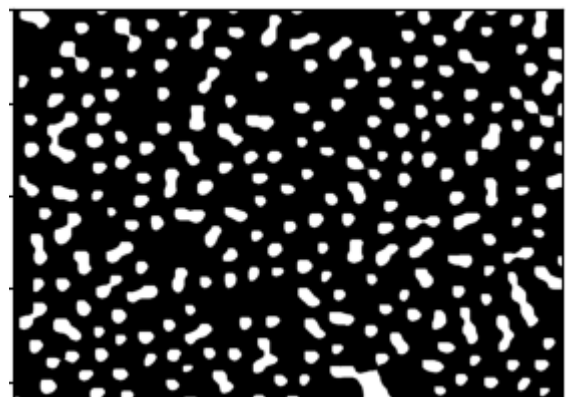
Opening was specifically important to get rid of dusts, particles and unwanted connections between the cells. Kernel size and iteration count were decided by trial and error.

Erosion was necessary to get rid of unwanted connections between the cells even further. Kernel size and iteration count were chosen like this to avoid losing cells in the image by trial and error.

By using an elliptical kernel for both methods, circular shape of the cells were preserved.



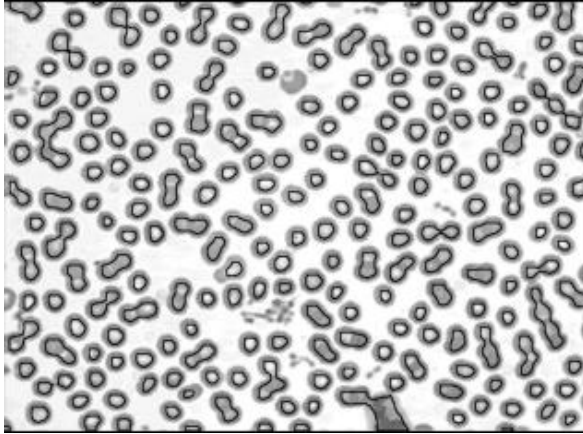
*Image 4: Image after Opening*



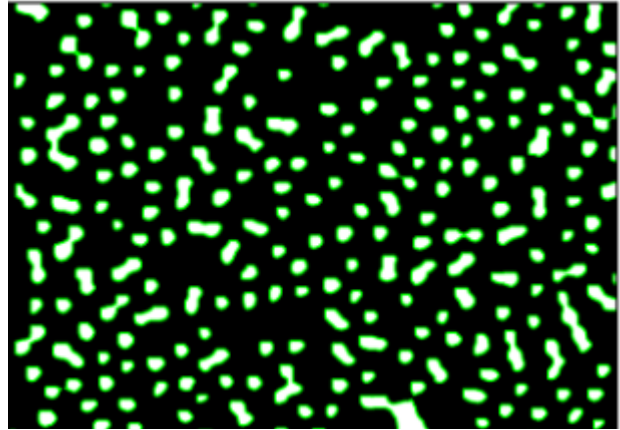
*Image 5: Image after Erosion*

Finally, for counting the cells in the image `cv2.findContours` was used with `RETR_EXTERNAL` to retrieve only the outermost contours `CHAIN_APPROX_SIMPLE` to save memory.

The final object count was determined by the length of the returned contours list. The contours were then drawn onto a new image using `cv2.drawContours` to provide a clear visual representation of the counted objects. Final count was 236 cells.



*Image 1: Contours on Original Image*



*Image 2: Final Image and Contours*

## 2. Approach

I previously tried `HoughCircles()` algorithm to find cells in the given image. This method was more successful but images used were supposed to be grayscale, binary images would result in an error if used.

So I decided to use `cv2.findContours` method to find cells in the image. For this method to be successful, I had to make sure that cells connected to each other were separated properly. Otherwise this method would result in an unreliable outcome.

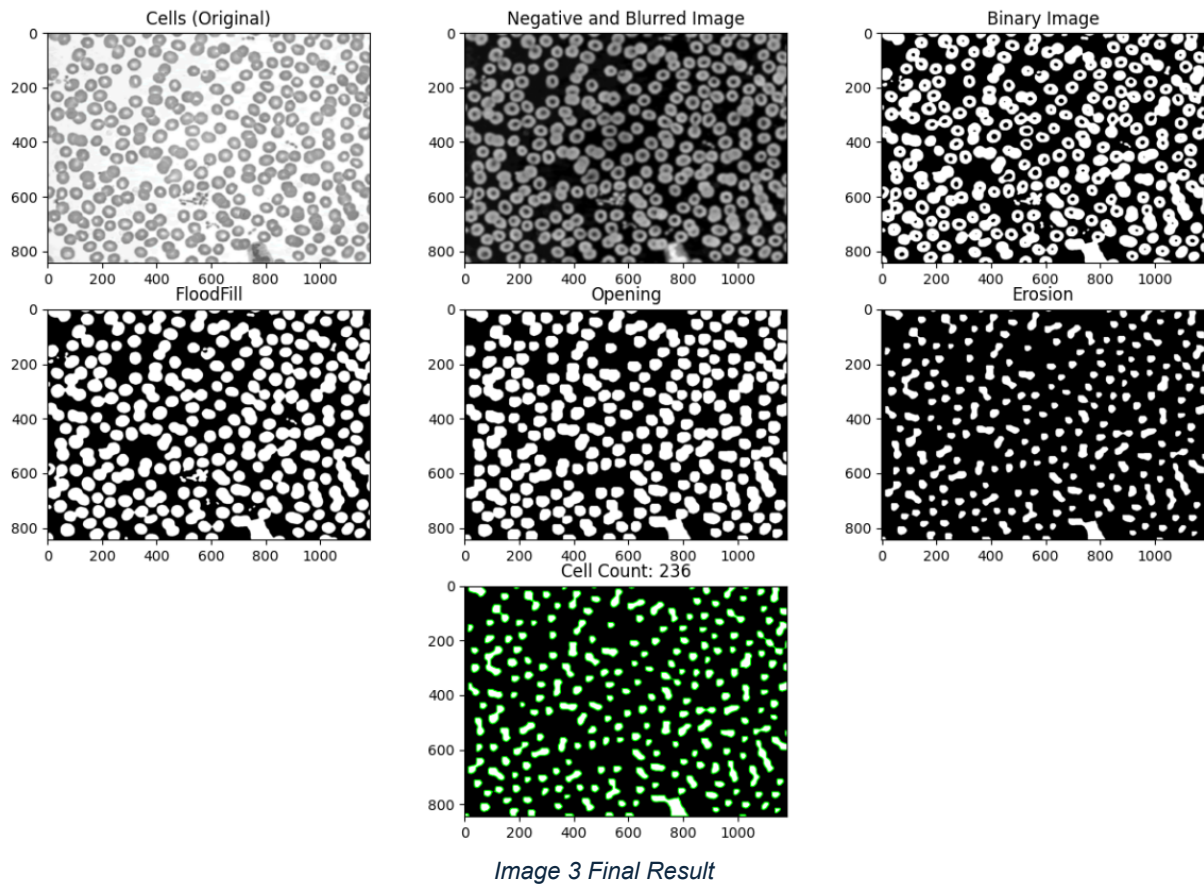
I also made sure that centers of cells were filled properly since `cv2.findContours` would count the empty spaces within the cells as a cell as well.

To solve these issues, I used `cv2.floodFill()` algorithm to fill in the cells. Previously I filled the empty cells by trial and error using `cv2.GaussianBlur()` and `cv2.threshold()` with different parameters before using `cv2.floodFill()` algorithm. This resulted in either a whitespace or a blackspace. To solve this, I intentionally left minimal empty spaces in the cells so the algorithm would result in a better output.

To clear up the image, Opening and Erosion methods were used with elliptic kernels to keep the cells' circular shape.

### 3.Results

Final result was 236 cells in the image. This number is relatively accurate but it can be improved by separating the cells which are ontop of each other.



### 4.Discussion

The pipeline identifies and counts a large number of cells by separating them. The main limitation is that this aggressive separation might destroy very small cells, leading to an under count.

Very large, dense clumps of cells may not be fully separated, leading to an over count (if holes are formed) or under count (if the clump remains one object). It is visible on the image that some closely grouped cells could not be separated so this method counted them as one cell, making it undercounted.

The accuracy of the final count is sensitive to the parameters chosen. Different parameter usage will result in varying counts of cells.

## 5.Code

```
import cv2
import numpy as np
from matplotlib import pyplot as plt

original = cv2.imread('cells.png')
cells = cv2.imread('cells.png', 0)
cells = cv2.bitwise_not(cells)

cellsBlurred = cv2.GaussianBlur(cells, (21, 21), 0)
_, cellsBinary = cv2.threshold(cellsBlurred, 60, 255, cv2.THRESH_BINARY)

floodfill = cellsBinary.copy()
h, w = cellsBinary.shape[:2]
mask = np.zeros((h + 2, w + 2), np.uint8)
cv2.floodFill(floodfill, mask, (0, 0), 255)
holes = cv2.bitwise_not(floodfill)
filled_cells = cv2.bitwise_or(cellsBinary, holes)

kernel_opening = cv2.getStructuringElement(cv2.MORPH_ELLIPSE, (10, 10))
cellsOpened = cv2.morphologyEx(filled_cells, cv2.MORPH_OPEN, kernel_opening, iterations=3)

kernel_erosion = cv2.getStructuringElement(cv2.MORPH_ELLIPSE, (5, 5))
cellsFinal = cv2.erode(cellsOpened, kernel_erosion, iterations=4)

contours, _ = cv2.findContours(cellsFinal.copy(), cv2.RETR_EXTERNAL,
cv2.CHAIN_APPROX_SIMPLE)
cellCount = len(contours)
cellsContours = cv2.cvtColor(cellsFinal, cv2.COLOR_GRAY2BGR)
cv2.drawContours(cellsContours, contours, -1, (0, 255, 0), 2)

plt.figure(figsize=(15, 10))

plt.subplot(3, 3, 1);plt.imshow(original, cmap="gray");plt.title("Cells (Original)")
plt.subplot(3, 3, 2);plt.imshow(cellsBlurred, cmap="gray");plt.title("Negative and Blurred Image")
plt.subplot(3, 3, 3);plt.imshow(cellsBinary, cmap="gray");plt.title("Binary Image")
plt.subplot(3, 3, 4);plt.imshow(filled_cells, cmap="gray");plt.title("FloodFill")
plt.subplot(3, 3, 5);plt.imshow(cellsOpened, cmap="gray");plt.title("Opening")
plt.subplot(3, 3, 6);plt.imshow(cellsFinal, cmap="gray");plt.title("Erosion")
plt.subplot(3, 3, 8);plt.imshow(cellsContours, cmap="gray");plt.title(f'Cell Count: {cellCount}')

plt.show()
```