

HOMWORK ASSIGNMENT #3

Morphological Processing, Texture Analysis

Due Date: 11:59am on 04/10/2019

Please read the submission guideline carefully before getting started. All images in this homework can be downloaded from our class website: https://ceiba.ntu.edu.tw/1072_DIP. Images are in the raw file format. The size of each image is listed in the appendix.

For MATLAB users, you are **NOT** allowed to use the MATLAB Image Processing toolbox except the `imshow()` and `image()` functions.

PROBLEM 1: MORPHOLOGICAL PROCESSING

Given a binary image I_1 as shown in Fig. 1. Please follow the instructions below to create several new images along with discussions about the results.

- Perform boundary extraction on I_1 to extract the objects' boundaries and output the result as an image B .
- Perform connected component labeling on I_1 to obtain an image C where different objects are labeled with different colors.
- Perform thinning and skeletonizing on I_1 and output the results as image D_1 and D_2 .

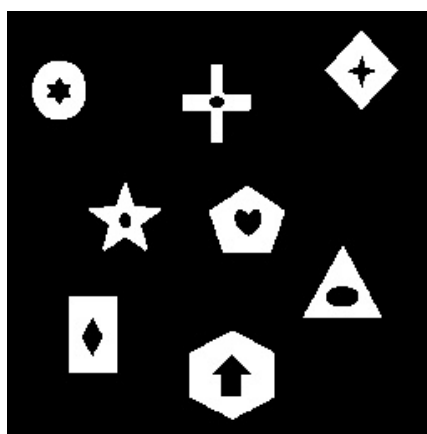


Fig. 1: sample1.raw

PROBLEM 2: TEXTURE ANALYSIS

As shown in Fig. 2, image I_2 is composed of several different textures.

- Perform Law's method on I_2 to obtain the feature vector of each pixel.
- Use k-means to classify each pixel and label same kind of texture with same gray-level intensity. Please output the result as E .

- (c) Based on E, try to generate another texture image by exchanging the types of different texture patterns. Please output the result as G.

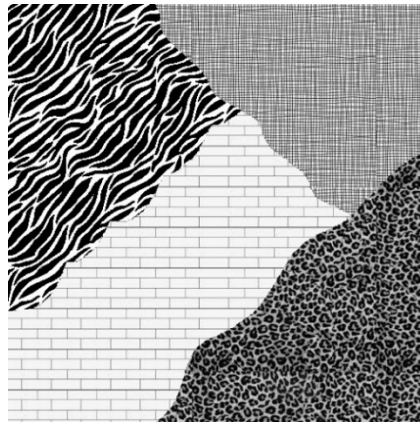


Fig. 2: sample2.raw

[Bonus]

Fig. 3 shows a gray-level image I_3 . Please design an algorithm to count the number of berries in the image. Please describe the proposed method in detail.

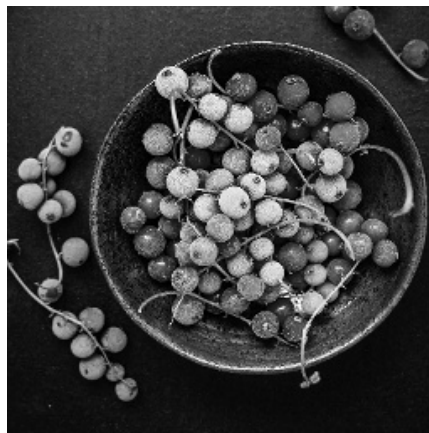


Fig. 3 sample 3.raw

Appendix:

Problem1: MORPHOLOGICAL PROCESSING

sample1.raw	Fig. 1	256×256 image	binary
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Problem2: TEXTURE ANALYSIS

sample2.raw	Fig. 2	512×512 image	gray-scale
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Bonus

sample3.raw	Fig. 3	256×256 image	gray-scale
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