

# Computer Vision - Assignment 4

R09922A04 資工所人工智慧組 黃品硯

## (a) Dilation

Iteratively scan through the image's pixel, if the pixel is white (=255) then fill the white to the surrounding pixels by kernel. Union all of the results.

[Output]



[Code]

```
kernel = [(-2, -1), (-2, 0), (-2, 1), (-1, -2), (-1, -1), (-1, 0), (-1, 1),
          (-1, 2), (0, -2), (0, -1), (0, 0), (0, 1), (0, 2), (1, -2), (1, -1), (1, 0),
          (1, 1), (1, 2), (2, -1), (2, 0), (2, 1)]

for y in range(height):
    for x in range(width):
        if img[y, x] == 255:
            for rel_y, rel_x in kernel:
                new_y = y + rel_y
                new_x = x + rel_x
                if new_y < height and new_y >= 0 and new_x < width and new_x >= 0:
                    out_img[new_y, new_x] = 255
```

## (b) Erosion

Iteratively scan through the image's pixel, take the pixel as the center of the kernel, if all of the surrounding pixels match the kernel then set the pixel to white, else set it to black.

[Output]




[Code]

```
if (0, 0) in kernel:
    target_pixel = 255
else:
    target_pixel = 0


for y in range(height):
    for x in range(width):
        if img[y, x] == target_pixel:
            check = True
            for rel_y, rel_x in kernel:
                check_y = y + rel_y
                check_x = x + rel_x
                if (
                    check_y < height
                    and check_y >= 0
                    and check_x < width
                    and check_x >= 0
                    and img[check_y, check_x] == 0
                ):
                    check = False
                    break

            if check:
                out_img[y, x] = 255
```

### (c) Opening

<p>Do erosion, then dilation.</p>	<p><b>[Output]</b></p>  The output image shows the result of an opening operation. It is a binary (black and white) image of a person's face. The background is black, and the face and hair are white. The edges of the face and hair are slightly more defined and less noisy than the input image, with some small black specks removed from the white areas.
<p><b>[Code]</b></p> <pre>erosion_img = erosion(img, kernel) out_img = dilation(erosion_img, kernel)</pre>	

### (d) Closing

<p>Do dilation, then erosion.</p>	<p><b>[Output]</b></p>  The output image shows the result of a closing operation. It is a binary (black and white) image of a person's face. The background is black, and the face and hair are white. The edges of the face and hair are slightly more defined and less noisy than the input image, with some small black specks removed from the white areas.
<p><b>[Code]</b></p> <pre>dilation_img = dilation(img, kernel) out_img = erosion(dilation_img, kernel)</pre>	

## (e) Hit-and-miss transform

Do erosion with the original image and the kernel\_j and do erosion with the complement of the original image and the kernel\_k. Take the intersection of the two results and get the final output.

**[Output]**



**[Code]**

```
kernel_j = [(0, -1), (0, 0), (1, 0)]
kernel_k = [(-1, 0), (-1, 1), (0, 1)]

complement_img[img == 255] = 0
complement_img[img == 0] = 255

erosion_a_j = erosion(img.copy(), kernel_j)
erosion_ac_k = erosion(complement_img.copy(), kernel_k)

for y in range(height):
    for x in range(width):
        if erosion_a_j[y, x] == erosion_ac_k[y, x] == 255:
            out_img[y, x] = 255
```