Comp Photography Assignment #4

Ngoc Tran Fall 2015

Part 1:Programming Gradients

- 1) imageGradientX: This function takes in a grayscale image, and return the difference of image in the X direction
 - Initialize the output array to zero the same size as image passed as argument input array subtract by 1 in column array.
 - Iterated through each pixel using two for loop to compute the absolute value of the different using formula F(x, y) = F(x+1, y) F(x, y)
 - Casted the gradientX return value as type float b/c we try to minimize information loss

```
def imageGradientX(image):
```

Part 1:Programming Gradients

- 2) <u>imageGradientY:</u>This function takes in a grayscale image, and return the difference of image in the Y direction
 - Initialize the output array to zero the same size as image passed as argument input array subtract by 1 in row array.
 - Iterated through each pixel using two for loop to compute the absolute value of the different using formula F(x, y) = F(x, y+1) F(x, y)
 - Casted the gradientY return value as type float b/c we try to minimize information loss

def imageGradientY(image):

Part 1:Programming Gradients

- 3) <u>computeGradient:</u> This function applies a 3x3 input kernel to the input image. The output is the computed gradient for the image depending on the kernel used.
 - Initialize the output array to zero the same size as image passed as argument input array subtract by 2 in both rows and columns of input array.
 - Iteration through each pixel using two for loops and use image correlation that take out from neighborhood, and multiplied that with kernel
 - then added all the elements of the matrix to a total value and take absolute value

```
def computeGradient(image, kernel):
result = np.zeros((image.shape[0]-2, image.shape[1]-2), dtype= np.float)
for row in range( 1, image.shape[0]-2 ):
    for col in range ( 1, image.shape[1]-2 ):
        image_correlation = image[ row-1:row+2, col-1:col+2 ]
        result[row-1, col-1] = abs(np.sum( np.multiply(image_correlation, kernel), axis=(0,1) ))
result = result.astype (np.float)
return result
```

Part 2:Edge Detection

- I use 3 methods (Sobel, Prewitt, and Laplacian) for computing edges using kernels
- Here is a original picture I use for this test. I took from Linkoping, Sweden when i was on a business trip.



Part 2: Sobel Operator

• The Sobel operator is a discrete differential operator. The operator utilizes two 3x3 kernels: one estimates the gradient in the x-direction, and one estimates the gradient in the y-direction.



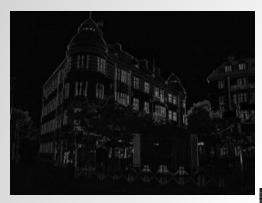
sobelX- x-direction



sobelY - y-direction

SobelXY- Gradient X and Y direction & play with threshold value

Part 2: Prewitt Operator



PrewittX- X direction



PrewittY- Y-direction

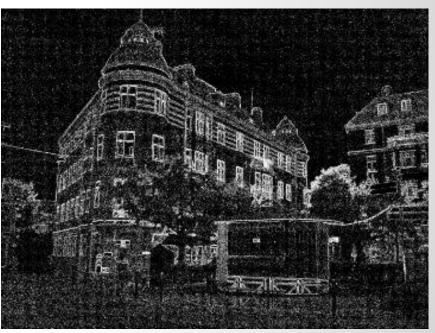


PrewittXY- Sumed the result of X and Y direction & play with threshold value

Part 2: Laplacian Operator

Unlike the Sobel edge detector, the Laplacian edge detector uses only one kernel. It calculates second order derivatives in a single pass.





Gradients comput use laplacian kernel

Laplacian kernel and play with threshold value

Part 2: Canny Edge

- The advance of Sobel operator is its simple, provides an approximation to the gradient magnitude, and it can detect edges and their orientations, but it is sensitive to noise
- The advance of Canny operator is smoothing effect to remove noise. Good localization and response. Enhances signal to noise ratio. But it's complex to implement.



The original picture

