




Computer Vision Homework #10

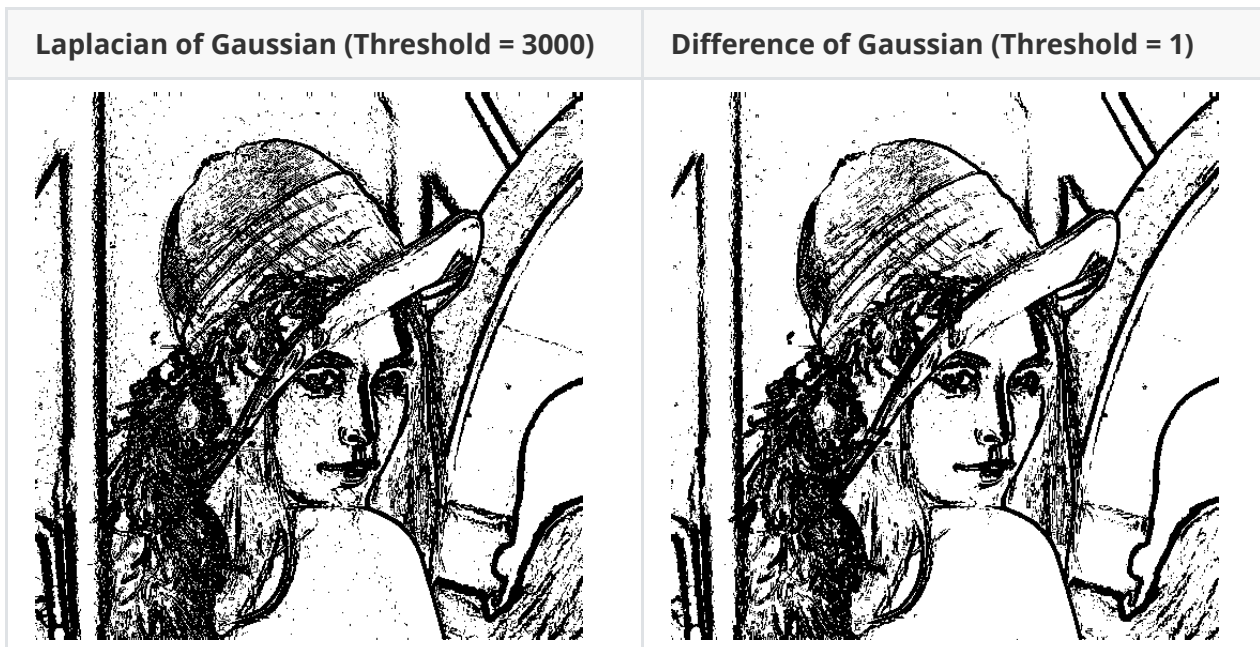
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Original



Result

| Laplacian1 (Threshold = 15) | Laplacian2 (Threshold = 15) | Min-Variance Laplacian (Threshold = 38) |
|---|---|---|
|  |  |  |



Implementation

- **Border Padding**

- To handle the border condition, I write a function `Border_padding(img, size)` to return a padded version of the input image. The padding method is the same as

| | | |
|-----|-----|-----|
| 169 | 169 | 146 |
| 169 | 169 | 146 |
| 104 | 104 | 104 |

The padding size depends on the filter size of different

operators.

- **Edge Detection Operator**

All the operators follow the same processing steps

1. Create corresponding filter (Laplacian、Minimum-Variance Laplacian、LOG、DOG)
2. Border padding according to filter size
3. Convolutionally traverse through each pixel
4. Compute gradient magnitude
5. Compare the result with threshold and -threshold.
 - If gradient magnitude \geq threshold, mark as 1
 - If gradient magnitude \leq -threshold, mark as -1
 - else, mark as 0
6. Store the marked result to a marked image.
7. Traverse through the marked image to apply zero crossing.
8. If a pixel's marked value is 1 and any of its 8 neighbors is -1. \Rightarrow edge pixel

- **Laplacian**

| | | |
|---|----|---|
| | 1 | |
| 1 | -4 | 1 |
| | 1 | |

| | | | |
|---|----|---|---|
| | 1 | 1 | 1 |
| 1 | -8 | 1 | 1 |
| 1 | 1 | 1 | 1 |

$\frac{1}{3}$

- Minimum-Variance Laplacian

| | | | |
|---------------|----|----|----|
| | 2 | -1 | 2 |
| $\frac{1}{3}$ | -1 | -4 | -1 |
| | 2 | -1 | 2 |

- Laplacian of Gaussian

| | | | | | | | | | | |
|----|----|-----|-----|-----|-----|-----|-----|-----|----|----|
| 0 | 0 | 0 | -1 | -1 | -2 | -1 | -1 | 0 | 0 | 0 |
| 0 | 0 | -2 | -4 | -8 | -9 | -8 | -4 | -2 | 0 | 0 |
| 0 | -2 | -7 | -15 | -22 | -23 | -22 | -15 | -7 | -2 | 0 |
| -1 | -4 | -15 | -24 | -14 | -1 | -14 | -24 | -15 | -4 | -1 |
| -1 | -8 | -22 | -14 | 52 | 103 | 52 | -14 | -22 | -8 | -1 |
| -2 | -9 | -23 | -1 | 103 | 178 | 103 | -1 | -23 | -9 | -2 |
| -1 | -8 | -22 | -14 | 52 | 103 | 52 | -14 | -22 | -8 | -1 |
| -1 | -4 | -15 | -24 | -14 | -1 | -14 | -24 | -15 | -4 | -1 |
| 0 | -2 | -7 | -15 | -22 | -23 | -22 | -15 | -7 | -2 | 0 |
| 0 | 0 | -2 | -4 | -8 | -9 | -8 | -4 | -2 | 0 | 0 |
| 0 | 0 | 0 | -1 | -1 | -2 | -1 | -1 | 0 | 0 | 0 |

- Difference of Gaussian

| | | | | | | | | | | |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|----|
| -1 | -3 | -4 | -6 | -7 | -8 | -7 | -6 | -4 | -3 | -1 |
| -3 | -5 | -8 | -11 | -13 | -13 | -13 | -11 | -8 | -5 | -3 |
| -4 | -8 | -12 | -16 | -17 | -17 | -17 | -16 | -12 | -8 | -4 |
| -6 | -11 | -16 | -16 | 0 | 15 | 0 | -16 | -16 | -11 | -6 |
| -7 | -13 | -17 | 0 | 85 | 160 | 85 | 0 | -17 | -13 | -7 |
| -8 | -13 | -17 | 15 | 160 | 283 | 160 | 15 | -17 | -13 | -8 |
| -7 | -13 | -17 | 0 | 85 | 160 | 85 | 0 | -17 | -13 | -7 |
| -6 | -11 | -16 | -16 | 0 | 15 | 0 | -16 | -16 | -11 | -6 |
| -4 | -8 | -12 | -16 | -17 | -17 | -17 | -16 | -12 | -8 | -4 |
| -3 | -5 | -8 | -11 | -13 | -13 | -13 | -11 | -8 | -5 | -3 |
| -1 | -3 | -4 | -6 | -7 | -8 | -7 | -6 | -4 | -3 | -1 |

Code Segment

- Border Padding

```
def Border_padding(img, size)

    height, width = img.shape
    win = int(size/2)
    r = win*2
    new_img = np.zeros((height+r, width+r), dtype=int)
    new_height, new_width = new_img.shape

    for i in range(height):
        for j in range(width):
            new_img[i+win][j+win] = img[i][j]

    for i in range(height):
        new_img[i+win, :win] = img[i][0]
        new_img[i+win, -win:] = img[i][width-1]
    for i in range(width):
        new_img[:win, i+win] = img[0][i]
        new_img[-win:, i+win] = img[height-1][i]
    new_img[:win, :win] = img[0][0]
    new_img[:win, -win:] = img[0][width-1]
    new_img[-win:, :win] = img[height-1][0]
    new_img[-win:, -win:] = img[height-1][width-1]
    return new_img
```

- Zero Crossing

```
# Zero Crossing
for i in range(height):
    for j in range(width):
        new_img[i][j] = 255
        if marked_img[i][j] != 1:
            continue

    cross = False
    for r in [-1, 0, 1]:
        for c in [-1, 0, 1]:
            if i+r < 0 or i+r >= height or j+c < 0 or j+c >= width or cross:
                continue
            if marked_img[i+r][j+c] == -1:
                new_img[i][j] = 0
                cross = True
```