Moore Neighborhood Tracing Algorithm

input

make it larger 1 pixel each boundary

bottom→top
left → right
scan T

Set:
1. empty B
2. current boundary point p to s
3. next clockwise c

Insert(B, s)

~isequal(S,C)   ~isequal(S,C)

Set
current neighboor n
current start point

insert(B, c)

Is blank pixel   if T(Y, X) is ...   not a blank pixel

Backtrack()   advance
                                                   next pixel

isequal(S,C)

Output