Computer Vision Homework 6 D07922015 謝銘峰

Write a program to generate Yokoi connected number:





Downsampling Yokoi

(a) Binary 128

```
if __name__ == '__main__':
    from PIL import Image
    import numpy as np

# Load image from file.
    originalImage = Image.open('lena.bmp')
# Get binary image.
    binaryImage = getBinaryImage(originalImage, 128)
# Save binary image fo file.
    binaryImage.save('binary.bmp')
```

(b) Downsampling (128x128 divided by 8x8)

```
def downsampling(originalImage, sampleFactor):
    :type originalImage: Image (from PIL)
    :type sampleFactor: int
    :return type: Image (from PIL)
    """
    from PIL import Image
    # Calculate the width and height of downsampling image.
    downsamplingWidth = int(originalImage.size[0] / sampleFactor)
    downsamplingHeight = int(originalImage.size[1] / sampleFactor)
    # New image with the downsampling size and 'binary' format.
    downsamplingImage = Image.new('1', (downsamplingWidth, downsamplingHeight))
    # Scan each column in downsampling image.
    for c in range(downsamplingImage.size[0]):
        # Scan each row in downsampling image.
        for r in range(downsamplingImage.size[1]):
            # Get pixel value in original image at (c * sampleFactor, r * sampleFactor).
            originalPixel = originalImage.getpixel((c * sampleFactor, r * sampleFactor))
            # Put pixel to downsampling image.
            downsamplingImage.putpixel((c, r), originalPixel)
# Return downsampling image.
return downsamplingImage
```

```
if __name__ == '__main__':
    from PIL import Image
    import numpy as np

# Load image from file.
    originalImage = Image.open('lena.bmp')
    # Get binary image.
    binaryImage = getBinaryImage(originalImage, 128)
    # Save binary image fo file.
    binaryImage.save('binary.bmp')

# Get downsampling image.
    downsamplingImage = downsampling(binaryImage, 8)
    # Save downsampling image fo file.
    downsamplingImage.save('downsampling.bmp')
```

(c) Yokoi

a. 4 connected neighborhood detection

```
def getNeighborhoodPixels(originalImage, position):
    :type originalImage: Image (from PIL)
    :type position: tuple
    :return type: numpy array
    """

# Allocate memory space of neighborhoodPixels.
    neighborhoodPixels = np.zeros(9)
# Get x and y of position.
    x, y = position
# Scan dx from -1 to 1.
for dx in range(3):
    # Scan dy from -1 to 1.
    for dy in range(3):
    # Calculate destination x, y position.
    destX = x + (dx - 1)
    destY = y + (dy - 1)
    # Avoid out of image range.
    if ((0 <= destX < originalImage.size[0]) and \
        (0 <= destY < originalImage.size[1])):
    # Get neighborhood pixel values.
    neighborhoodPixels[3 * dy + dx] = originalImage.getpixel((destX, destY))
    # It is out of image range.
    else:
        # Padding zeros when it is out of image range.
        else:
        # Poriginal order: [(X0, x1, x2], [x3, x4, x5], [x6, x7, x8]]
# Sort pixels in [[x7, x2, x6], [x3, x0, x1], [x8, x4, x5]] order.
    neighborhoodPixels[s] = [
        neighborhoodPixels[s], neighborhoodPixels[1], neighborhoodPixels[8],
        neighborhoodPixels[2], neighborhoodPixels[0], neighborhoodPixels[6]]
# Return NeighborhoodPixels.
return neighborhoodPixels.</pre>
```

b. Detect the edge and counting in Yokoi

```
def hFunctionYokoi(b, c, d, e):
    """
    :type b: int
    :type c: int
    :type e: int
    :rype e: int
    :return type: str
    """
    if ((b == c) and (b != d or b != e)):
        return 'r'
    if ((b == c) and (b == d and b == e)):
        return 'r'
    if (b != c):
        return 's'

def fFunctionYokoi(a1, a2, a3, a4):
    """
    :type a1: str
    :type a2: str
    :type a2: str
    :type a3: str
    :type a4: str
    :return type: str
    """
# a1 == a2 == a3 == a4 == r
    if ([a1, a2, a3, a4].count('r') == 4):
        # Return label 5 (interior).
        return 5
    else:
        # Return count of 'q'.
        # 0: Isolated, 1: Edge, 2: Connecting, 3: Branching, 4: Crossing.
        return [a1, a2, a3, a4].count('q')
```

c. Mapping Yokoi number to image