

CSC 381-34: Proj2 (C++)

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Algorithm steps:

III. Main()

```
step 0: - open the input file and output file
        - read the image header, the four numbers
        - dynamically allocate all 1-D and 2-D array

        - thr_value ← read from argv[1]
```

```
>***<      - whichMethod ← ask user from console for the method:

              // inform user that 1 is for averaging,
              // and 2 is for median
              // if user types other number, ask the user
              // again
```

```
step 1: loadImage (imgInAry, mirrorFramedAry)
        // read from input file and load onto imgInAry begins at [0][0]
        // and load onto mirrorFramedAry begin at [1,1]
```

```
step 2: ComputeHistogram(imgInAry, hist, maxVal)
```

```
step 3: printHist(hist) // see the format in the above.
```

```
step 4: mirrowFramed (mirrorFramedAry) // Use the algorithm given in
class
```

```
>****< Modify step 5
```

```
step 5: if whichMethod == 1

        computeAVG3X3 (mirrorFramedAry, tempAry)

    else if  whichMethod == 2

        computeMEDIAN3X3 (mirrorFramedAry, tempAry)
            // see algorithm below

    else write error method and exit the program!
```

```
Step 6: computThreshold (tempAry, imgOutAry)
```

```
Step 7: prettyPrint (imgOutAry)
```

step 8: output the image header (numRows, numCols, newMin, newMax)
to Output2(argv[3]): the result of thresholded image

step 9: output tempAry, begin at [1,1], within the frame, to
Output2(argv[3])

step 10: close all files

```
*****  
IV. computeMEDIAN3X3 (mirrorFramedAry, tempAry)  
*****
```

step 1: process the MirrorframedAry, from left to right and top to
bottom

using i, and j, begin at (1, 1) until one before the last row.

p(i,j) <-- next pixel

Step 2: loadNeighbors (neighborAry)
// load the 3 x 3 neighbors of p(i,j) into neighborAry

step 3: sort(neighborAry)

tempAry(i,j) <-- neighborAry[4]

- keep tracking the newMin and newMax of tempAry

step 4: repeat step 1 - step3 until all pixels inside of the framed
are processed

PLUS FROM PROJECT ONE!

```
III. Main( )  
*****
```

step 0: - open the input file and output file
- read the image header, the four numbers
- dynamically allocate all 1-D and 2-D array

- thr_value <-- read from argv[1]

step 1: loadImage (imgInAry, mirrorFramedAry)
// read from input file and load onto imgInAry begins at [0][0]
// and load onto mirrorFramedAry begin at [1,1]

step 2: ComputeHistogram(imgInAry, hist, maxVal)

step 3: printHist(hist) // see the format in the above.

```

step 4: mirrorFramed (mirrorFramedAry) // Use the algorithm given in class
step 5: computeAVG3X3 (mirrorFramedAry, tempAry) // see algorithm below
Step 6: computeThreshold (tempAry,imgOutAry)
Step 7: prettyPrint (imgOutAry)

step 8: output the image header (numRows, numCols, newMin, newMax)
        to Output2(argv[3]): the result of thresholded image

step 9: output tempAry, begin at [1,1], within the frame, to Output2(argv[3])

step 10: close all files

```

```

*****

```

```

VI. computeHistogram(imgInAry, maxVal, hist )

```

```

*****

```

```

step 1: dynamically allocate the hist array size maxVal+1 and initialize to 0

step 2: // process imgInAry from left to right and top to bottom

```

```

        p(i,j) <- next pixel
        hist[p(i,j)]++

```

```

step 3: repeat step 2 until all pixels are processed.

```

```

*****

```

```

IV. computeAVG3X3 (mirrorFramedAry, tempAry)

```

```

*****

```

```

step 1: process the MirrorframedAry, from left to right and top to bottom
        using i, and j, begin at (1, 1) until one before the last row.

```

```

        p(i,j) <-- next pixel

```

```

Step 2: loadNeighbors (neighborAry)
        // load the 3 x 3 neighbors of p(i,j) into neighborAry

```

```

step 3: tempAry(i,j) <-- Avg3x3(neighborAry)
        // compute the averaging of neighborAry

```

```

        - keep tracking the newMin and newMax of tempAry

```

```

step 4: repeat step 1 - step3 until all pixels inside of the framed are
processed

```

```

*****

```

```

VI. computeThreshold(MirrorframedAry, imgOutAry, thr_value)

```

```

*****

```

```

step 1: process the MirrorframedAry, from left to right and top to bottom

```

```

        using i, and j, begin at (1, 1) until one before the last row.

p(i,j) <-- next pixel

if (p(i,j)>= thr_value
    imgOutAry(i,j) <-- 1
else
    imgOutAry(i,j) <-- 0

```

step 2: repeat step 1 until all pixels are processed.

```

*****
III. prettyPrint (imgOutAry)
*****

```

step 1: outFile <-- open Output2(argv[3]

step 2: // process imgOutAry from left to right and top to bottom

```

p(i,j) <- next pixel
if p(i,j) > 0
    output p(i,j) to outFile
else
    output ' ' // 2 blanks to outFile

```

step 3: repeat step 2 until all pixels are processed.

SOURCE CODE

```
#include <iostream>
#include <fstream>
#include <sstream>

using namespace std;

ifstream inFile;
ofstream outFile;
ofstream outFileTwo;
ofstream outFileThree;

class imageProcessing {

public:

    int numRows;
    int numCols;
    int minVal;
    int maxVal;
    int newMin;
    int newMax;

    int thr_value;
    int** imgInAry;
    int** imgOutAry;
    int** mirrorFramedAry;
    int** tempAry;
    int* hist;
    int neighborAry[9];

    imageProcessing(string in, string intwo, string out, string outtwo, string outthree) {

        inFile.open(in.c_str());

        stringstream s(intwo);
        s >> thr_value;
        s.clear();
        outFile.open(out.c_str());

        outFileTwo.open(outtwo.c_str());

        outFileThree.open(outthree.c_str());

        inFile >> numRows;
        inFile >> numCols;
        inFile >> minVal;
        inFile >> maxVal;

        imgInAry = new int*[numRows];
        for(int i = 0; i < numRows; i++){
            imgInAry[i] = new int[numCols];
        } // set up the array with proper rows and cols
        for(int i = 0; i < numRows; i++) {
```

```

        for(int j = 0; j < numCols; j++) {
            imgInAry[i][j] = 0;
        }
    } // initialize the array

    imgOutAry = new int*[numRows];
    for(int i = 0; i < numRows; i++){
        imgOutAry[i] = new int[numCols];
    } // set up the array with proper rows and cols
    for(int i = 0; i < numRows; i++) {
        for(int j = 0; j < numCols; j++) {
            imgOutAry[i][j] = 0;
        }
    } // initialize the array

    mirrorFramedAry = new int*[numRows+2];
    for(int i = 0; i < numRows+2; i++){
        mirrorFramedAry[i] = new int[numCols+2];
    } // set up the array with proper rows and cols
    for(int i = 0; i < numRows+2; i++) {
        for(int j = 0; j < numCols+2; j++) {
            mirrorFramedAry[i][j] = 0;
        }
    } // initialize the array

    tempAry = new int*[numRows+2];
    for(int i = 0; i < numRows+2; i++){
        tempAry[i] = new int[numCols+2];
    } // set up the array with proper rows and cols
    for(int i = 0; i < numRows+2; i++) {
        for(int j = 0; j < numCols+2; j++) {
            tempAry[i][j] = 0;
        }
    } // initialize the array

    hist = new int[maxVal+1];
    for(int j = 0; j < maxVal+1; j++) {
        hist[j] = 0;
    }

}

void loadImage(int** imgInAry, int** mirrorFramedAry) {

    for(int i = 0; i < numRows; i++) {

        for(int j = 0; j < numCols; j++) {

            inFile >> imgInAry[i][j];

        }
    }
}

```

```

        for(int i = 0; i < numRows; i++) {
            for(int j = 0; j < numCols; j++) {
                mirrorFramedAry[i+1][j+1] = imgInAry[i][j];
            }
        }
    }

void ComputeHistogram(int** imgInAry, int* hist, int mVal) {
    for(int i = 0; i < numRows; i++) {
        for(int j = 0; j < numCols; j++) {
            hist[imgInAry[i][j]] += 1;
        }
    }

}

void printHist(int* hist) {
    outFile << numRows << " " << numCols << " " << minVal << " " << maxVal << endl;
    for(int j = 0; j < maxVal+1; j++) {
        outFile << j << " " << hist[j] << endl;
    }
    outFile.close();
}

void mirrorFramed (int** mirrorFramedAry) {
    for(int j = 0; j < numCols+2; j++) {
        mirrorFramedAry[0][j] = 0;
        mirrorFramedAry[numRows+1][j] = 0;
    }
    for(int j = 0; j < numRows+2; j++) {
        mirrorFramedAry[j][0] = 0;
        mirrorFramedAry[j][numCols+1] = 0;
    }
}

```

```

}

void computeAVG3X3 (int** mirrorFramedAryw,int** tempAryw) {

    newMin = 20000000;
    newMax = 0;

    for(int i = 1; i < numRows+1; i++) {

        for(int j = 1; j < numCols+1 ; j++) {

            neighborAry[0] = mirrorFramedAryw[i-1][j-1];
            neighborAry[1] = mirrorFramedAryw[i-1][j];
            neighborAry[2] = mirrorFramedAryw[i-1][j+1];
            neighborAry[3] = mirrorFramedAryw[i][j-1];
            neighborAry[4] = mirrorFramedAryw[i][j];
            neighborAry[5] = mirrorFramedAryw[i][j+1];
            neighborAry[6] = mirrorFramedAryw[i+1][j-1];
            neighborAry[7] = mirrorFramedAryw[i+1][j];
            neighborAry[8] = mirrorFramedAryw[i+1][j+1];

            int sum =0;

            for (int k =0; k < 9; k++) {
                sum += neighborAry[k];
            }

            int avg = sum / 9;

            tempAryw[i][j] = avg;

            if (avg <= newMin) {
                newMin = avg;
            }
            if (avg >= newMax) {
                newMax = avg;
            }

        }

    }

}

void computeMEDIAN3X3 (int** mirrorFramedAryw,int** tempAryw) {

    newMin = 20000000;
    newMax = 0;

    for(int i = 1; i < numRows+1; i++) {

```



```

        for(int j = 1; j < numCols+1 ; j++) {

            neighborAry[0] = mirrorFramedAryw[i-1][j-1];
            neighborAry[1] = mirrorFramedAryw[i-1][j];
            neighborAry[2] = mirrorFramedAryw[i-1][j+1];
            neighborAry[3] = mirrorFramedAryw[i][j-1];
            neighborAry[4] = mirrorFramedAryw[i][j];
            neighborAry[5] = mirrorFramedAryw[i][j+1];
            neighborAry[6] = mirrorFramedAryw[i+1][j-1];
            neighborAry[7] = mirrorFramedAryw[i+1][j];
            neighborAry[8] = mirrorFramedAryw[i+1][j+1];

            sort(neighborAry);
            tempAryw[i][j] = neighborAry[4];

            if (neighborAry[4] <= newMin) {
                newMin = neighborAry[4];
            }
            if (neighborAry[4] >= newMax) {
                newMax = neighborAry[4];
            }
        }
    }

}

void sort(int array[]){
    int i, j;
    for (i =0; i < 9; i++){
        for(j =0; j < 9-i-1; j++){
            if(array[j] > array[j+1]){
                int temp = array[j];
                array[j] = array[j+1];
                array[j+1] = temp;
            }
        }
    }
}

void computeThreshold (int** tempAry, int** imgOutAry, int thr_value) {

    for(int i = 1; i < numRows+1; i++) {

        for(int j = 1; j < numCols+1; j++) {

            int pixel = tempAry[i][j];

            if(pixel >= thr_value) {
                imgOutAry[i-1][j-1] = 1;
            }
            else {

```

```

        imgOutAry[i-1][j-1]= 0;
    }
}

}

}

void prettyPrint (int** imgOutAryw) {

    outFileTwo << numRows << " " << numCols << " " << minVal << " " << maxVal << endl;

    for(int i = 0; i < numRows; i++) {

        for(int j = 0; j < numCols; j++) {

            if(imgInAry[i][j] > 0) {
                outFileTwo << imgOutAryw[i][j] << " ";
            }
            else {
                outFileTwo << " ";
            }
        }
        outFileTwo << endl;
    }
}

};

int main(int argc, char *argv[]) {

    imageProcessing img (argv[1],argv[2],argv[3],argv[4],argv[5]);

    int whichMethod = 0;
    while(true){
        cout << "which method would you like to use?" << endl;
        cout << "enter 1 for average filter or enter 2 for median filter" << endl;
        cin >> whichMethod;

        if (whichMethod == 1 || whichMethod == 2){
            break;
        }
        else{
            cout << "please re-enter!" << endl;
        }
    }

    img.loadImage(img.imgInAry, img.mirrorFramedAry);

    img.ComputeHistogram(img.imgInAry, img.hist, img.maxVal);

    img.printHist(img.hist);

    img.mirrorFramed(img.mirrorFramedAry);

```

```

if(whichMethod == 1){
    img.computeAVG3X3(img.mirrorFramedAry, img.tempAry);
}
else if(whichMethod == 2){
    img.computeMEDIAN3X3(img.mirrorFramedAry, img.tempAry);
}
else if(whichMethod >= 3 || whichMethod <= 0){
    return 0;
}

img.computeThreshold (img.tempAry, img.imgOutAry, img.thr_value);

img.prettyPrint (img.imgOutAry);

outFilethree << img.numRows << " " << img.numCols << " " << img.minVal << " " << img.maxVal << endl;

for(int i = 0; i < img.numRows; i++) {

    for(int j = 0; j < img.numCols; j++) {

        if(img.tempAry[i][j] > 0) {
            outFilethree << img.tempAry[i][j] << " ";
        }
        else {
            outFilethree << " ";
        }
    }
    outFilethree << endl;
}

return 0;
}

```

INPUT

46 46 1 63
1 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
2 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
3 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
5
4 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
5
5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
5
6 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
7 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
5
8 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
9 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
5
10 11 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
3 4 5
1 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
4 5
2 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
2 3 4 5
3 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
4 21 22 23 24 27 28 29 31 30 32 34 35 34 35 38 40 48 60 63 60 48 41 38 35 34 32 31 30 28 25 28
24 22 20 18 16 13 4 5 1 2 3 14 5
5 1 21 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
5 1 32 3 4 5
6 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
55 1 2 3 4 5
7 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
3 4 5 1 2 3 4 5
8 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
4 5 1 2 3 4 5
9 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
2 3 4 5 1 2 13 4 5
10 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
12 3 4 5 1 2 3 4 5
1 1 52 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
48 1 2 3 4 5 11 2 3 4 5
2 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
48 48 3 4 5 1 2 3 14 5
3 21 22 23 24 27 28 29 31 30 32 34 35 34 35 38 40 48 60 63 60 48 41 38 35 34 32 31 30 28 25 28
24 22 20 18 16 13 4 5 1 2 3 14 5
4 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
48 48 48 48 48 4 5 1 2 3 4 5
5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
48 8 48 48 48 38 48 48 28 48 48 4 5
6 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
18 48 48 48 4 5 1 2 3 4 5
7 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
48 48 3 4 5 1 2 3 4 5
8 1 2 3 4 5 13 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
48 2 3 4 5 11 2 3 4 5
9 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
2 3 4 5 1 2 3 4 5
10 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
2 3 4 5 1 12 3 4 5
1 21 22 23 24 27 28 29 31 30 32 34 35 34 35 38 40 48 60 63 60 48 41 38 35 34 32 31 30 28 25 28
24 22 20 18 16 13 4 5 1 2 3 14 5

2 1 2 3 4 5 1 2 3 4 5 1 2 48 48 48 48 48 18 48 48 48 48 48 48 48 48 8 48 48 8 4 48 4 5 1 2
 3 14 15 1 2 3 4 5
 3 11 2 3 4 5 1 2 3 4 5 1 2 3 48 48 48 48 48 48 48 48 48 48 48 48 48 48 48 48 8 4 3 4 5 1 2
 3 4 5 1 2 3 4 5
 4 1 2 3 4 15 1 2 3 4 5 1 2 3 4 48 48 41 42 43 48 40 48 42 48 43 48 44 48 28 48 48 2 3 4 5 1 2
 3 4 55 1 2 3 4 5
 5 1 2 3 42 55 1 42 3 4 5 1 2 3 4 5 4 4 4 4 4 4 4 4 4 4 4 4 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
 6 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 48 48 58 4 1 8 4 1 48 2 4 8 48 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4
 5
 7 1 2 3 4 5 1 2 3 4 5 13 2 3 4 5 1 2 48 48 8 48 4 5 4 48 48 8 48 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3
 4 5
 8 1 2 3 4 51 1 2 3 4 5 1 2 3 4 5 1 2 3 48 38 48 38 8 1 48 38 48 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2
 3 4 5
 9 1 2 3 4 5 1 12 3 4 5 1 2 3 4 5 1 2 3 4 48 48 48 48 48 48 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2
 3 4 5
 10 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 48 48 18 48 48 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3
 4 5
 11 1 2 3 44 5 1 2 3 4 5 1 12 3 4 5 1 2 3 4 5 1 48 48 48 5 1 2 3 4 5 1 2 3 4 55 1 2 3 4 55 1 2 3
 4 5
 2 1 2 3 48 5 1 2 3 4 55 51 12 3 4 5 1 2 3 4 5 1 2 48 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4
 5
 3 1 2 3 4 45 51 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 48 4 5 1 2 3 4 5 1 2 3 43 5 1 2 3 4 5 1 2 3 4
 5
 4 1 2 3 4 5 1 2 3 4 5 1 2 3 14 5 1 2 3 4 5 1 2 48 4 5 1 2 3 4 5 1 2 39 54 5 1 2 43 4 5 1 2 33
 4 5
 5 1 2 3 4 5 11 2 3 44 5 1 2 3 4 5 1 2 3 4 5 1 2 48 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
 6 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5

OUTPUT

Histogram for data

46 46 1 63
 0 0
 1 277
 2 278
 3 270
 4 319
 5 278
 6 7
 7 6
 8 35
 9 4
 10 5
 11 7
 12 8
 13 6
 14 9
 15 3
 16 3
 17 0
 18 12
 19 1
 20 3
 21 4
 22 7
 23 3
 24 7
 25 3
 26 0
 27 3

28 15
29 3
30 7
31 7
32 7
33 2
34 10
35 10
36 0
37 0
38 17
39 1
40 6
41 12
42 10
43 15
44 12
45 6
46 2
47 2
48 363
49 0
50 0
51 8
52 2
53 1
54 2
55 11
56 0
57 0
58 10
59 0
60 8
61 1
62 2
63 6

AVG FILTER IMG

46 46 1 63

1 1 2 8 7 7 1 2 2 2 1 1 2 2 2 1 1 2 2 2 1 5 6 7 2 1 1 2 2 2 1 1 2 2 2 1 1 2 2
1 1 2 3 9 8 8 2 3 8 13 12 7 3 4 3 2 2 3 4 3 2 7 8 9 3 2 10 11 12 3 2 2 3 4 4 3 3 3 4 3 2 2 3 4
1 2 2 3 9 8 8 2 3 14 24 23 13 3 4 3 2 2 3 4 3 2 12 13 14 3 2 15 16 17 3 2 2 3 4 4 3 3 3 4 3 2 2 3 4
1 4 4 5 4 3 2 6 7 18 24 23 13 3 4 3 2 2 3 4 3 2 15 16 17 3 2 15 16 20 6 6 2 3 4 4 3 3 3 4 3 2 2 3 4
2 4 4 5 4 3 2 6 11 18 18 13 7 3 4 3 2 2 3 4 3 2 15 16 17 3 2 10 16 20 11 6 2 3 4 3 2 2 3 4 3 2 2 3 4
2 5 4 5 4 3 2 6 16 17 12 2 2 3 4 4 3 2 3 4 3 2 14 15 16 3 3 3 7 17 20 15 6 2 3 4 3 2 5 6 7 3 2 2 3 4
2 3 2 3 4 3 2 7 17 18 12 2 2 3 4 4 3 2 3 4 3 2 10 11 12 3 3 3 13 17 16 7 2 3 9 8 8 5 6 7 3 2 2 3 4
3 3 2 3 4 3 2 7 13 14 7 2 2 3 4 4 3 2 3 4 3 7 14 20 16 8 3 3 13 17 16 7 2 3 9 8 8 5 6 7 3 2 2 3 4
4 5 7 7 8 3 2 7 8 9 3 2 2 3 4 3 2 2 3 4 8 13 21 27 27 17 7 6 11 17 12 7 2 3 9 8 8 2 3 4 3 2 2 3 4
3 4 7 7 8 4 3 3 4 3 2 2 3 4 3 2 2 3 8 16 21 25 31 36 32 17 11 16 17 12 2 2 3 4 3 2 2 3 4 3 2 2 3 4
2 3 7 7 12 14 13 8 3 4 3 2 2 3 4 3 2 2 7 18 31 26 22 23 37 42 32 22 17 12 9 4 4 3 4 3 2 2 4 5 4 2 2 3 4
1 1 2 3 14 25 24 14 3 4 3 2 2 3 4 3 2 2 8 18 27 22 13 13 23 33 29 19 13 9 9 4 4 3 4 3 2 2 8 9 8 2 2 3 4
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