















#### What is an Edge?

Edges often represent the boundary of objects present in an image

The pixel values around an edge show sudden change from left to right or from up to down



#### What is an Edge?

```
4 60 157 236 255 255 177 95 61 32
0 10 16 119 238 255 244 245 243 250 249 255 222 103 10
0 14 170 255 255 244 254 255 253 245 255 249 253 251 124 1
2 98 255 228 255 251 254 211 141 116 122 215 251 238 255 49
13 217 243 255 155 33 226 52 2 0 10 13 232 255 255 36
                    0 7 7 0 70 237 252 235 62
 6 141 245 255 212 25 11 9
                          0 115 236 243 255 137 0
 0 87 252 250 248 215 60 0 1 121 252 255 248 144 6 0
   13 113 255 255 245 255 182 181 248 252 242 208 36 0 19
                                                                                        10 16 119 238
             58 251 255 246 254 253 255 120 11
       4 97 255 255 255 248 252 255 244 255 182 10
                                                                                         14 170 255 255
 0 22 206 252 246 251 241 100 24 113 255 245 255 194
 0 218 251 250 137 7 11 0 0 0 2 62 255 250 125 3
                                                                                        98 255 228 255
 0 173 255 255 101 9 20 0 13 3 13 182 251 245 61 0
 0 107 251 241 255 230 98 55 19 118 217 248 253 255 52 4
 0 18 146 250 255 247 255 255 255 249 255 240 255 129 0 5
      23 113 215 255 250 248 255 255 248 248 118 14 12 0
             0 52 153 233 255 252 147 37
                0 0 0 0 14 1 0 6
```



#### What is an Edge?

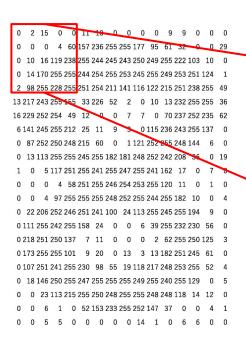
```
4 60 157 236 255 255 177 95 61 32
0 10 16 119 238 255 244 245 243 250 249 255 222 103 10
0 14 170 255 255 244 254 255 253 245 255 249 253 251 124 1
2 98 255 228 255 251 254 211 141 116 122 215 251 238 255 49
13 217 243 255 155 33 226 52 2 0 10 13 232 255 255 36
                    0 7 7 0 70 237 252 235 62
 6 141 245 255 212 25 11 9
                           0 115 236 243 255 137 0
 0 87 252 250 248 215 60 0 1 121 252 255 248 144 6 0
   13 113 255 255 245 255 182 181 248 252 242 208 36 0 19
                                                                                          10 (16) 19 238
             58 251 255 246 254 253 255 120 11
       4 97 255 255 255 248 252 255 244 255 182 10
                                                                                          14 170 255 255
 0 22 206 252 246 251 241 100 24 113 255 245 255 194
 0 218 251 250 137 7 11 0 0 0 2 62 255 250 125 3
                                                                                          98 255 228 255
 0 173 255 255 101 9 20 0 13 3 13 182 251 245 61 0
 0 107 251 241 255 230 98 55 19 118 217 248 253 255 52 4
 0 18 146 250 255 247 255 255 255 249 255 240 255 129 0 5
      23 113 215 255 250 248 255 255 248 248 118 14 12 0
              0 52 153 233 255 252 147 37
```

0 0 0 0 14 1 0 6 6 0 0



```
4 60 157 236 255 255 177 95 61
0 10 16 119 238 255 244 245 243 250 249 255 222 103 10
0 14 170 255 255 244 254 255 253 245 255 249 253 251 124 1
2 98 255 228 255 251 254 211 141 116 122 215 251 238 255 49
13 217 243 255 155 33 226 52 2 0 10 13 232 255 255 36
                    0 7 7 0 70 237 252 235 62
                             0 115 236 243 255 137 0
 0 87 252 250 248 215 60 0 1 121 252 255 248 144 6 0
   13 113 255 255 245 255 182 181 248 252 242 208 36 0 19
                                                                                         10 16 119 238
             58 251 255 246 254 253 255 120 11
       4 97 255 255 255 248 252 255 244 255 182 10
                                                                                         14 170 255 255
 0 22 206 252 246 251 241 100 24 113 255 245 255 194
 0 218 251 250 137 7 11 0 0 0 2 62 255 250 125 3
                                                                                         98 255 228 255
 0 173 255 255 101 9 20 0 13 3 13 182 251 245 61 0
 0 107 251 241 255 230 98 55 19 118 217 248 253 255 52 4
 0 18 146 250 255 247 255 255 255 249 255 240 255 129 0 5
      23 113 215 255 250 248 255 255 248 248 118 14 12 0
             0 52 153 233 255 252 147 37
                 0 0 0 0 14 1 0 6
```

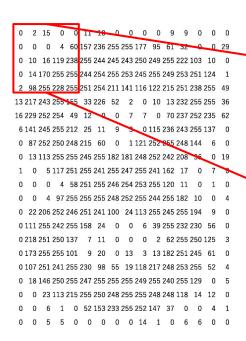


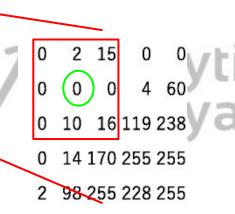


_	_	_	_					
	0	2	15	0	0	//	Ηi	i
	0	0	0	4	60	У_	-	'
	0	10	16	119	238	y.	d	
	0	14	170	255	255			
	2	98	255	228	255			

-1	0	1
-1	0	1
-1	0	1







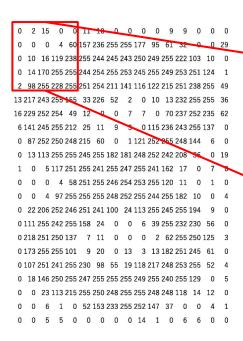
#### Example 1

-1	0	1
-1	0	1
-1	0	1

$$(0 \times -1) + (0 \times -1) + (0 \times -1) +$$
  
 $(2 \times 0) + (0 \times 0) + (10 \times 0) +$   
 $(15 \times 1) + (0 \times 1) + (16 \times 1)$ 

= 31





_			_			
-	0	2	15	0	0	/
/	0	0	0	4	60	'
	0	10	16	119	238	/ (
\	0	14	170 2	255	255	
	2	98	255 2	228	255	

-1	0	1
-1	0	1
-1	0	1

$$(0 \times -1) + (10 \times -1) + (14 \times -1) +$$
  
 $(0 \times 0) + (16 \times 0) + (170 \times 0) +$   
 $(4 \times 1) + (119 \times 1) + (255 \times 1)$ 

= 354

#### Example 2



7	<b>Analytics</b>
$\wedge$	Vidhya
/ "	Vidilyd

-1	0	1
-1	0	1
-1	0	1

**Filter or Kernel** 



```
0 14 170 255 255 244 254 255 253 245 255 249 253 251 124 1
2 98 255 228 255 251 254 211 141 116 122 215 251 238 255 49
13 217 243 255 155 33 226 52 2 0 10 13 232 255 255 36
16 229 252 254 49 12 0 0 7 7 0 70 237 252 235 62
6 141 245 255 212 25 11 9 3 0 115 236 243 255 137 0
0 87 252 250 248 215 60 0 1 121 252 255 248 144 6 0
0 13 113 255 255 245 255 182 181 248 252 242 208 36
      5 117 251 255 241 255 247 255 241 162 17 0
         4 58 251 255 246 254 253 255 120 11 0
       4 97 255 255 255 248 252 255 244 255 182 10
0 22 206 252 246 251 241 100 24 113 255 245 255 194
0 111 255 242 255 158 24 0 0 6 39 255 232 230 56 0
0 218 251 250 137 7 11 0 0 0 2 62 255 250 125 3
0 173 255 255 101 9 20 0 13 3 13 182 251 245 61 0
0 107 251 241 255 230 98 55 19 118 217 248 253 255 52 4
0 18 146 250 255 247 255 255 255 249 255 240 255 129 0 5
0 0 23 113 215 255 250 248 255 255 248 248 118 14 12 0
          1 0 52 153 233 255 252 147 37 0
0 0 5 5 0 0 0 0 0 14 1 0 6 6 0 0
```

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-1	0	1
-1	0	1
-1	0	1

(-1x0 + -1x0 + -1x0 + 0x2 + 0x0 + 0x10 + 1x15 + 1x0 + 1x16)



- Pixels on the edge have a significant difference in values
- Compare neighbouring pixel values to find edges
- A matrix or kernel is used for comparing values
- Higher the difference pixel is close to the edge
- Lower the difference pixel is not at the edge



#### Kernels

-1	0	1
-1	0	1
-1	0	1

Prewitt Kernel
X Direction



#### Kernels

-1	0	1
-1	0	1
-1	0	1

-1	0	1
-2	0	2
-1	0	1

Prewitt Kernel
X Direction

Sobel Kernel X Direction

-1	-1	-1
0	0	0
1	1	1

-1	-2	-1
0	0	0
1	2	1

Prewitt Kernel
Y Direction

Sobel Kernel
Y Direction



## Thank You! Vidhya



