

# CV

## Project 4: Morphology Operations

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Due 10/19/2022

### My Algorithms:

**This 2 modifications prevents the addition of extra column or rows based on the structuring element origin.**

```
extraRows ← rowFrameSize + rowOrigin;  
extraCols ← colFrameSize + colOrigin
```

### loadImage(&inFile):

This method loads the image into a 2D array using an in-file stream address

- 1) **Loop:**  $i \rightarrow 0$  to numImgRows times
  - a) **Loop:**  $j \rightarrow 0$  to numImgCols times
    - i)  $\text{zeroFramedAry}[i+\text{rowOrigin}][j+\text{colOrigin}] \leftarrow \text{inFile}$

### loadStruct(&inFile):

Similar to load Image, it loads the structuring element from an in-file stream into structAry[][]

- 1) **Loop:**  $i \rightarrow 0$  to numStructRows times
  - a) **Loop:**  $j \rightarrow 0$  to numStructCols times
    - i)  $\text{zeroFramedAry}[i][j] \leftarrow \text{inFile}$

### prettyPrintImg(Ary, &outFile, s):

This function and prettyPrintFrame, prettyPrintStruct, all the descriptive title of the portion of the stream, the image header, and the image. The only difference are the indices for the loops, and the starting position to print.

- 1)  $S2 \leftarrow \text{toString}(\text{image header variables})$
- 2)  $\text{outFile} \leftarrow \text{drawTitle}(\text{outFile}, s, s2)$
- 3) **Loop:**  $i \rightarrow 0$  to numStructRows times
  - a) **Loop:**  $j \rightarrow 0$  to numStructCols times
    - i) **If**  $\text{Ary}[i+\text{rowOrigin}][j+\text{colOrigin}] > 0$ 
      - (1) "1 "  $\leftarrow \text{outFile}$
    - ii) **Else**
      - (1) "0 "  $\leftarrow \text{outFile}$

### drawTitle(&outFile, string1, string2):

Used to caption all graphs with a given string, with the use of the maxVal(60-63) of the graph multiplied by 2

1.  $\text{size} \leftarrow \max(\text{string1.length}(), \text{string2.length}())$
2.  $\text{length} \leftarrow ((\text{size} * 2 + 1) / 2) - 1$
3.  $\text{strLength} \leftarrow \text{length} - \text{string1.length}() / 2$
4.  $\text{length2} \leftarrow ((\text{size} * 2 + 1) / 2) - 1$
5.  $\text{strLength2} \leftarrow \text{length2} - \text{string2.length}() / 2$

6. **Loop:**  $r \rightarrow -1$  to 3:
  - a. **Loop:**  $i \rightarrow 0$  to  $(\text{maxVal}+1)*2$ :
    - i. **if** first, third or last row **then** draw ‘-’
    - ii. **if** second row:
      1. **if**  $i == \text{strLength1} - 1$  **then** draw padding(2), string1, padding(2)
      2. **else if**  $i \leq \text{strLength1} - 1$  **then** draw ‘-’
      3. **else if**  $i > \text{strLength1} + \text{string1.length}() + 2$  **then** draw ‘-’
    - iii. **if** fourth row:
      1. **if**  $i == \text{strLength2} - 1$  **then** draw padding(2), string2, padding(2)
      2. **else if**  $i \leq \text{strLength2} - 1$  **then** draw ‘\*’
      3. **else if**  $i > \text{strLength2} + \text{string2.length}() + 2$  **then** draw ‘\*’

```

/*

Created by Adrian Noa

Objective:

To perform morphology operations on an image using a structuring element. The core
operations are Erosion and Dilation.

- Erosion operation transforms an image by turning pixels into 1 if all pixels
surrounding the current point match the pixels in the structuring element. 0 Otherwise.

- Dilation operation transforms all pixels surrounding the current point in the image
into the structuring element if the origin is 1. 0 Otherwise

- Opening operation performs a erosion followed by a dilation

- Closing operation performs dilation followed by erosion

This program yields a series of morphed image files created by applying the operations
to the input image

Usage:

This will execute the program and place all outputs in a separate file.

g++ noa_adrian_main.cpp -o main.exe && ./main.exe data1.txt Elem1.txt ./out/_1close
./out/_2erode ./out/_3dilate ./out/_4open ./out/_pretty

*/

```

```

#include <iostream>
#include <sys/stat.h>
#include <fstream>
#include <string>
#include <math.h>
#include <string>
using namespace std;

class Morphology{
public:

    int numImgCols;
    int numImgRows;
    int imgMin;
    int imgMax;
    int numStructRows;
    int numStructCols;
    int structMin;
    int structMax;
    int rowOrigin;
    int colOrigin;

    int rowFrameSize;    // set to (numStructRows / 2), integer division, i.e., 3/2 is 1; 4/2 is 2; 5/2 is 2.
    int colFrameSize;    // set to (numStructCols / 2).
    int extraRows;       // set to (rowFrameSize * 2)
    int extraCols;       // set to (colFrameSize * 2)
    int rowSize;         // set to (numImgRows + extraRows)
    int colSize;         // set to (numImgCols + extraCols)

    int** zeroFramedAry; // a dynamically allocate 2D array, size of rowSize by colSize, for the input image.
    int** morphAry;      // Same size as zeroFramedAry.
    int** tempAry;       // Same size as zeroFramedAry.// tempAry is to be used as the intermediate result in opening and closing
operations.
    int ** structAry;    //a dynamically allocate 2D array of size numStructRows by numStructCols, for structuring element.

    Morphology(ifstream &inFile1, ifstream &inFile2){
        cout << "Morphology Class" << endl;
    }

    void read(ifstream &inFile1, ifstream &inFile2){
        inFile1 >> numImgRows >> numImgCols >> imgMin >> imgMax;
        inFile2 >> numStructRows >> numStructCols >> structMin >> structMax >> rowOrigin >> colOrigin;
        rowFrameSize = numStructRows / 2;
        colFrameSize = numStructCols / 2;
        extraRows = rowFrameSize * 2;
        extraCols = colFrameSize * 2;
        rowSize = numImgRows + extraRows;
        colSize = numImgCols + extraCols;
    }

    void allocate(){

        zeroFramedAry = new int*[rowSize];
        cout << "Allocated Framed 2D array" << endl;

        morphAry = new int*[rowSize];
        cout << "Allocated image morphing 2D array" << endl;

        tempAry = new int*[rowSize];
        cout << "Allocated temp 2D array" << endl;

        structAry = new int*[rowSize];
        cout << "Allocated Struct 2D array" << endl;

        for(int i=0; i<rowSize;i++) {
            if(i<numStructRows+1) structAry[i] = new int[numStructCols+1]();
            zeroFramedAry[i] = new int[colSize]();
            morphAry[i] = new int[colSize]();
            tempAry[i] = new int[colSize]();
        }
    }

    void zero2DAry(int** Ary, int nRows, int nCols){ // Set the entire Ary (nRows by nCols) to zero.
        for (int i = 0; i < nRows; i++){
            for (int j = 0; j < nCols; j++){
                Ary[i][j] = 0;
            }
        }
    }
}

```

```

void loadImg(ifstream &inFile1){ // load imgFile to zeroFramedAry inside of frame, begins at (rowOrigin, colOrigin)
    for(int i = 0; i<numImgRows;i++){
        for (int j = 0; j < numImgCols; j++) {
            inFile1 >> zeroFramedAry[i+rowOrigin][j+colOrigin];
        }
    }
}

void loadstruct(ifstream &inFile2){// load structFile to structAry.
    for(int i=0; i<numStructRows;i++){
        for (int j = 0; j < numStructCols; j++) {
            inFile2 >> structAry[i][j];
        }
    }
}

void ComputeDilation(int** inAry, int** outAry){ // process every pixel in inAry, put result to outAry // see algorithm below.
    for (int i = rowOrigin; i < numImgRows+rowOrigin; i++){
        for (int j = colOrigin; j < numImgCols+colOrigin; j++){
            if(inAry[i][j] > 0){
                onePixelDilation(i, j, inAry, outAry);
            }
        }
    }
}

void ComputeErosion(int** inAry, int** outAry){ // process every pixel in inAry, put result to outAry // see algorithm below.
    for (int i = rowOrigin; i < numImgRows+rowOrigin; i++){
        for (int j = colOrigin; j < numImgCols+colOrigin; j++){
            if(inAry[i][j] > 0)
                onePixelErosion(i, j, inAry, outAry);
        }
    }
}

void ComputeOpening(){ // see algorithm below.
    zero2DAry(tempAry, rowSize, colSize);
    ComputeErosion(zeroFramedAry, tempAry);
    ComputeDilation(tempAry, morphAry);
}

void ComputeClosing(){ // see algorithm below.
    zero2DAry(tempAry, rowSize, colSize);
    ComputeDilation(zeroFramedAry, tempAry);
    ComputeErosion(tempAry, morphAry);
}

void onePixelDilation(int i, int j, int** inAry, int** outAry){ // Perform dilation on pixel (i, j) with structAry. // See
algorithm below.
    int iOffset = i-rowOrigin;
    int jOffset = j-colOrigin;
    for (int i = 0 ; i < numStructRows; i++){
        for (int j = 0 ; j < numStructCols; j++){
            if(structAry[i][j] > 0)
                outAry[iOffset+i][jOffset+j] = 1;
        }
    }
}

void onePixelErosion(int i, int j, int** inAry, int** outAry){ // Perform erosion on pixel (i, j) with structAry. // See
algorithm below.
    int iOffset = i-rowOrigin;
    int jOffset = j-colOrigin;
    bool matchFlag = true;
    for (int i = 0 ; i < numStructRows && matchFlag==true; i++){
        for (int j = 0 ; j < numStructCols && matchFlag==true; j++){
            if(structAry[i][j] > 0 && inAry[iOffset+i][jOffset+j]<=0){
                matchFlag = false;
            }
        }
    }
    outAry[i][j] = 0;
    if(matchFlag) outAry[i][j] = 1;
}

void AryToFile(int** Ary, ofstream &outFile, string s) {// output the image header (from input image header) //then output the
rows and cols of Ary to outFile *excluding* the framed borders of Ary.
    prettyPrintImg(morphAry, outFile, s);
}

// void prettyPrint(Ary, outFile) // Remark: use "Courier new" font and small font size to fit in the page.// if Ary [i, j] ==
0 output "." // a period follows by a blank// else output "1 " // 1 follows by a blank

~Morphology(){
    for(int i=0; i<rowSize; i++){

```

```

        if(i<numStructRows+1) delete[] structAry[i];
        delete[] zeroFramedAry[i];
        delete[] morphAry[i];
        delete[] tempAry[i];
    }
    cout << "delete all subarrays in zeroFramed, morphAry, tempAry, structAry" << endl;

    delete[] zeroFramedAry;
    cout << "deleting zeroFramed memory allocation" << endl;
    delete[] morphAry;
    cout << "deleting morphAry memory allocation" << endl;
    delete[] tempAry;
    cout << "deleting tempAry memory allocation" << endl;
    delete[] structAry;
    cout << "deleting structAry memory allocation";

}

void prettyPrintImg(int** Ary, ofstream &outFile, string s){
    string s2 = toString(numImgRows,numImgCols,imgMin,imgMax);
    drawTitle(outFile, s, s2);
    for(int i = 0; i<numImgRows;i++) {
        for (int j = 0; j < numImgCols; j++) {
            if(Ary[i+rowOrigin][j+colOrigin]>0) outFile << "1 ";
            else outFile << ". ";
        }
        outFile << endl;
    }
}

void prettyPrintFrame(int** Ary, ofstream &outFile, string s){
    string s2 = toString(rowSize,colSize,imgMin,imgMax);
    drawTitle(outFile, s, s2);

    for(int i = 0; i<rowSize;i++) {
        for (int j = 0; j < colSize; j++) {
            if(Ary[i][j]>0) outFile << "1 ";
            else outFile << ". ";
        }
        outFile << endl;
    }
}

void prettyPrintStruct(ofstream &outFile, string s){
    string s2 = toString(numStructRows,numStructCols,structMin,structMax);
    drawTitle(outFile, s, s2);
    for(int i = 0; i<numStructRows; i++) {
        for (int j = 0; j < numStructCols; j++) {
            if(structAry[i][j]>0) outFile << "1 ";
            else outFile << ". ";
        }
        outFile << endl;
    }
}

string toString(int a, int b, int c, int d){
    return toString(a)+" "+toString(b)+" "+toString(c)+" "+toString(d);
}

void drawTitle(ofstream &outFile, string str, string str2){
    int size = max(str.length(), str2.length());

    int l = ((size*2+1)/2)-1;
    int sl = l - str.length()/2;

    int l2 = ((size*2+1)/2)-1;
    int sl2 = l - str2.length()/2;

    for(int r=-1; r<4; r++){
        for (int i = 0; i < (size+1)*2; i++){
            if(r==1 || r==3) outFile << "-";
            else if(r==0){
                if(i==sl-1) outFile << " " << str << " ";
                else if(i<sl-1) outFile << " ";
                else if (i>sl+str.length()+2) outFile << " ";
            } else {
                if(i==sl2-1) outFile << " " << str2 << " ";
                else if(i<sl2-1) outFile << " ";
                else if (i>sl2+str2.length()+2) outFile << " ";
            }
        }
        outFile << endl;
    }
}

```

```

};

int main(int argc, const char* argv[]) {
    cout << endl;

    string stringpath = "./out/";
    int status = mkdir(stringpath.c_str(), 0777);

    //Step 0
    if (argc != 8){
        printf("Not enough arguments\n");
        return 1;
    }

    ifstream inFile1(argv[1]);
    ifstream inFile2(argv[2]);
    ofstream dilateOutFile(argv[3]);
    ofstream erodeOutFile(argv[4]);
    ofstream openingOutFile(argv[5]);
    ofstream closingOutFile(argv[6]);
    ofstream prettyPrintFile(argv[7]);

    Morphology m = Morphology(inFile1, inFile2);

    //Step 1
    m.read(inFile1, inFile2);

    //Step 2
    m.allocate();

    // Step 3
    m.zero2DAry(m.zeroFramedAry, m.rowSize, m.colSize);

    // Step 4
    m.loadImg(inFile1);
    m.prettyPrintImg(m.zeroFramedAry, prettyPrintFile, "Input Image");

    //Step 5
    m.loadstruct(inFile2);
    m.prettyPrintStruct(prettyPrintFile, "Struct");

    // Step 9
    m.zero2DAry(m.morphAry, m.rowSize, m.colSize);
    m.ComputeClosing();
    m.AryToFile(m.morphAry, closingOutFile, "Closing Operation");
    m.prettyPrintImg(m.morphAry, prettyPrintFile, "Closing Operation");

    //Step 7
    m.zero2DAry(m.morphAry, m.rowSize, m.colSize);
    m.ComputeErosion(m.zeroFramedAry, m.morphAry);
    m.AryToFile(m.morphAry, erodeOutFile, "Erosion Operation");
    m.prettyPrintImg(m.morphAry, prettyPrintFile, "Erosion Operation");

    //Step 6
    m.zero2DAry(m.morphAry, m.rowSize, m.colSize);
    m.ComputeDilation(m.zeroFramedAry, m.morphAry);
    m.AryToFile(m.morphAry, dilateOutFile, "Dilation Operation");
    m.prettyPrintFrame(m.morphAry, prettyPrintFile, "Dilation Operation");

    // Step 8
    m.zero2DAry(m.morphAry, m.rowSize, m.colSize);
    m.ComputeOpening();
    m.AryToFile(m.morphAry, openingOutFile, "Opening Operation");
    m.prettyPrintImg(m.morphAry, prettyPrintFile, "Opening Operation");

    inFile1.close();
    inFile2.close();
    dilateOutFile.close();
    erodeOutFile.close();
    openingOutFile.close();
    closingOutFile.close();
    prettyPrintFile.close();

    cout << endl << "Files written to folder: ./out/" << endl << endl;

    return 0;
}

```

**Data1 Elem1 outputs:**

346	Closing Operation																346	Dilation Operation																346
347	40 30 0 1																347																	347
348																	348	43 33 0 1																348
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### Data1 Elm2 outputs:

[illegible]



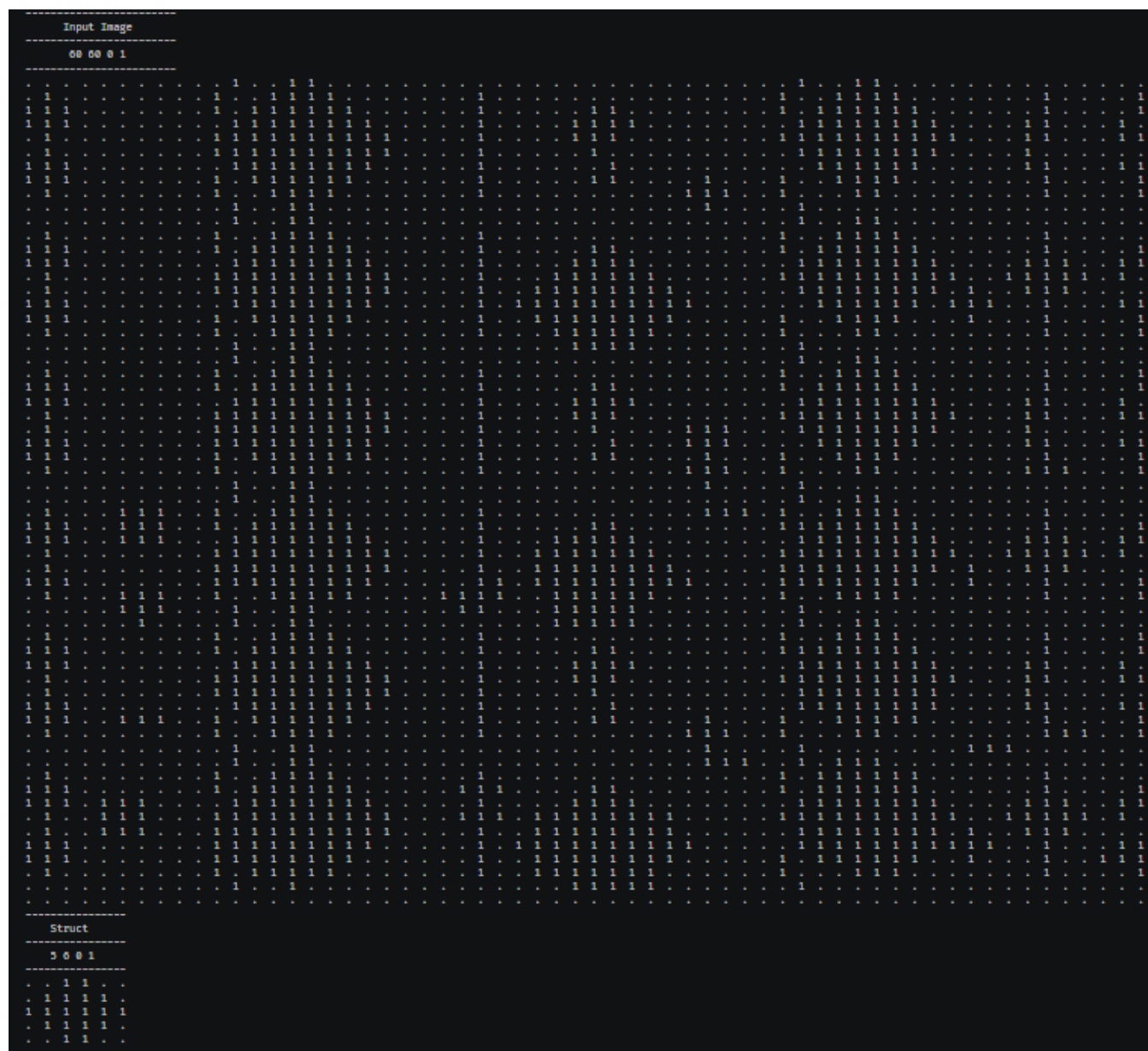
### Data2 Elm2 outputs:

[illegible]

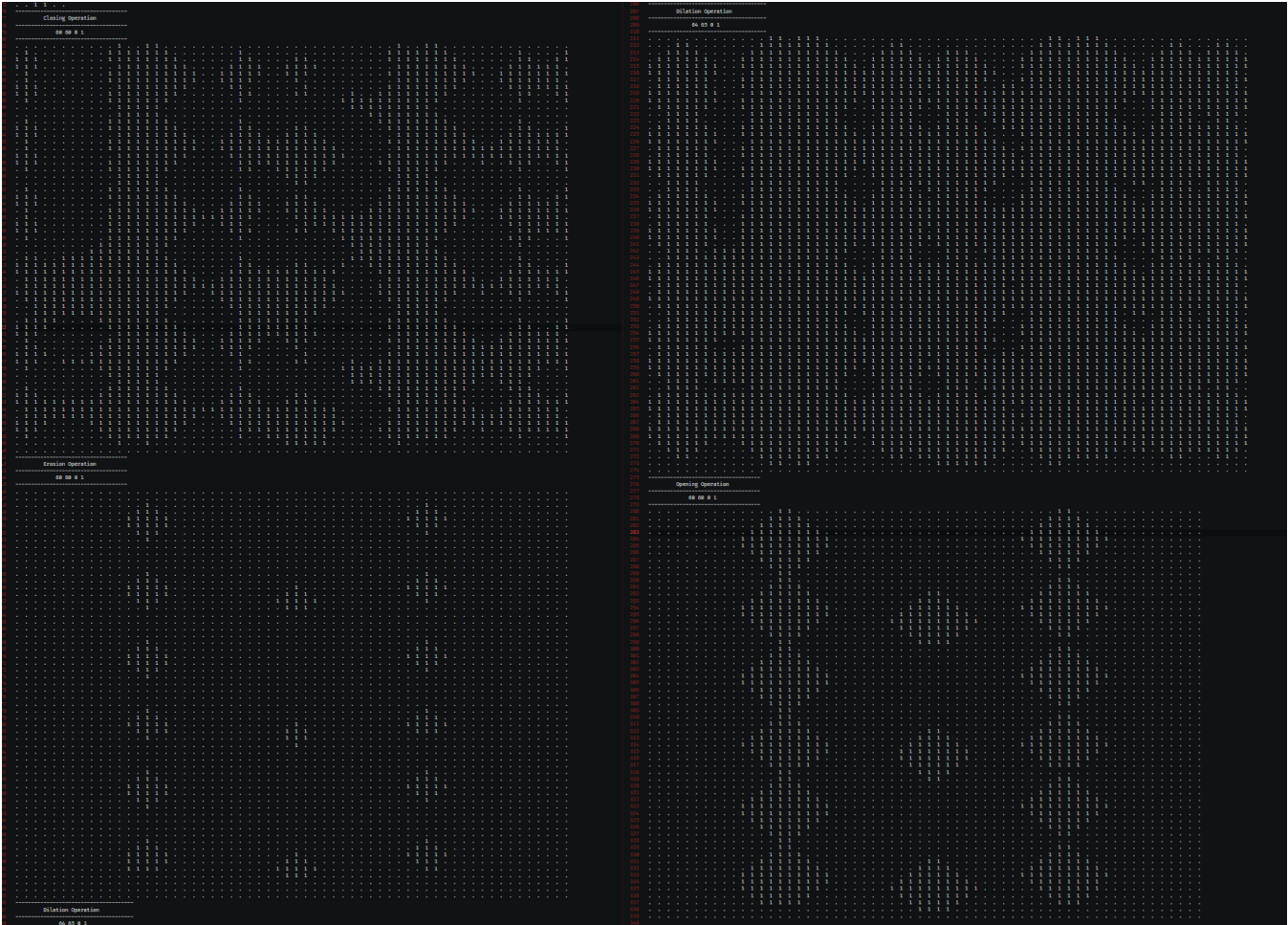
### Data3 Elm3 outputs:

Closing Operation												112	Dilation Operation												113
30 30 0 1												114	30 32 0 1												115
												116													117
1	1	1	1	1	1	1	1	1	1	1	1	118	1	1	1	1	1	1	1	1	1	1	1	1	119
1	1	1	1	1	1	1	1	1	1	1	1	120	1	1	1	1	1	1	1	1	1	1	1	1	121
1	1	1	1	1	1	1	1	1	1	1	1	122	1	1	1	1	1	1	1	1	1	1	1	1	123
1	1	1	1	1	1	1	1	1	1	1	1	124	1	1	1	1	1	1	1	1	1	1	1	1	125
1	1	1	1	1	1	1	1	1	1	1	1	126	1	1	1	1	1	1	1	1	1	1	1	1	127
1	1	1	1	1	1	1	1	1	1	1	1	128	1	1	1	1	1	1	1	1	1	1	1	1	129
1	1	1	1	1	1	1	1	1	1	1	1	130	1	1	1	1	1	1	1	1	1	1	1	1	131
1	1	1	1	1	1	1	1	1	1	1	1	132	1	1	1	1	1	1	1	1	1	1	1	1	133
1	1	1	1	1	1	1	1	1	1	1	1	134	1	1	1	1	1	1	1	1	1	1	1	1	135
1	1	1	1	1	1	1	1	1	1	1	1	136	1	1	1	1	1	1	1	1	1	1	1	1	137
1	1	1	1	1	1	1	1	1	1	1	1	138	1	1	1	1	1	1	1	1	1	1	1	1	139
1	1	1	1	1	1	1	1	1	1	1	1	140	1	1	1	1	1	1	1	1	1	1	1	1	141
1	1	1	1	1	1	1	1	1	1	1	1	142	1	1	1	1	1	1	1	1	1	1	1	1	143
1	1	1	1	1	1	1	1	1	1	1	1	144	1	1	1	1	1	1	1	1	1	1	1	1	145
1	1	1	1	1	1	1	1	1	1	1	1	146	1	1	1	1	1	1	1	1	1	1	1	1	147
1	1	1	1	1	1	1	1	1	1	1	1	148	1	1	1	1	1	1	1	1	1	1	1	1	149
1	1	1	1	1	1	1	1	1	1	1	1	150	1	1	1	1	1	1	1	1	1	1	1	1	151
1	1	1	1	1	1	1	1	1	1	1	1	152	1	1	1	1	1	1	1	1	1	1	1	1	153
1	1	1	1	1	1	1	1	1	1	1	1	154	1	1	1	1	1	1	1	1	1	1	1	1	155
1	1	1	1	1	1	1	1	1	1	1	1	156	1	1	1	1	1	1	1	1	1	1	1	1	157
1	1	1	1	1																					

### Img1 and BlobElm:



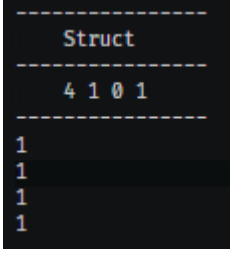
Img1 BlobElm outputs:



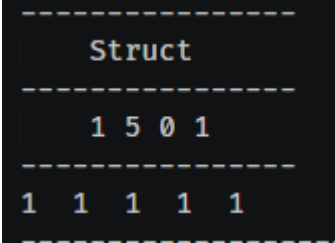
Best operation to extract large blobs is **Opening**

**Img2**[illegible]

## Structuring Element VERTICAL and output

[illegible]

# Structuring Element HORIZONTAL and output





## Structuring Element LEFT Diagonal and output

```

-----
      Struct
-----
      4 4 0 1
-----
1  .  .  .
.  1  .  .
.  .  1  .
.  .  .  1
-----

```

The figure displays 16 small plots arranged in a 4x4 grid, showing the evolution of a system over time. The plots are organized into four rows, each with a title and a legend.

- Row 1: Closing Operation**
  - Plot 1: Title "Closing Operation", Legend "02 02 0 1". Shows a single peak that splits into two.
  - Plot 2: Title "Closing Operation", Legend "02 02 0 1". Shows a single peak that splits into two.
  - Plot 3: Title "Closing Operation", Legend "02 02 0 1". Shows a single peak that splits into two.
  - Plot 4: Title "Closing Operation", Legend "02 02 0 1". Shows a single peak that splits into two.
- Row 2: Opening Operation**
  - Plot 5: Title "Opening Operation", Legend "02 02 0 1". Shows two peaks that merge into one.
  - Plot 6: Title "Opening Operation", Legend "02 02 0 1". Shows two peaks that merge into one.
  - Plot 7: Title "Opening Operation", Legend "02 02 0 1". Shows two peaks that merge into one.
  - Plot 8: Title "Opening Operation", Legend "02 02 0 1". Shows two peaks that merge into one.
- Row 3: Closing Operation**
  - Plot 9: Title "Closing Operation", Legend "02 02 0 1". Shows a single peak that splits into two.
  - Plot 10: Title "Closing Operation", Legend "02 02 0 1". Shows a single peak that splits into two.
  - Plot 11: Title "Closing Operation", Legend "02 02 0 1". Shows a single peak that splits into two.
  - Plot 12: Title "Closing Operation", Legend "02 02 0 1". Shows a single peak that splits into two.
- Row 4: Opening Operation**
  - Plot 13: Title "Opening Operation", Legend "02 02 0 1". Shows two peaks that merge into one.
  - Plot 14: Title "Opening Operation", Legend "02 02 0 1". Shows two peaks that merge into one.
  - Plot 15: Title "Opening Operation", Legend "02 02 0 1". Shows two peaks that merge into one.
  - Plot 16: Title "Opening Operation", Legend "02 02 0 1". Shows two peaks that merge into one.

Each plot shows a time series of data points, with the x-axis representing time and the y-axis representing a value. The plots are arranged in a grid, with the top row showing the initial state and the bottom row showing the final state.



# Structuring Element RIGHT Diagonal and output

