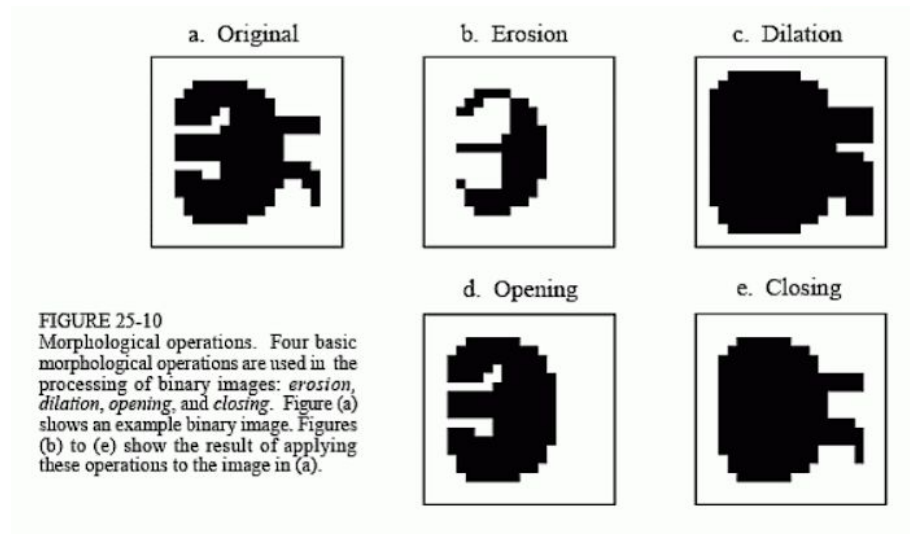


erosion: The basic effect of the operator on a binary image is to erode away the boundaries of regions of foreground pixels

dilatacion: The basic effect of the operator on a binary image is to gradually enlarge the boundaries of regions of foreground pixels

opening
closing

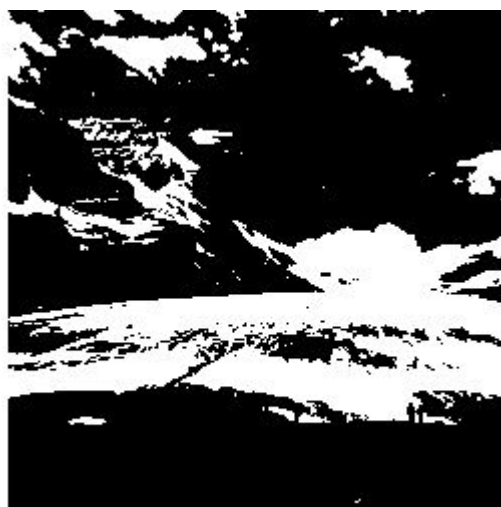


threshold: The simplest thresholding methods replace each pixel in an image with a black pixel if the image intensity is less than a constant, or a white pixel if the image intensity is greater than that constant.

In the example image on the right, this results in the dark becoming completely black, and the white snow becoming completely white.

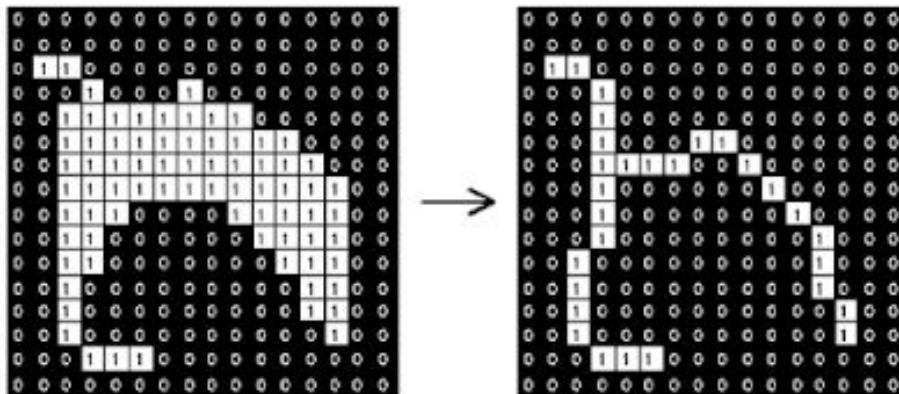


Original Image



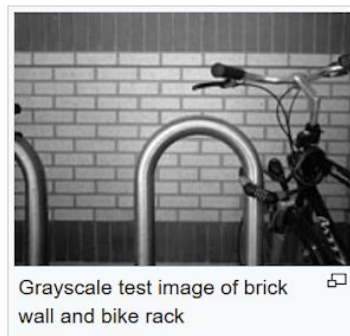
Threshold Applied

thinning: is used to remove selected foreground pixels from binary images

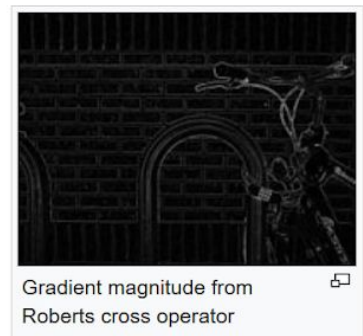


The Roberts cross

performs a simple, quick to compute, 2-D spatial gradient measurement on an image. It thus highlights regions of high spatial frequency which often correspond to edges. In its most common usage, the input to the operator is a grayscale image, as is the output. Pixel values at each point in the output represent the estimated absolute magnitude of the spatial gradient of the input image at that point.



Grayscale test image of brick wall and bike rack



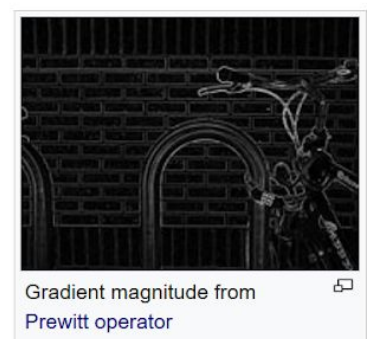
Gradient magnitude from Roberts cross operator

Prewitt operator is used for edge detection in an image

The sobel operator is very similar to Prewitt operator. It is also a derivative mask and is used for edge detection. edge detection algorithms where it creates an image emphasising edges.



Gradient magnitude from Sobel operator



Gradient magnitude from Prewitt operator

Difference with Prewitt Operator

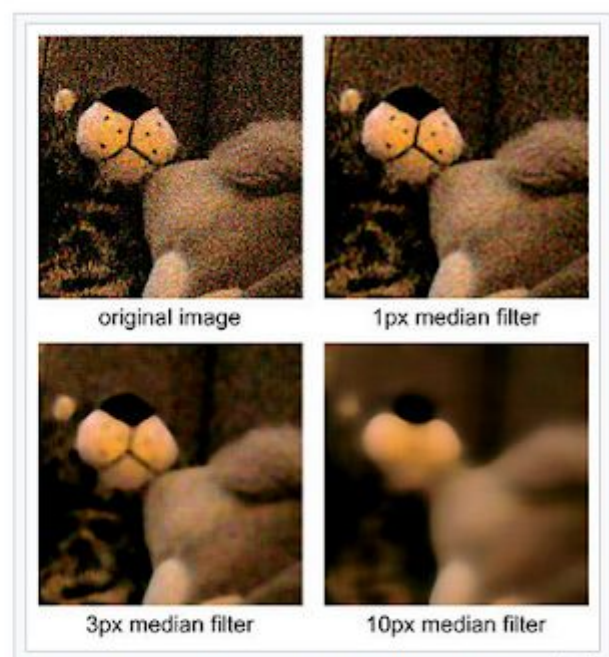
The major difference is that in sobel operator the coefficients of masks are not fixed and they can be adjusted according to our requirement unless they do not violate any property of derivative masks.

Gaussian

In image processing, a Gaussian blur is the result of blurring an image by a Gaussian function. It is a widely used effect in graphics software, typically to reduce image noise and reduce detail.



The median filter is a nonlinear digital filtering technique, often used to remove noise from an image or signal.



The median filter works by sorting each pixel's neighbours or the pixels under a window $n \times n$. The sorted list of pixels then outputs its middle member, becoming the new pixel value.

The average filter

Filter that computes a new pixel value by accumulating the neighbour values and dividing between the number of neighbours analyzed. Commonly used with windows of 3×3 or 5×5 for a desired blurred image.

- + Smooth
- + Pepper Noise
- + Gaussian Filter 3 y 5
- + Discrete Gaussian
 - Gaussian Filter dinámico
- + Structure Modifier
 - Te muestra los cambios bruscos
- + Border Detection
 - Sobel
 - Prewitt
 - Roberts
- + Segmentation
- + Erosion
 - Si el elemento toca todos los pixeles de la imagen, el pixel se queda
- + Dilatation
 - Recorres imagen, si elemento toca algún pixel de la imagen, se pinta pixel
- + Thinner
 - Algoritmo largo y raro de 1ra y 2da iteración y validar 4 condiciones