

Cover Sheet

CV

Project 6: Thinning

C++

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Algorithm Steps for Thinning:

```
step 0: inFile <- open input file from argv[1]
        numRows, numCols, minVal, maxVal <- read from inFile
        outFile1 <- open from argv [2]
        outFile2 <- open from argv [3]
        outFile1 <- write numRows, numCols, minVal, maxVal
        dynamically allocate aryOne of size numRows + 2 by numCols + 2.
        dynamically allocate aryTwo of size numRows + 2 by numCols + 2.
step 1: zeroFrame(aryOne)
        zeroFrame(aryTwo)
step 2: loadImage (inFile, aryOne)
step 3: cycleCount <- 0
step 4: reformatPrettyPrint (aryOne, outFile2)

step 5: changeFlag <- 0
step 6: NorthThinning (aryOne, aryTwo)
        copyArys ()
step 7: SouthThinning (aryOne, aryTwo)
        copyArys()
step 8: WestThinning (aryOne, aryTwo)
        copyArys()
step 9: EastThinning (aryOne, aryTwo)
        copyArys()
step 10: cycleCount ++
Step 11: reformatPrettyPrint (aryOne, outFile2)
Step 12: repeat step 5 to step 11 while changeFlag > 0

step 13: outFile1 <- output inside frame of aryOne from [1][1]
step 14: close all files
```

Source Code

```
#include <iostream>
#include <fstream>
#include <vector>
#include <cstdlib>
using namespace std;
```

```

class Thinning{
public:
    int numRows, numCols, minVal, maxVal, changeFlag, cycleCount;
    int** aryOne;
    int** aryTwo;

    // constructor
public:
    Thinning(istream &input){
        read_header(input);
        init2D(aryOne, 2);
        init2D(aryTwo, 2);
    }

    // methods
    void read_header(istream &input){
        input >> numRows >> numCols >> minVal >> maxVal;
    }

    void write_header(ofstream &w){
        w << numRows<< " " << numCols<< " " << minVal << " " << maxVal << endl;
    }

    // take cares of zeroFrame. p = 2, extra columns or rows
    void init2D(int**& arr, int p){
        arr = new int*[numRows+p];
        for (int i=0; i<numRows+p; i++){
            arr[i] = new int[numCols+p];
            for (int j=0; j<numCols+p; j++){
                arr[i][j] = 0;
            }
        }
    }

    void free_heap(){
        for (int i=0; i<numRows+2; i++){
            delete[] aryOne[i];
            delete[] aryTwo[i];
        }
        delete[] aryOne;
        delete[] aryTwo;
        cout << "Heap freed!" << endl;
    }

    void loadImage(istream &input){
        for (int i=1; i<=numRows; i++){
            for (int j=1; j<=numCols; j++){
                input >> aryOne[i][j];
            }
        }
    }
}

```

```

void copyArys(){
    for (int i=1; i<=numRows; i++){
        for (int j=1; j<numCols; j++){
            aryOne[i][j] = aryTwo[i][j];
        }
    }
}

bool exceedNeighbors(int i, int j, int max){
    int count = 0;
    for(int k=i-1; k<=i+1; k++){
        for(int d=j-1; d<=j+1; d++){
            if(k == i && d == j) continue;
            if(count >= max) return true;
            if(aryOne[k][d]>0) count++;
        }
    }
    return false;
}

bool isConnector(int i, int j){
    // check for 6 cases
    int L = aryOne[i][j-1];
    int R = aryOne[i][j+1];
    int T = aryOne[i-1][j];
    int B = aryOne[i+1][j];
    int TL = aryOne[i-1][j-1];
    int TR = aryOne[i-1][j+1];
    int BL = aryOne[i+1][j-1];
    int BR = aryOne[i+1][j+1];
    // case 1
    if(L==0 && R==0){
        if((T==1 || TL==1 || TR==1) && (B==1 || BL==1 || BR==1)) return true;
    }
    // case 2
    if(T==0 && B==0){
        if((TL==1 || L==1 || BL==1) && (TR==1 || R==1 || BR==1)) return true;
    }
    // case alpha
    if(T==0 && L==0 && TL==1) return true;
    // case beta
    if(L==0 && B==0 && BL==1) return true;
    // case gamma
    if(T==0 && R==0 && TR==1) return true;
    // case delta
    if(R==0 && B==0 && BR==1) return true;

    return false;
}

```

```

void NorthThinning(){
    for (int i=1; i<=numRows; i++){
        for (int j=1; j<=numCols; j++){
            if(aryOne[i][j] > 0){
                // check 3 conditions
                if(aryOne[i-1][j]==0 && exceedNeighbors(i, j, 4) && !isConnector(i,j)){
                    aryTwo[i][j] = 0;
                    changeflag++;
                }else{
                    aryTwo[i][j] = 1;
                }
            }
        }
    }
    copyArys();
}

void SouthThinning(){
    for (int i=1; i<=numRows; i++){
        for (int j=1; j<=numCols; j++){
            if(aryOne[i][j] > 0){
                // check 3 conditions
                if(aryOne[i+1][j]==0 && exceedNeighbors(i, j, 4) && !isConnector(i,j)){
                    aryTwo[i][j] = 0;
                    changeflag++;
                }else{
                    aryTwo[i][j] = 1;
                }
            }
        }
    }
    copyArys();
}

void WestThinning(){
    for (int i=1; i<=numRows; i++){
        for (int j=1; j<=numCols; j++){
            if(aryOne[i][j] > 0){
                // check 3 conditions
                if(aryOne[i][j-1]==0 && exceedNeighbors(i, j, 3) && !isConnector(i,j)){
                    aryTwo[i][j] = 0;
                    changeflag++;
                }else{
                    aryTwo[i][j] = 1;
                }
            }
        }
    }
    copyArys();
}

```

```

void EastThinning(){
    for (int i=1; i<=numRows; i++){
        for (int j=1; j<=numCols; j++){
            if(aryOne[i][j] > 0){
                // check 3 conditions
                if(aryOne[i][j+1]==0 && exceedNeighbors(i, j, 3) && !isConnector(i,j)){
                    aryTwo[i][j] = 0;
                    changeflag++;
                }else{
                    aryTwo[i][j] = 1;
                }
            }
        }
    }
    copyArys();
}

void reformatPrettyPrint(int**& arr, ofstream &w, string title){ // only print array one.

    if(title != "Final Result of Thinning: ") w << title << "Cycle - " << cycleCount << endl;
    else{
        w << title << endl;
        write_header(w);
    }
    for(int i=1; i<=numRows; i++){
        for(int j=1; j<=numCols; j++){
            if(arr[i][j] == 0){
                w << " ";
            }else{
                w << arr[i][j] << " ";
            }
        }
        w << endl;
    }
    w << endl;
}

};

int main(int argc, const char* argv[]){
    // step 0
    ifstream input;
    input.open(argv[1]);

    ofstream output1;
    output1.open(argv[2]);

    ofstream output2;
    output2.open(argv[3]);

    if (input.is_open() && output1.is_open() && output2.is_open()){

```

```

// step 1
Thinning* img = new Thinning(input);

// step 2
img->loadImage(input);

// step 3
img->cycleCount = 0;

// step 4
img->reformatPrettyPrint(img->aryOne, output2, "Image before Thinning: ");
do{
    // step 5
    img->changeFlag = 0;

    // step 6
    img->NorthThinning();

    // step 7
    img->SouthThinning();

    // step 8
    img->WestThinning();

    // step 9
    img->EastThinning();

    // step 10
    img->cycleCount++;

    // step 11
    img->reformatPrettyPrint(img->aryOne, output2, "Result of Thinning: ");

    // step 12 repeat 5-11
}while(img->changeFlag > 0);

// step 13 -> output the final result to file 1.
img->reformatPrettyPrint(img->aryTwo, output1, "Final Result of Thinning: ");

img->free_heap();
}else {
    cout << "Error: input or output file is not open!"<< endl;
}

// step 14
input.close();
output1.close();
output2.close();
return 0;
}

```

[illegible]

[illegible][illegible]

[illegible][illegible]

[illegible][illegible]

The image displays a large grid of 1s and 0s, representing a binary image of a character. The character is a stylized '1', formed by a vertical column of 1s on the left side of the grid. The grid is 20 columns wide and 20 rows high. The character '1' is composed of 1s, while the background is filled with 0s. The character is positioned on the left side of the grid, with its vertical stem extending from the top to the bottom. The top of the character is slightly wider, and the bottom has a small horizontal base. The overall shape is a simple, bold '1'.

image2_outFile1

Final Result of Thinning:
45 64 0 1

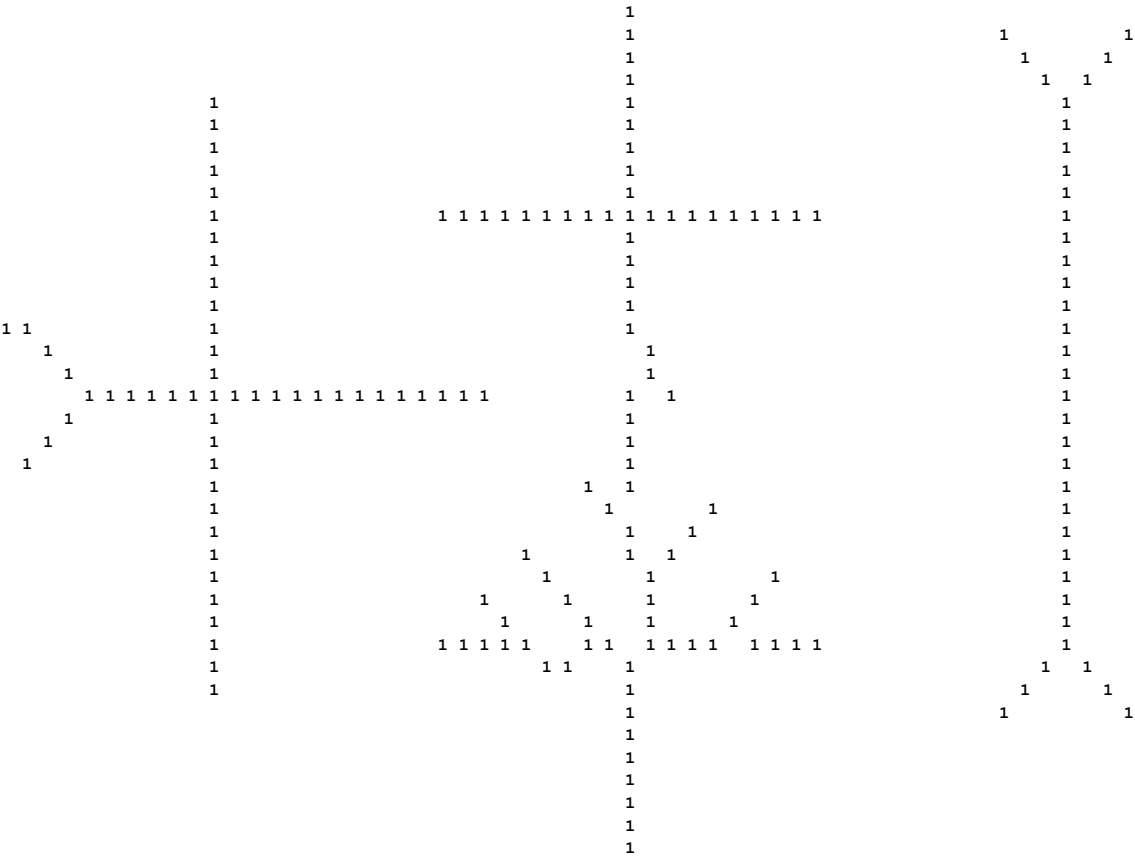
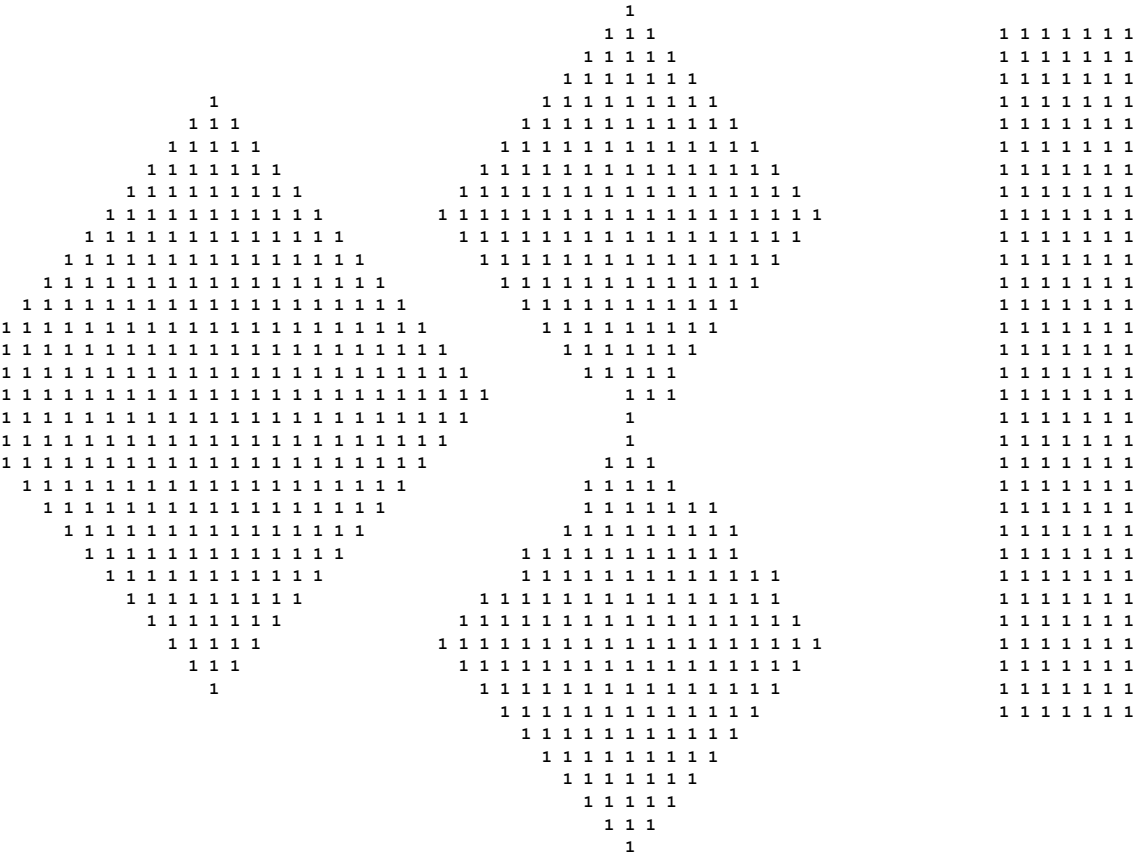


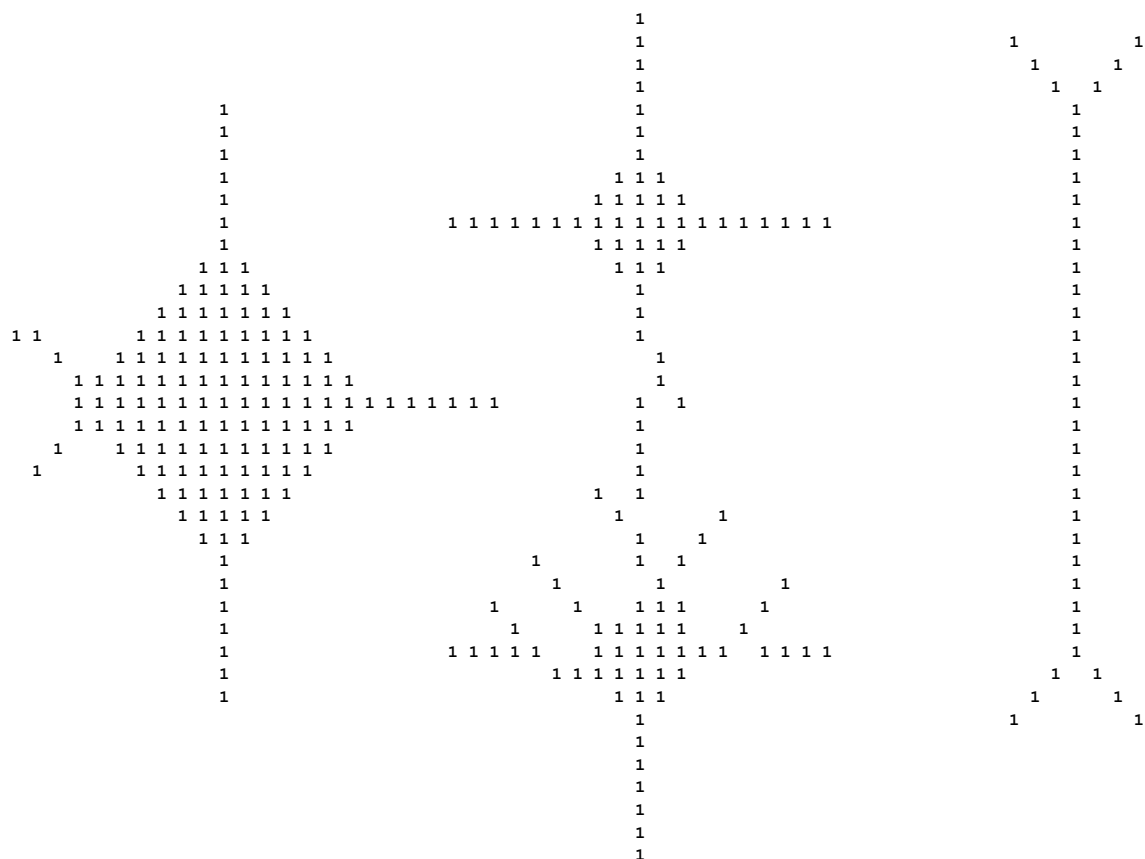
image2_outFile2

Image before Thinning: Cycle - 0

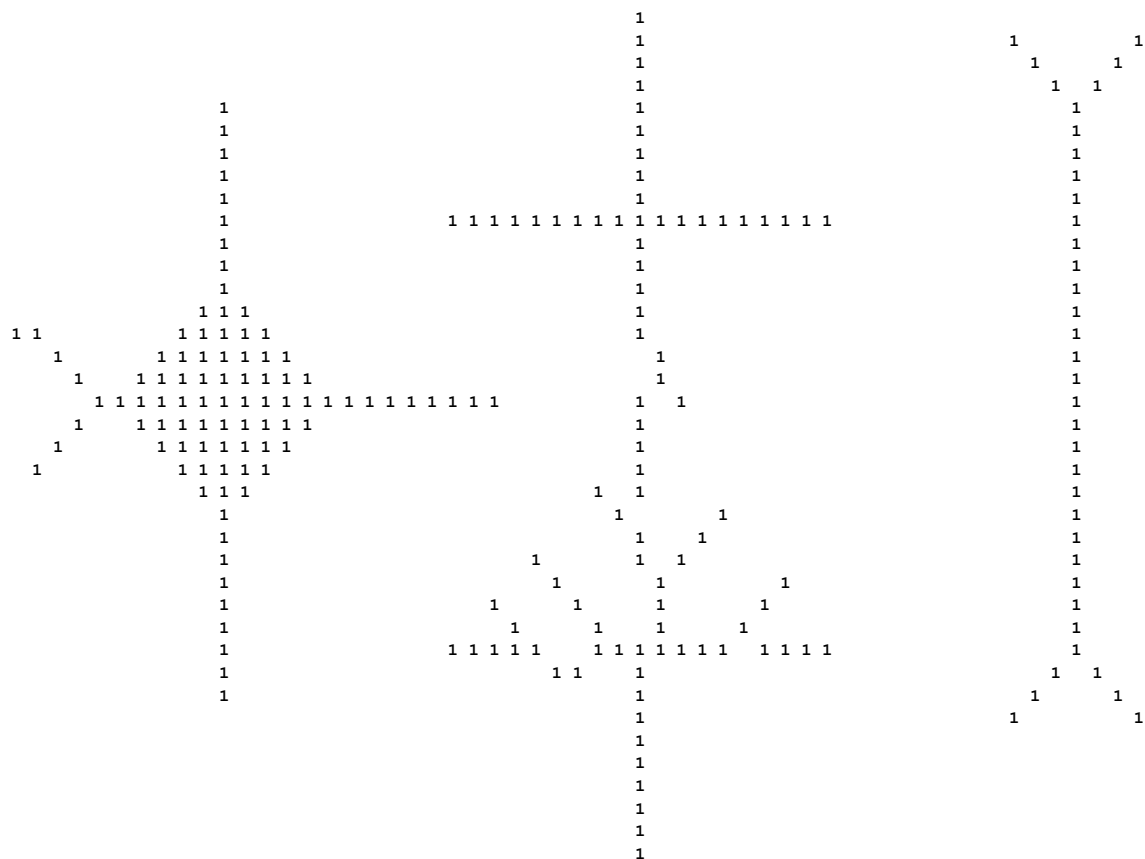


[illegible][illegible]

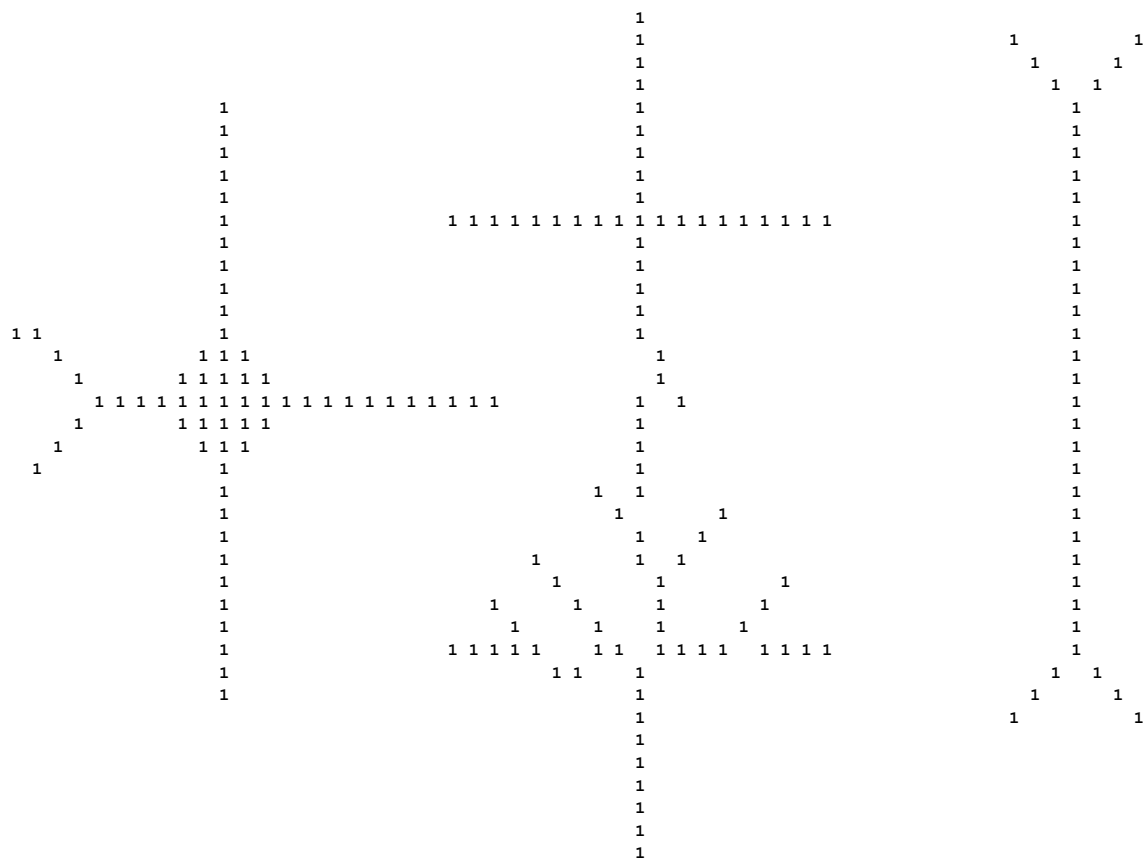
Result of Thinning: Cycle - 3



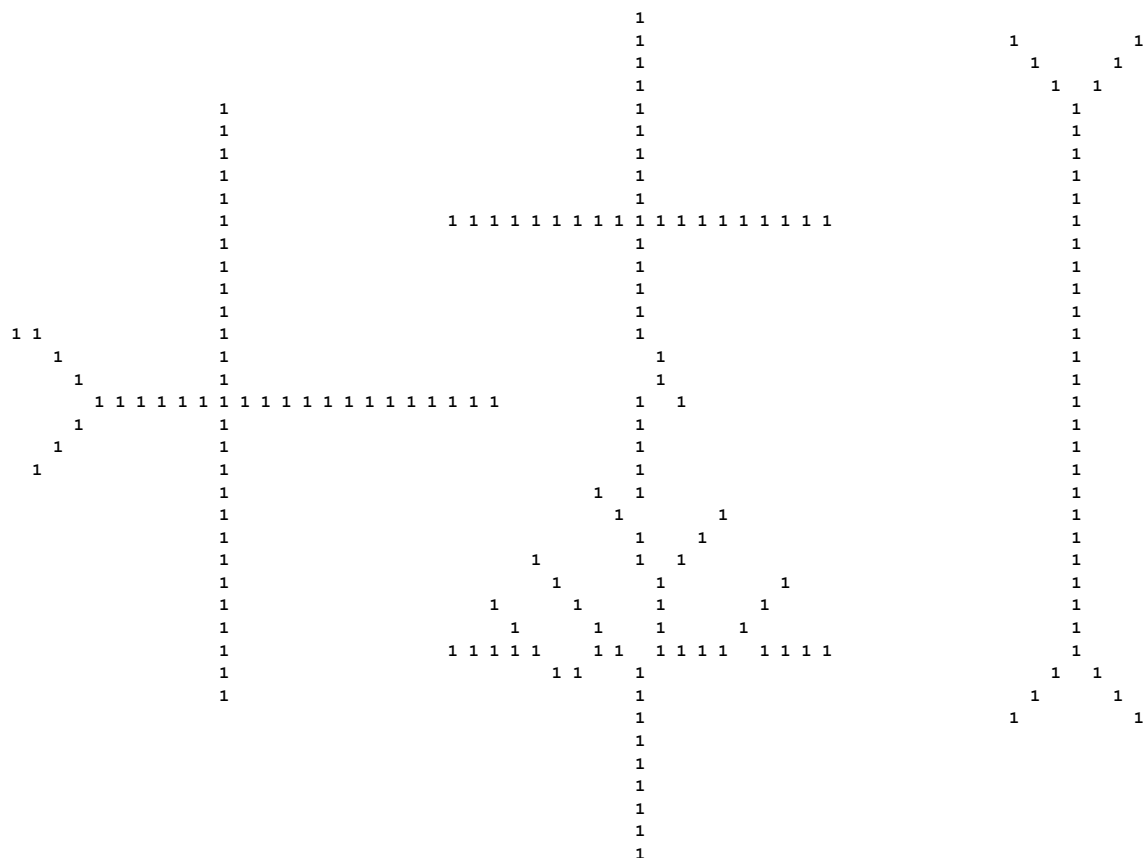
Result of Thinning: Cycle - 4



Result of Thinning: Cycle - 5



Result of Thinning: Cycle - 6



Result of Thinning: Cycle - 7

