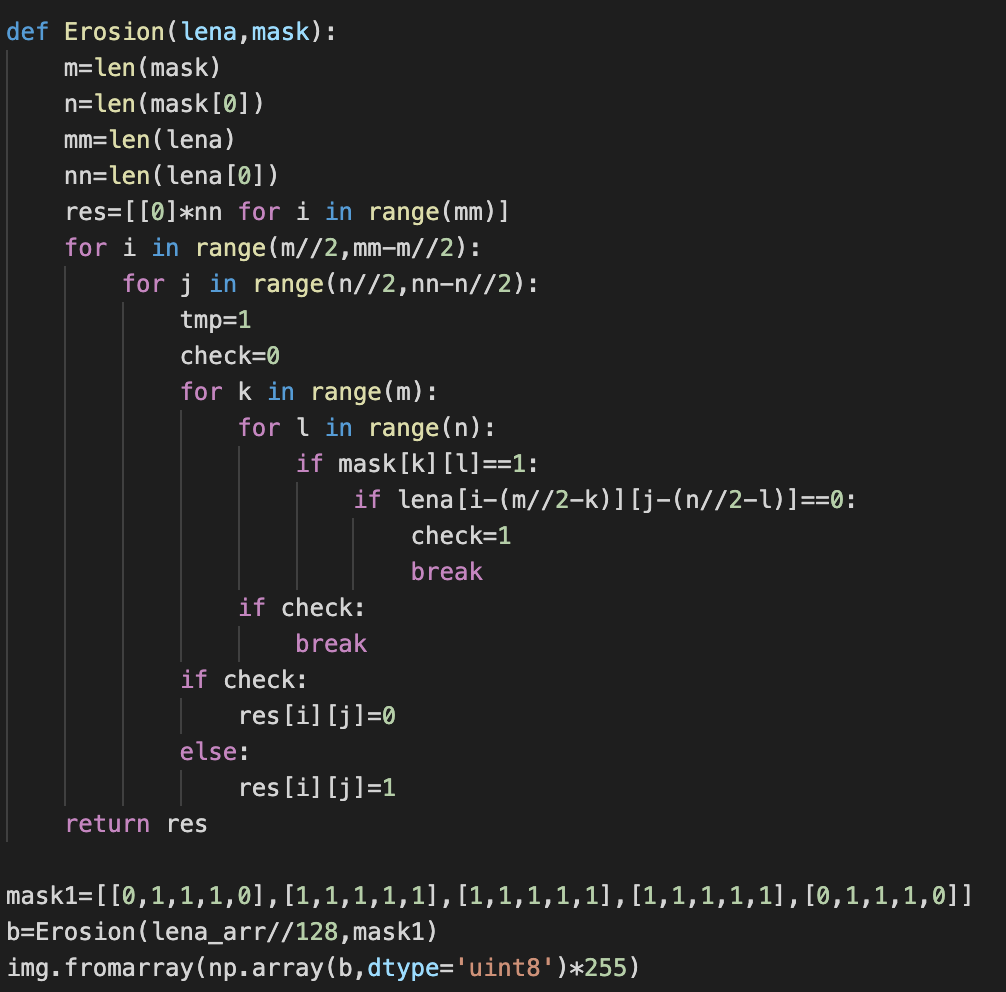
1. Dilation

Dilation = Erosion 裡的判斷式跟kernel 01調換



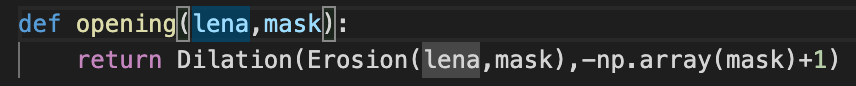


(b) Erosion



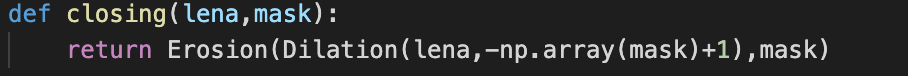


(c) Opening





(d) Closing





(e) Hit-and-miss transform

