Problem Statement:

Compare the results of any three edge detection algorithms on the same image dataset and do the analysis of the result.

```
In [1]: %cd ..

/
In [4]: import numpy as np
import cv2
from google.colab.patches import cv2_imshow

In [3]: image_path = 'bird_image.jpeg'
image = cv2.imread(image_path)
cv2_imshow(image)
```



1) Sobel Operator edge detection algorithm:

This program applies the Sobel operator to find the x and y gradients. It then calculates the magnitude and angle of the gradients and creates a binary image based on the gradient magnitudes. Finally, it displays the input image and the binary image.

```
In [5]: # Convert the image to grayscale
    gray = cv2.cvtColor(image, cv2.COLOR_BGR2GRAY)

# Apply the Sobel operator to find the x and y gradients of the image
    sobel_x = cv2.Sobel(gray, cv2.CV_64F, 1, 0, ksize=3)
    sobel_y = cv2.Sobel(gray, cv2.CV_64F, 0, 1, ksize=3)

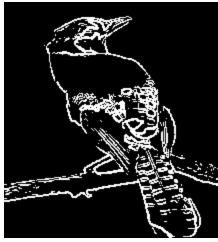
# Calculate the magnitude and angle of the gradients
    magnitude = np.sqrt(sobel_x**2 + sobel_y**2)
    angle = np.arctan2(sobel_y, sobel_x)

# Normalize the magnitude to the range [0, 255]
    magnitude = (magnitude / np.max(magnitude) * 255).astype(np.uint8)

# Create a binary image based on the gradient magnitudes
    _, binary_image = cv2.threshold(magnitude, 50, 255, cv2.THRESH_BINARY)
```

cv2 imshow(binary image)





2) Canny edge detection algorithm:

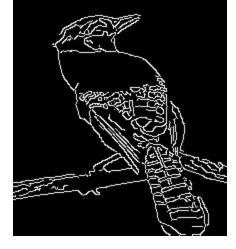
This program applies Gaussian blur to reduce noise, and then uses the Canny edge detector to find the edges in the image. It then displays the input image and the edges. Thresholds: low values - more edges; high values - less edges

```
In [7]: # Apply Gaussian blur to reduce noise
blurred = cv2.GaussianBlur(gray, (3, 3), 0)

# Use the Canny edge detector to find the edges
edges = cv2.Canny(blurred, 100, 200)
```

In [8]: cv2_imshow(image)
 cv2_imshow(edges)





3) Laplacian operator edge detection algorithm:

This program uses the Laplacian operator to find the edges in the image. It then normalizes the edge values to the range [0, 255] and displays the input image and the edges. Large kernel - more smoothing; Small kernel - less smoothing



