

Morphological Image Processing

Introduction

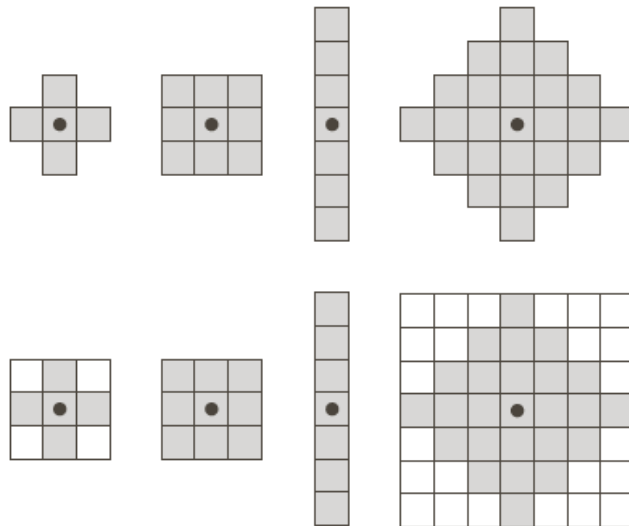
- '*Morphology*' denotes a branch of biology that deals with the form and structure of animals and plants.
- For images, morphological operations change the shape of the object

Basic Principle

- Extraction of geometrical information from an unknown image through transformations
- Use a well-defined, set known as Structuring Element (SE) for extraction
- Design of SEs, their shape and size, is crucial to the success of the morphological operations

Structuring Element

- Small sets or subimages
- Used to probe an image to study region of interest
- Ex: Grey square (foreground) shows true ('1')
- Ex: White square (background) shows false ('0')



Some structuring elements

Some Morphological Operations

- Erosion
- Dilation
- Opening
- Closing

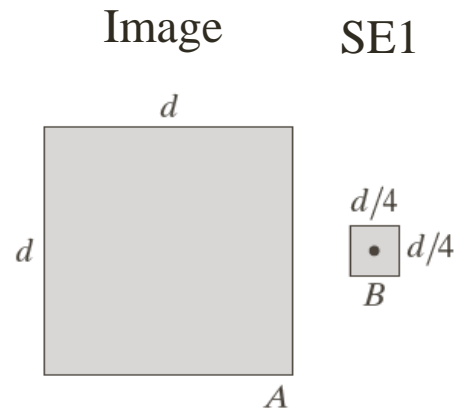
Erosion

- Erosion is used for shrinking element A by using element B
- Set B is a structuring element
- Erosion for Sets A and B is defined by

$$A \ominus B = \{z | [(B)_z \subseteq A]\}$$

- Erosion of A by B is the set of all points, z such that B, translated by z, is contained in A
- That is eroded image contains center of structuring element after translation

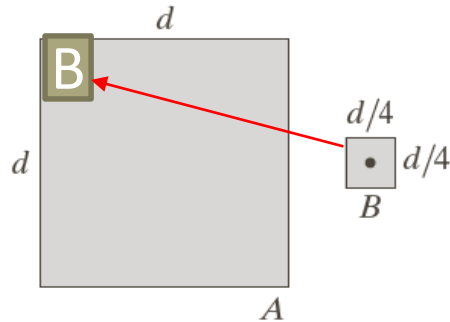
Erosion of A by Structuring Element B



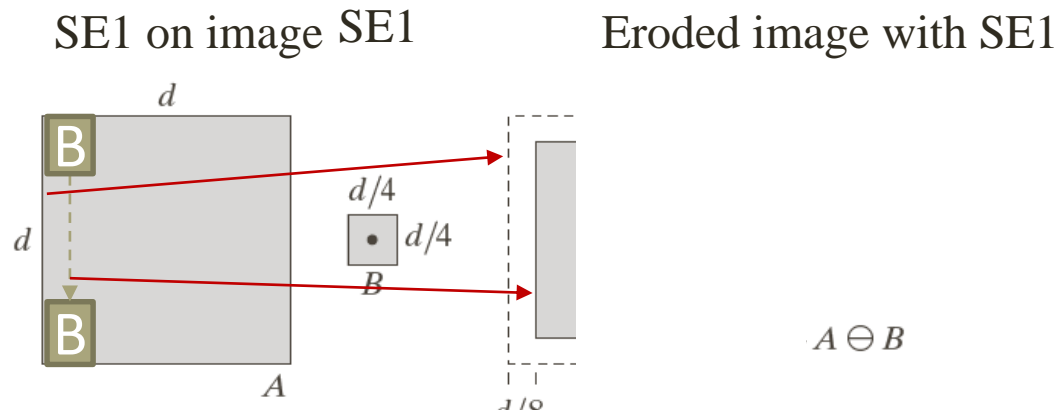
Erosion of A by Structuring Element B

SE1 on image SE1

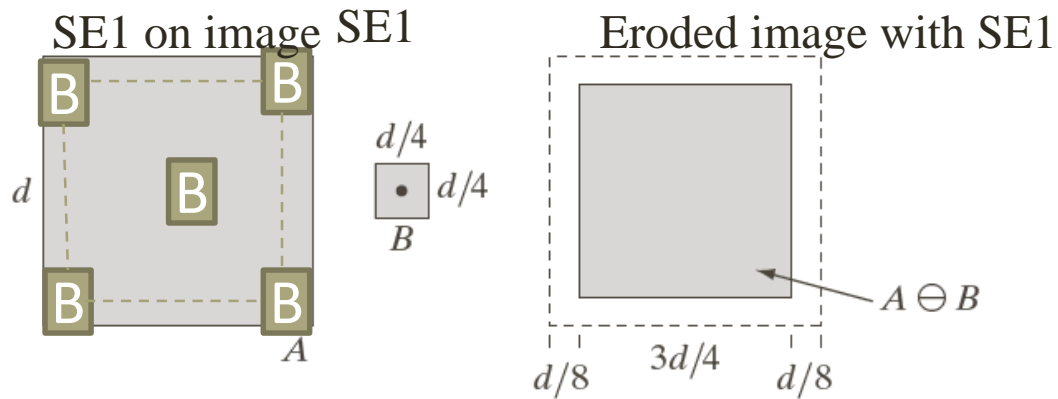
Eroded image with SE1



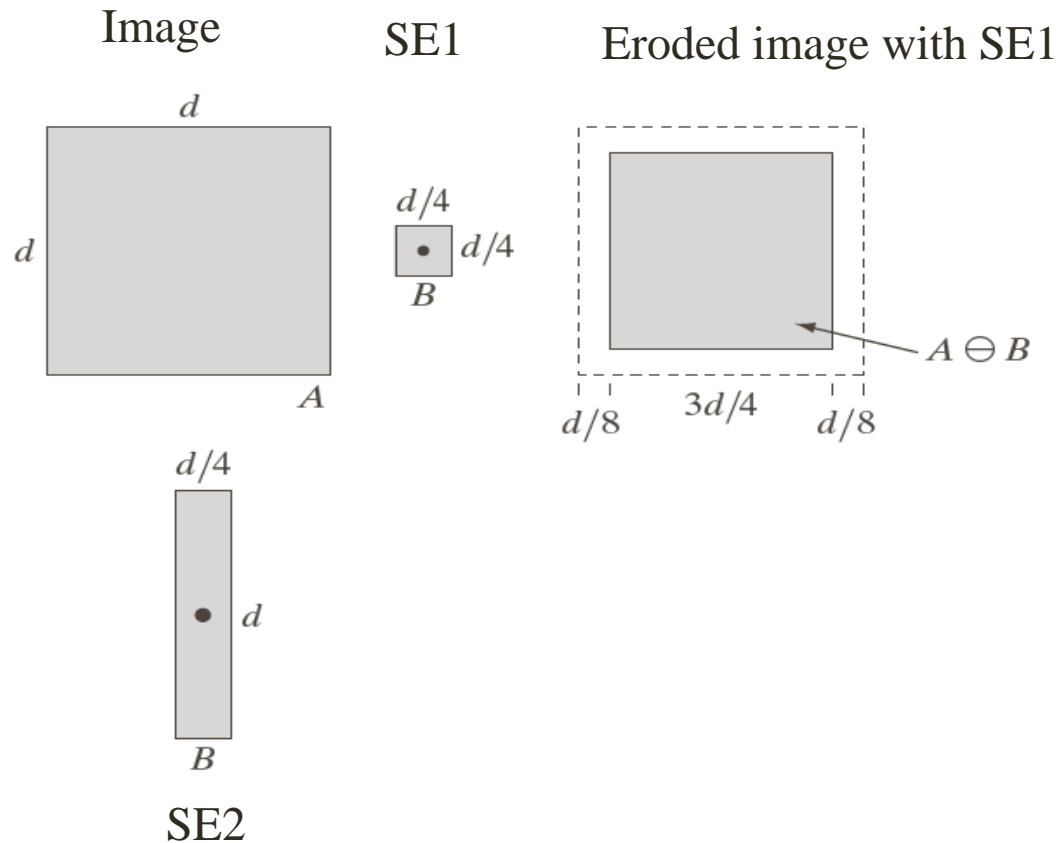
Erosion of A by Structuring Element B



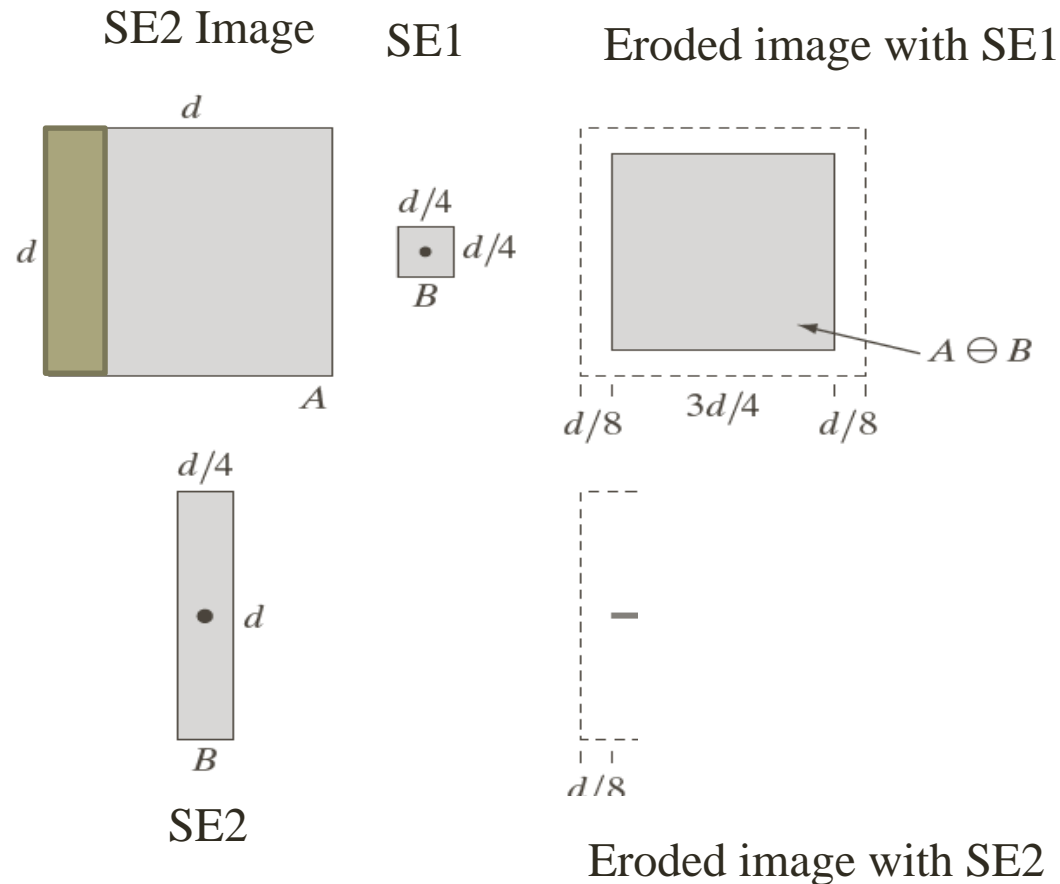
Erosion of A by Structuring Element B



Erosion of A by Structuring Element B

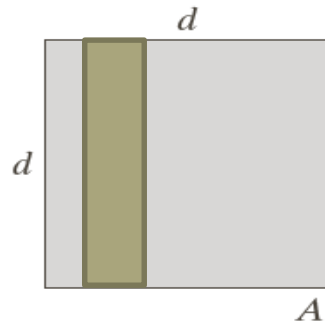


Erosion of A by Structuring Element B

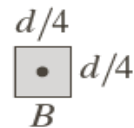


Erosion of A by Structuring Element B

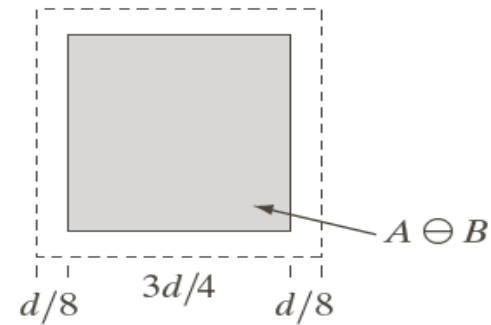
SE2 on Image



SE1



Eroded image with SE1



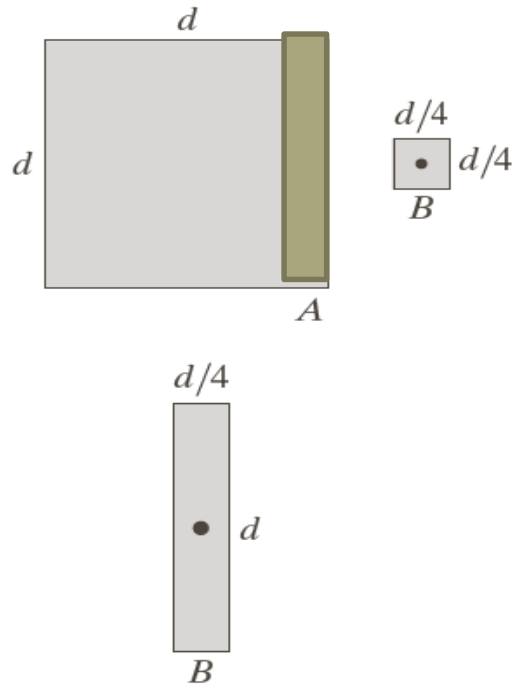
SE2



Eroded image with SE2

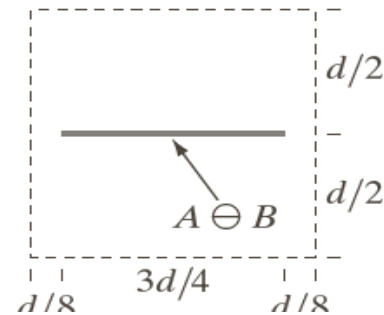
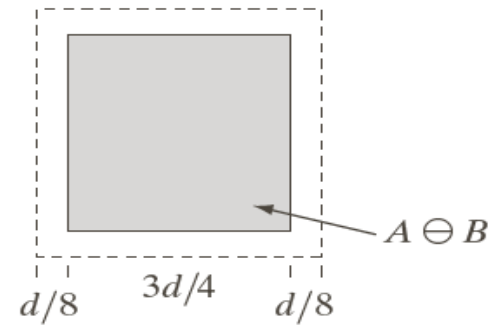
Erosion of A by Structuring Element B

SE2 on Image SE1



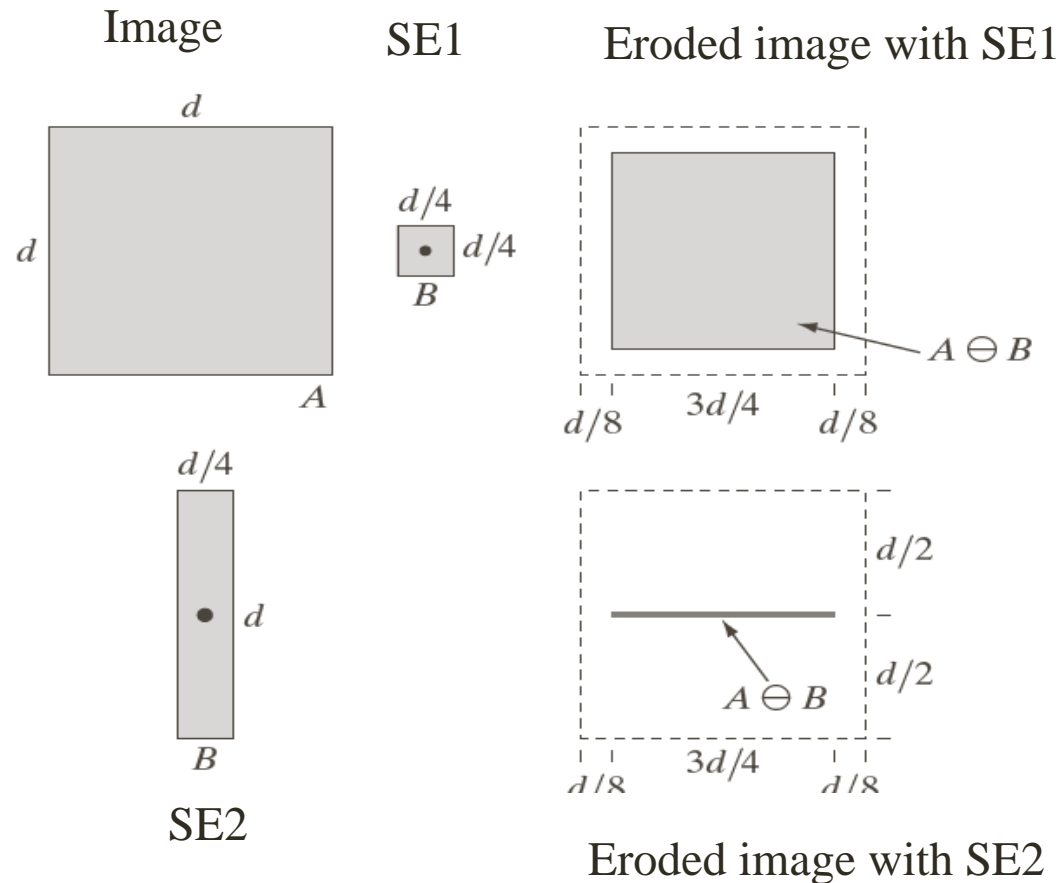
SE2

Eroded image with SE1

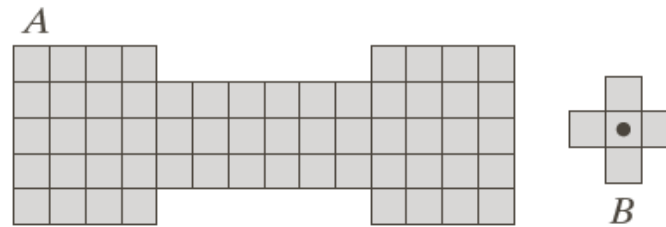


Eroded image with SE2

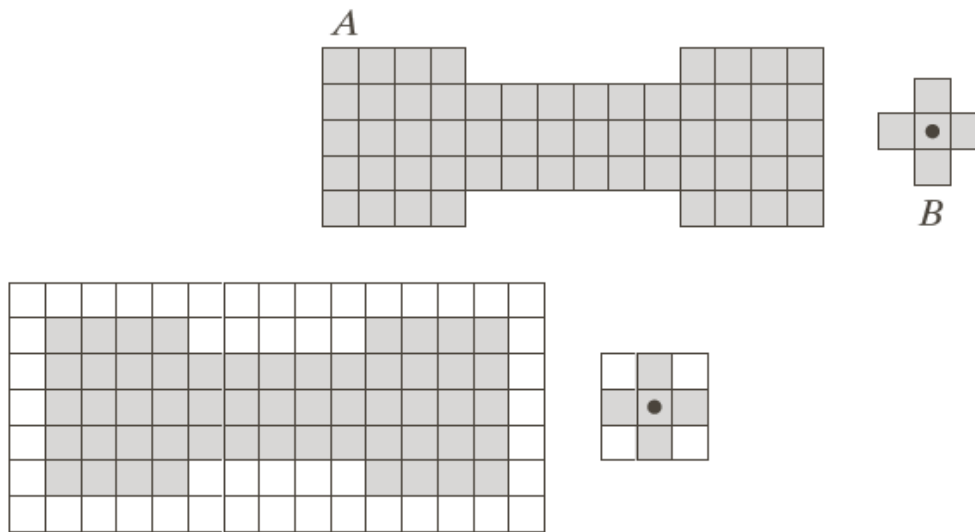
Erosion of A by Structuring Element B



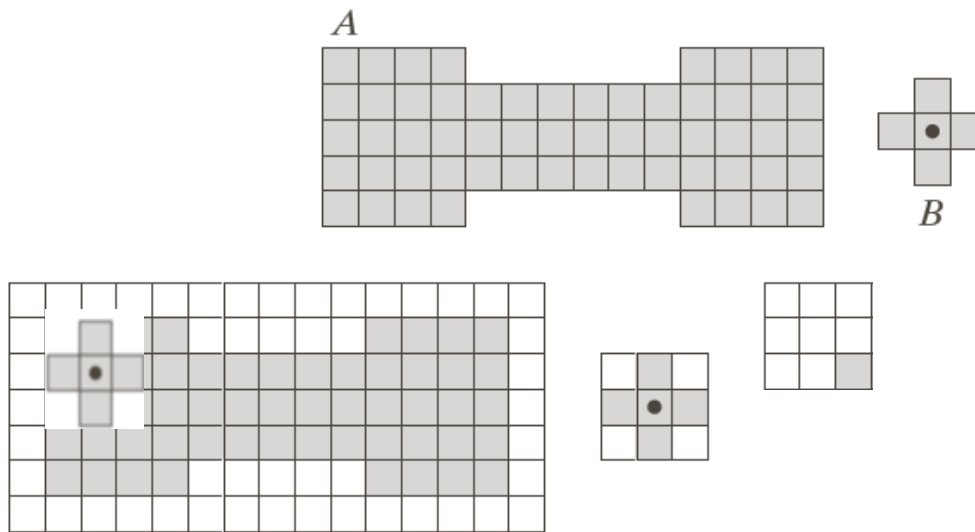
Example: Erosion



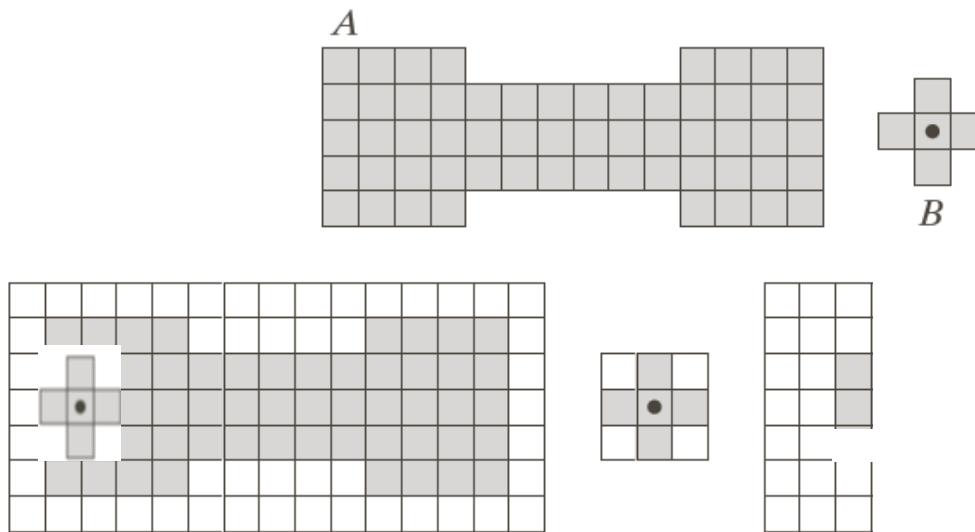
Example: Erosion



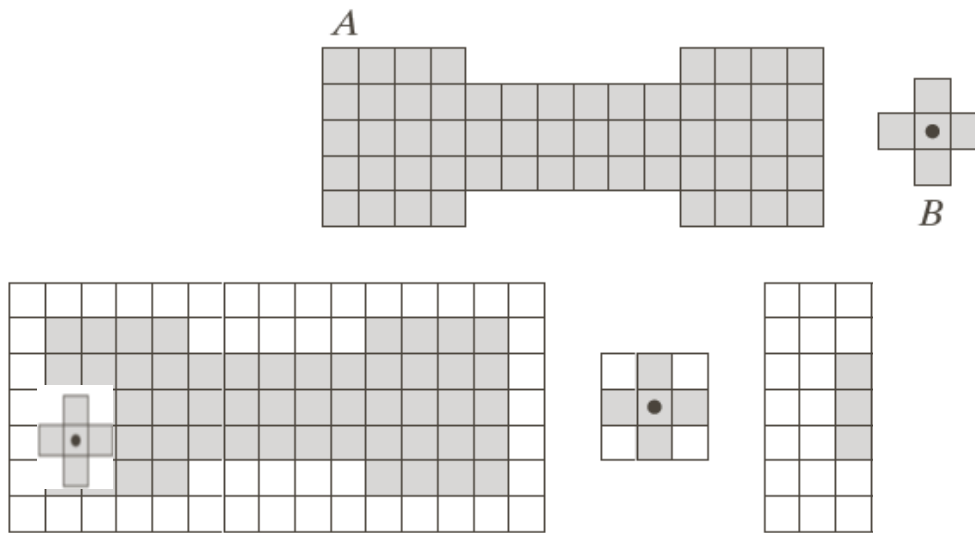
Example: Erosion



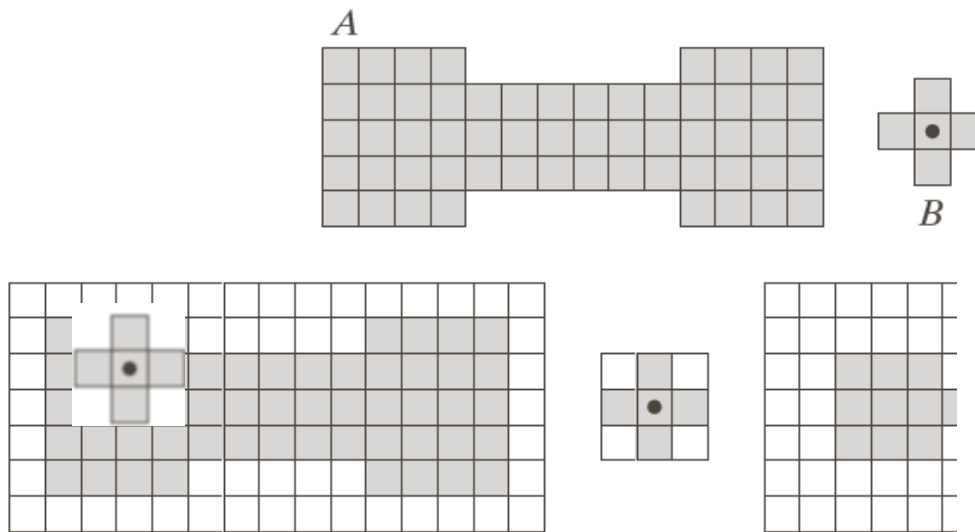
Example: Erosion



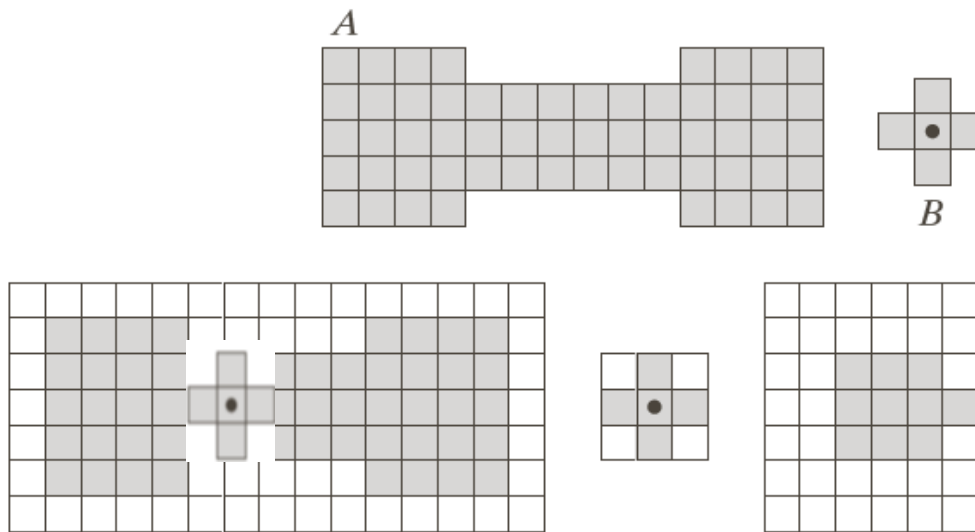
Example: Erosion



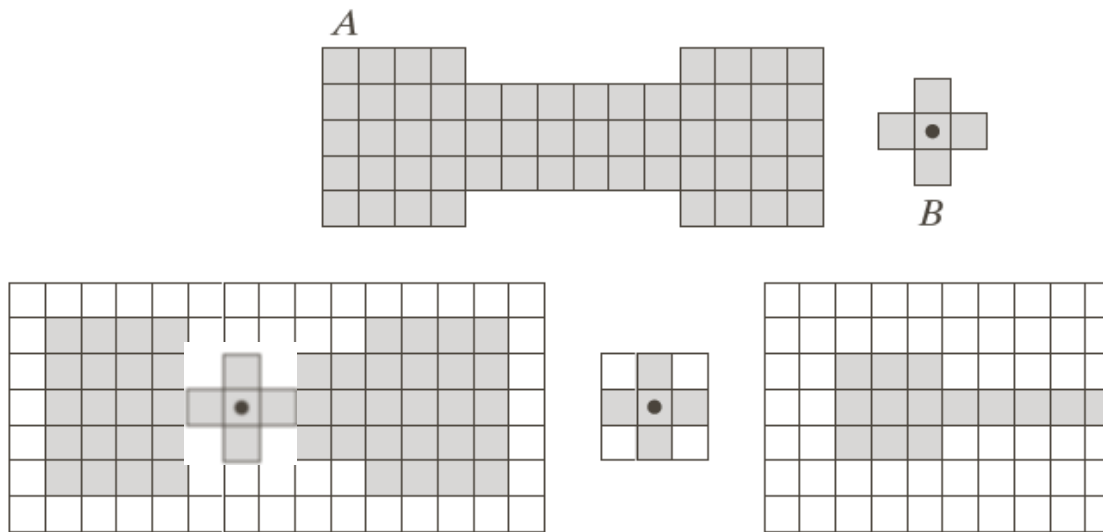
Example: Erosion



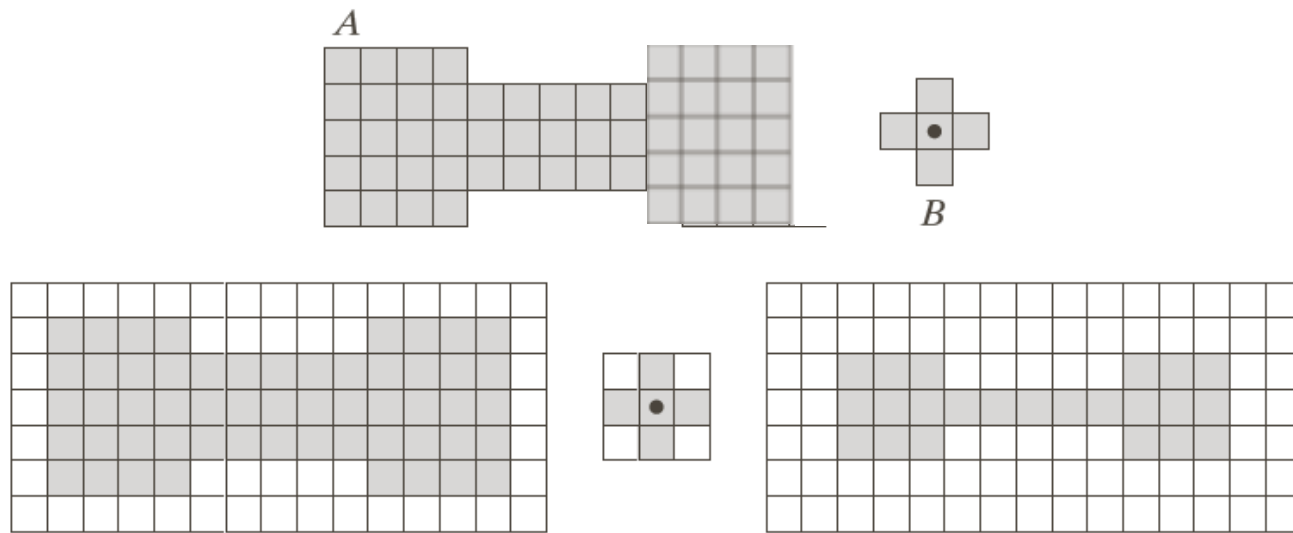
Example: Erosion



Set and Structuring Element

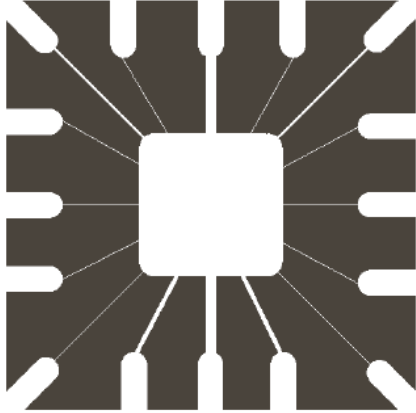


Set and Structuring Element



Pixels of SE and the eroded objects of image have same pixel intensity

Erosion example



Erosion with structuring elements

SE: 11×11 , white image

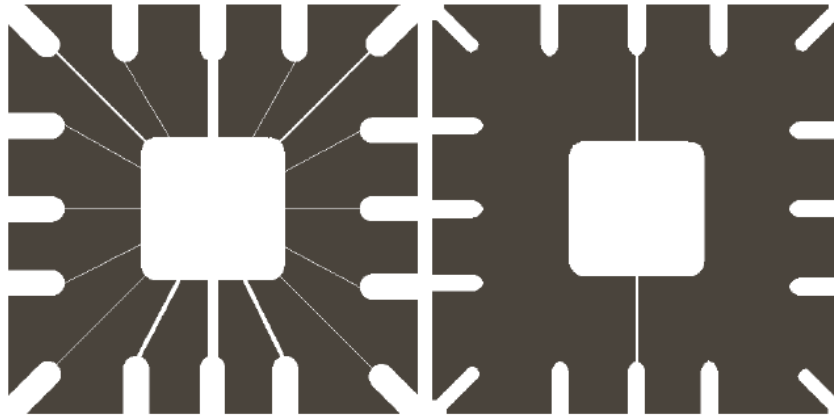


Image details smaller than the structuring element are removed

Erosion with structuring elements

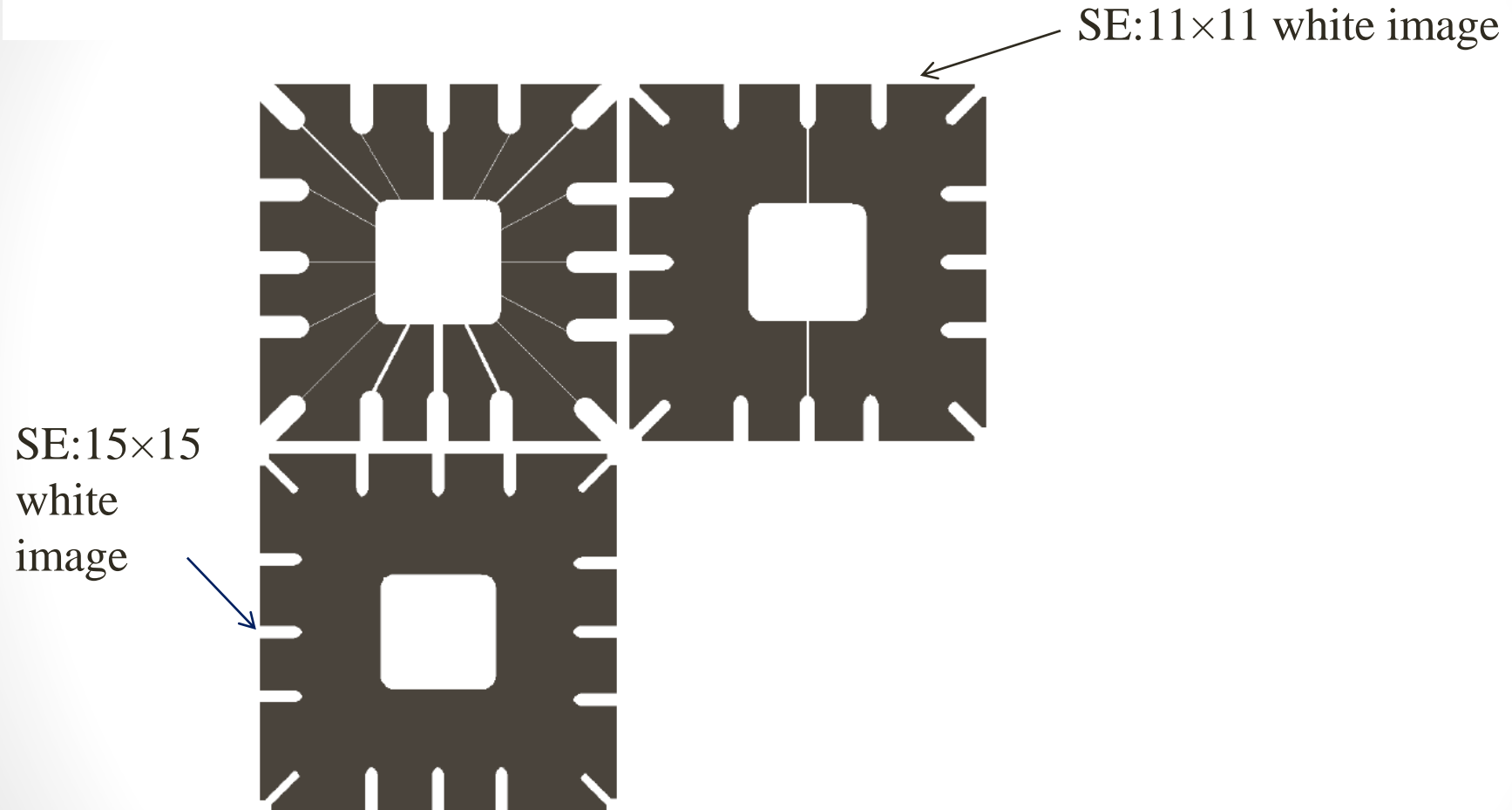


Image details smaller than the structuring element are removed

Erosion with structuring elements

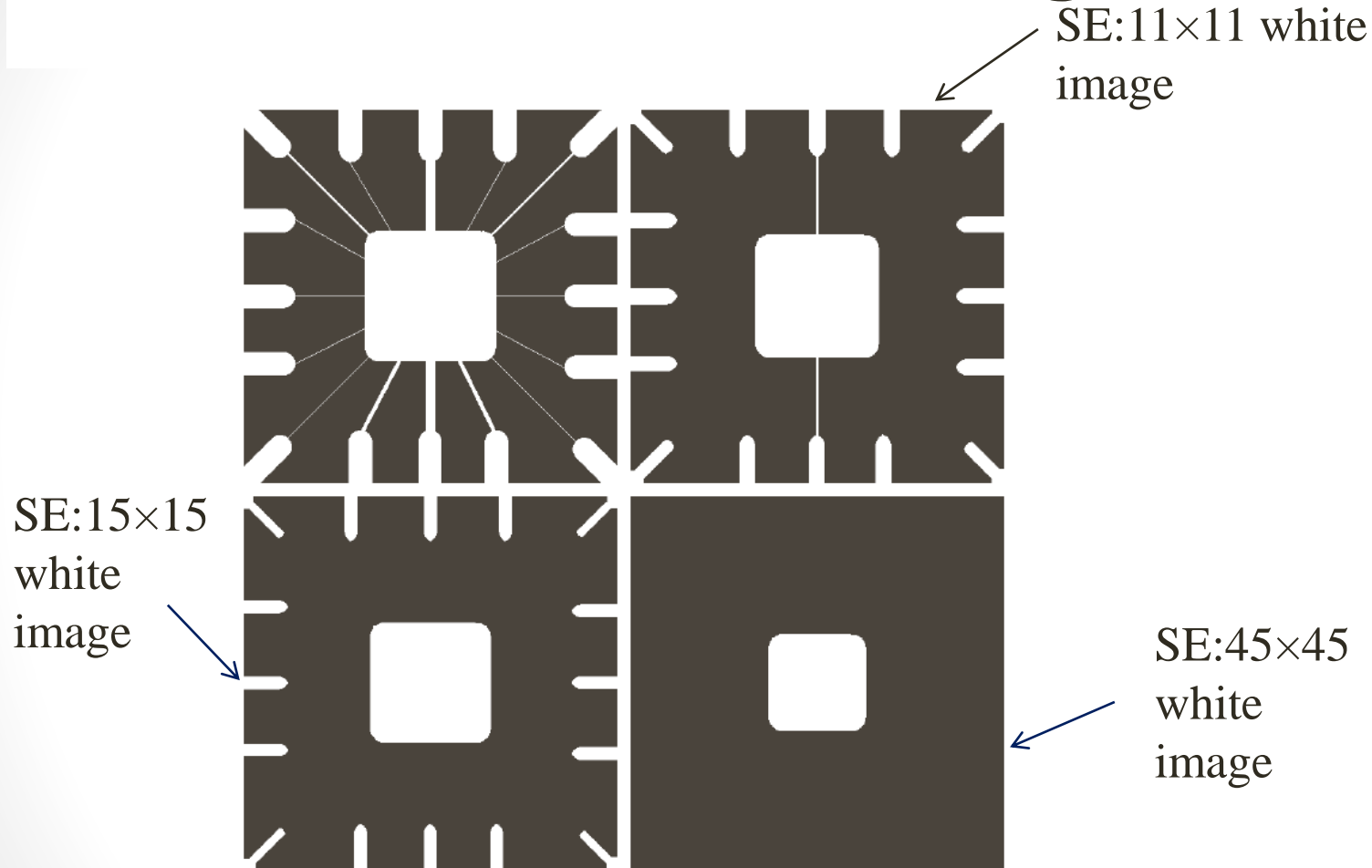
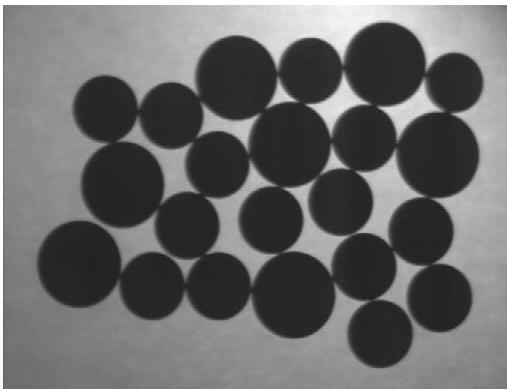


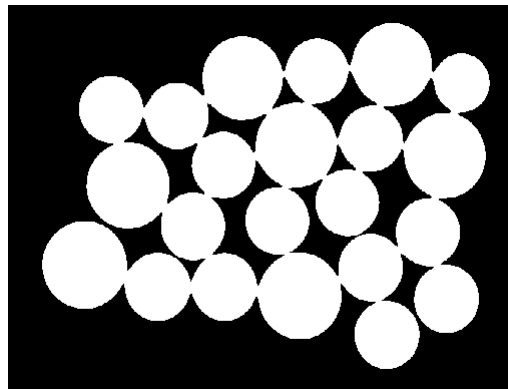
Image details smaller than the structuring element are removed

Counting coins

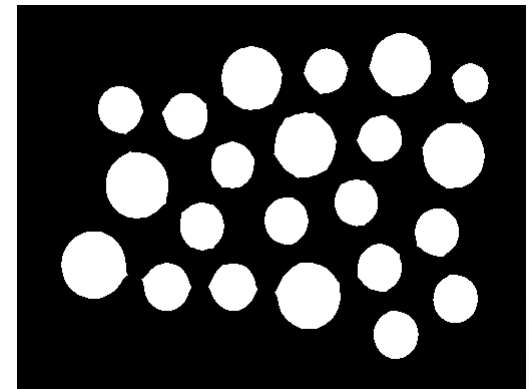
- Counting coins is difficult because they touch each other
- Solution: Binarization using thresholding and Erosion separates them
- Apply Structuring element of circular shape with size smaller than smallest coin



Gray Image



Binary Image



Eroded Binary Image

Dilation

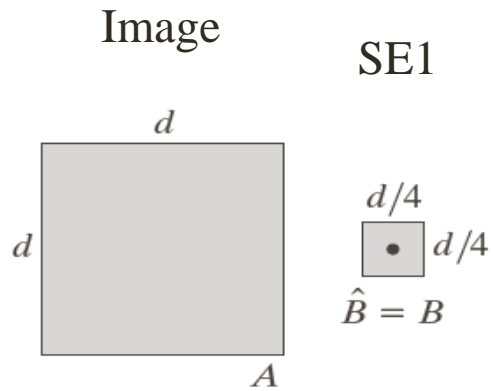
- Dilation is used for expanding an element A by using structuring element B

$$A \oplus B = \{z | (\hat{B})_z \cap A \neq \emptyset\}$$

- Based on obtaining the reflection of B about its origin and shifting the reflection by z
- The dilation of A by B is the set of all displacements z , such that reflection of B and A overlap by at least one element

$$A \oplus B = \{z | [(\hat{B})_z \cap A] \subset A\}$$

Dilation

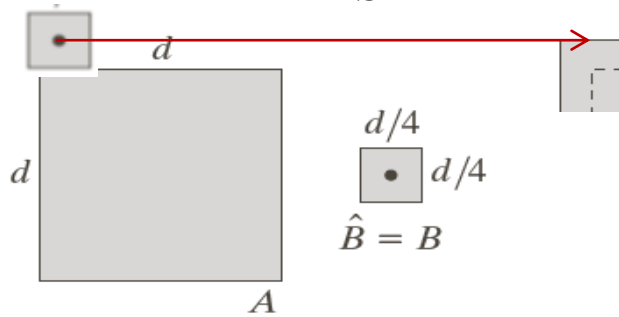


Dilation

Image with SE1

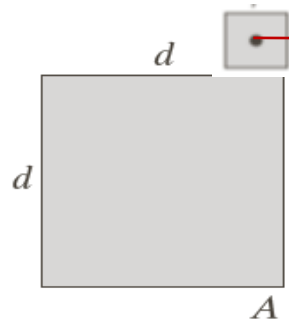
SE1

Dilation of Image with SE1

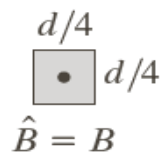


Dilation

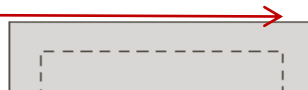
Image with SE1



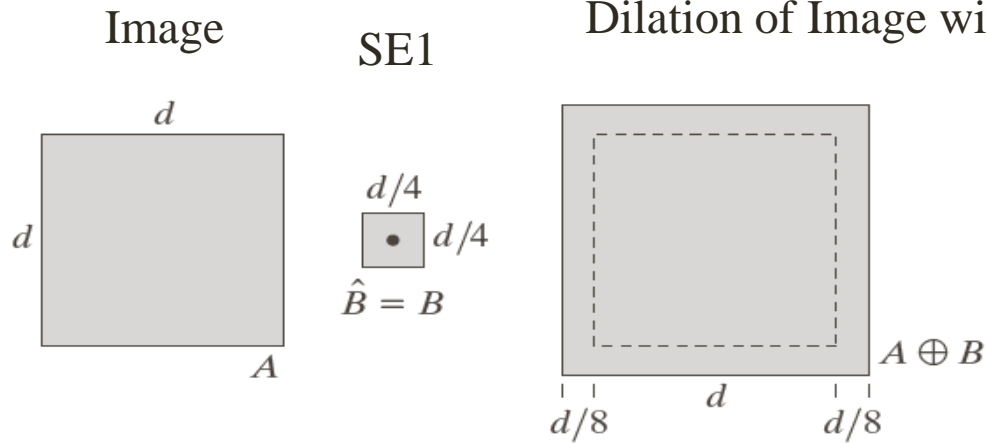
SE1



Dilation of Image with SE1

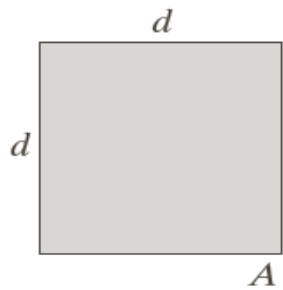


Dilation

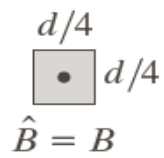


Dilation

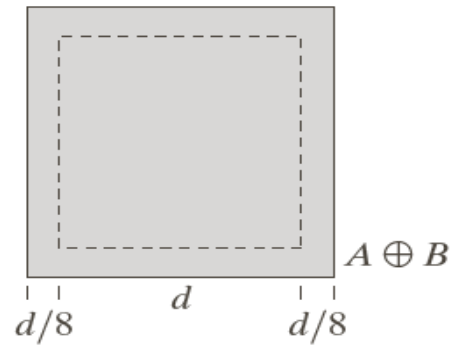
Image



SE1



Dilation of Image with SE1



SE2

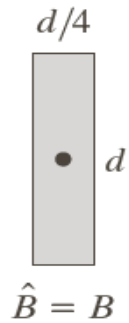
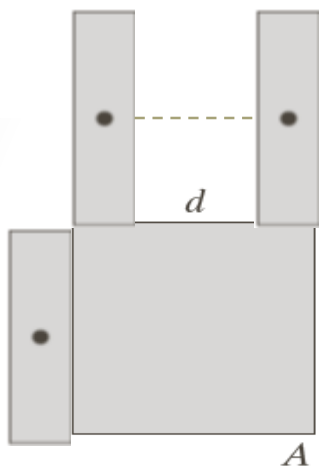
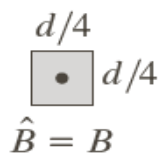


Image with SE2

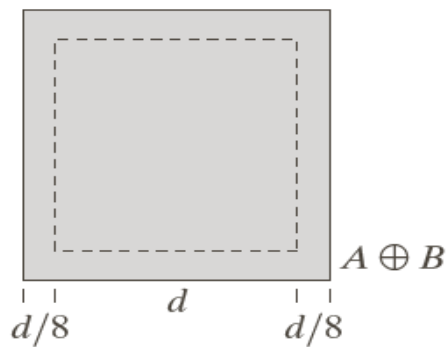


SE1

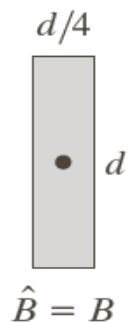


Dilation

Dilation of Image with SE1



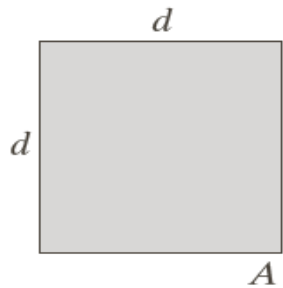
SE2



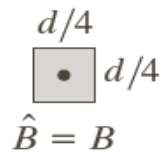
Dilation of Image with SE2

Dilation

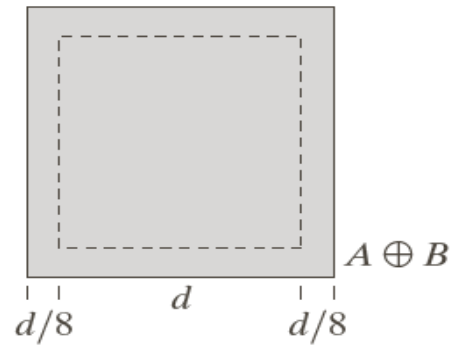
Image



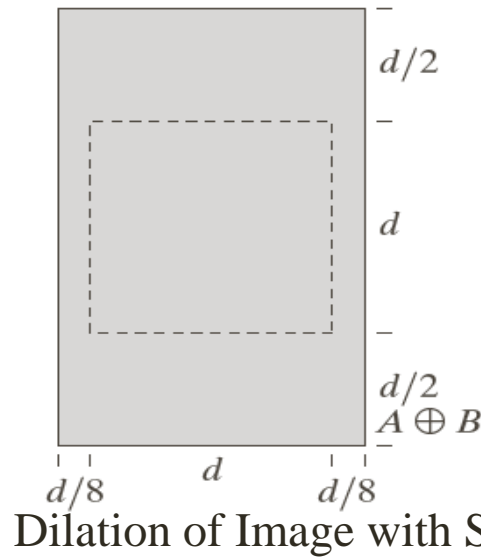
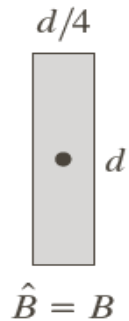
SE1



Dilation of Image with SE1



SE2



Example: Dilation

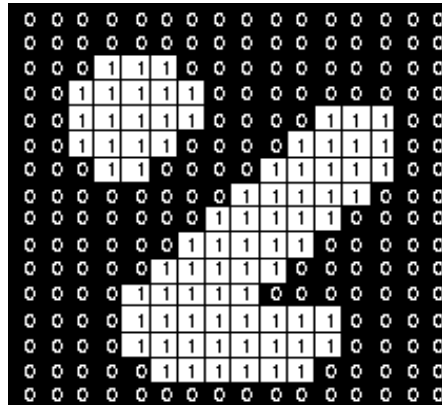
1	1	1
1	1	1
1	1	1

Structuring element

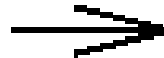
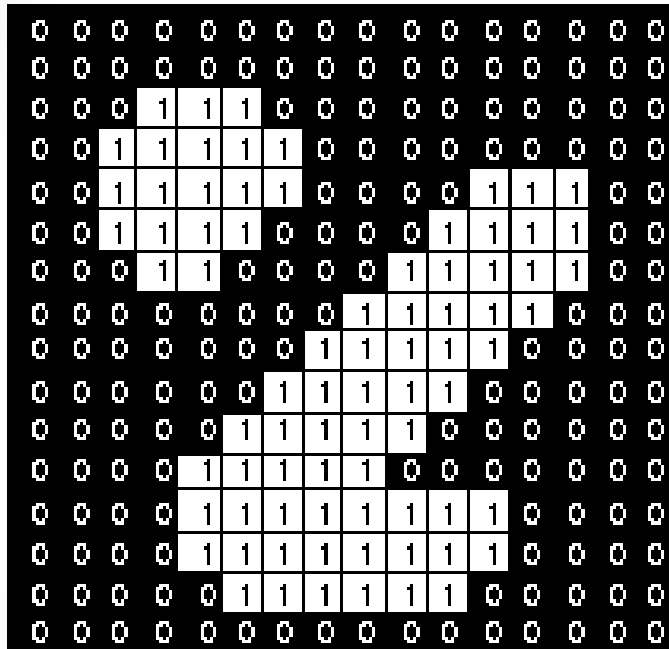
Example: Dilation

1	1	1
1	1	1
1	1	1

Structuring element



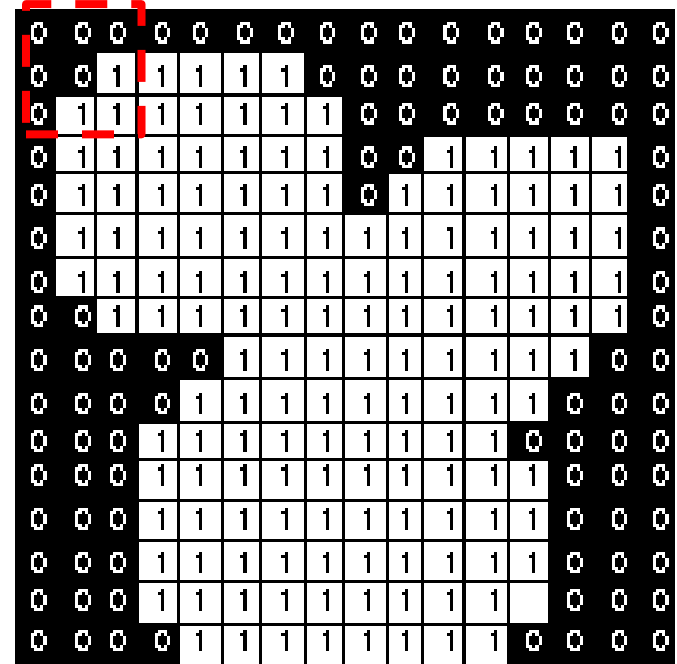
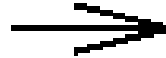
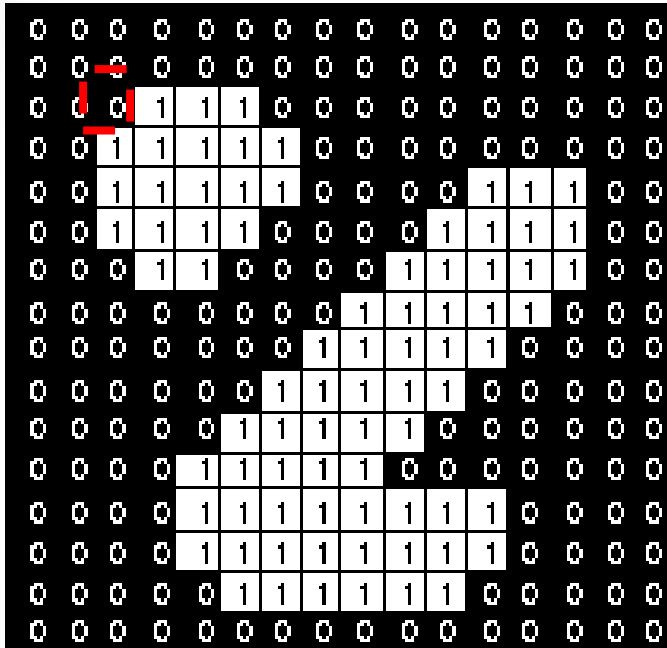
Example: Dilation



1	1	1
1	1	1
1	1	1

Structuring element

Example: Dilation



1	1	1
1	1	1
1	1	1

Structuring element

append one white pixel to border pixels of object

Dilation

Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.



Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.



0	1	0
1	1	1
0	1	0

Erosion and Dilation

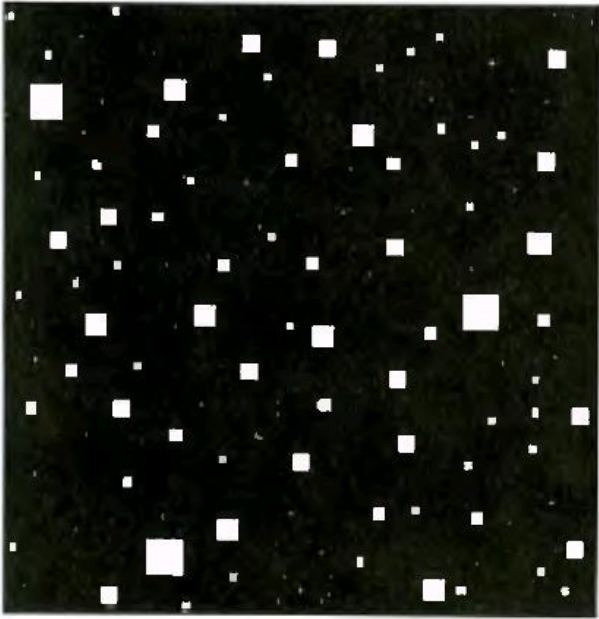


Image with squares of
1,3,5,7,9 and 15 pixels

Erosion

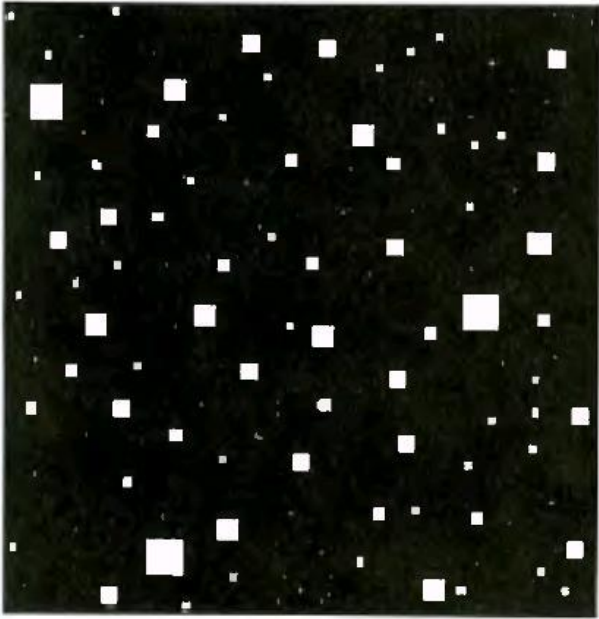


Image with squares of
1,3,5,7,9 and 15 pixels



Erosion with square SE
of size 13 pixels

Erosion and Dilation

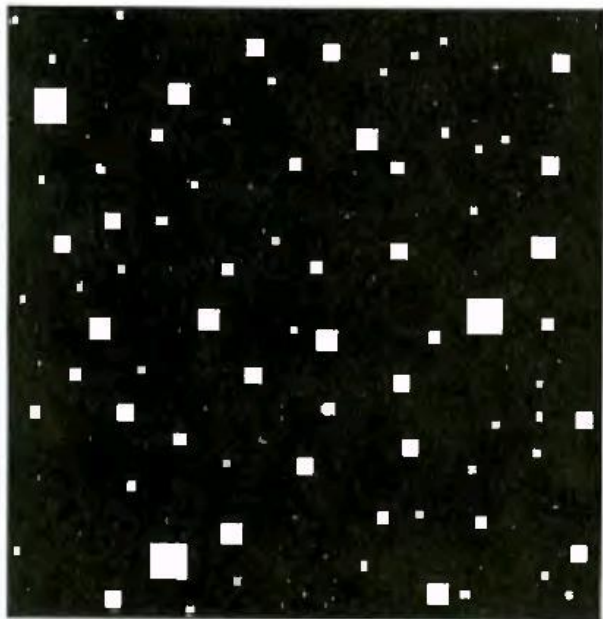
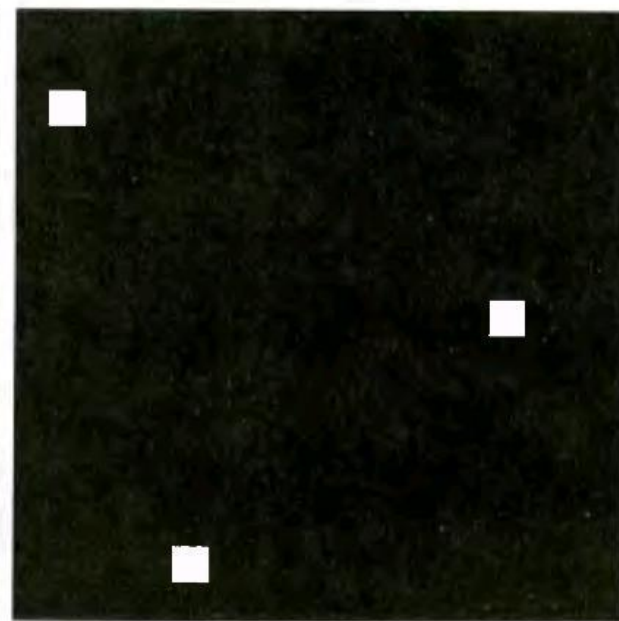


Image with squares of
1,3,5,7,9 and 15 pixels



Erosion with square SE of
size 13 pixels



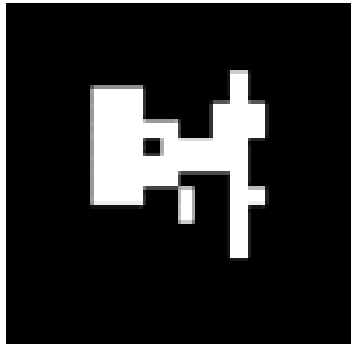
Dilation with square SE of
size 13 pixels

Duality of Erosion and dilation

$$(A \ e \ B)^c = (A^c \ d \ \hat{B})$$

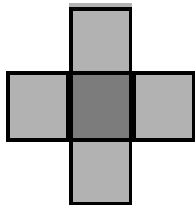
$$(A \ d \ B)^c = (A^c \ e \ \hat{B})$$

Duality of dilation and erosion

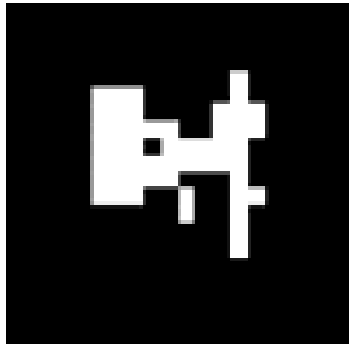


A

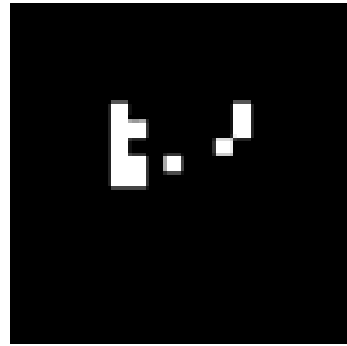
$$B = \hat{B}$$



Duality of dilation and erosion

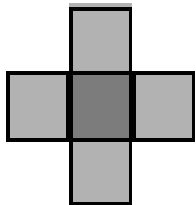


A

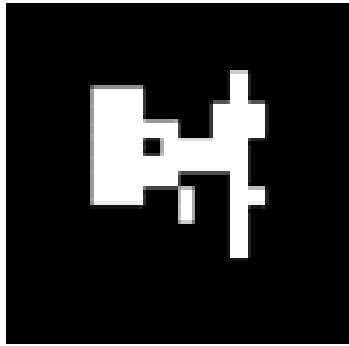


$A \ominus B$

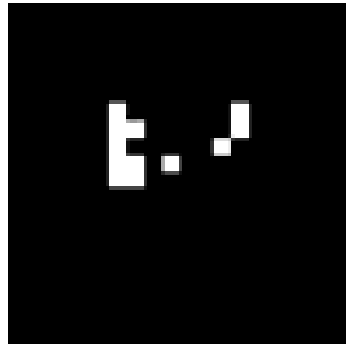
$$B = \hat{B}$$



Duality of dilation and erosion



A

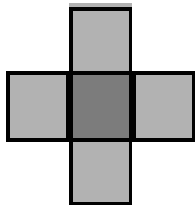


$A \ominus B$

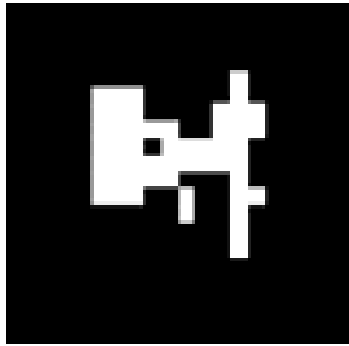


$(A \ominus B)^c$

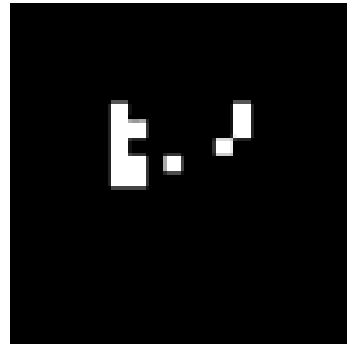
$$B = \hat{B}$$



Duality of dilation and erosion



A

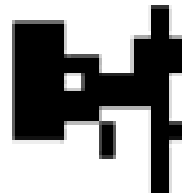
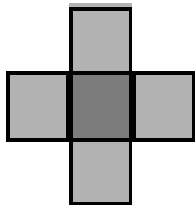


$A \ominus B$



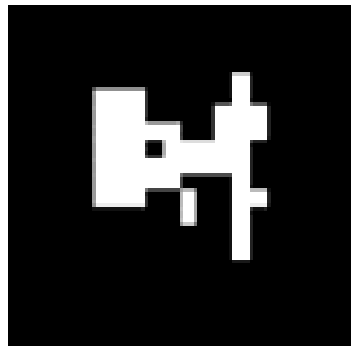
$(A \ominus B)^C$

$$B = \hat{B}$$

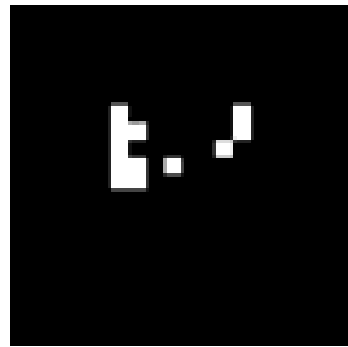


A^C

Duality of dilation and erosion



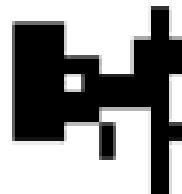
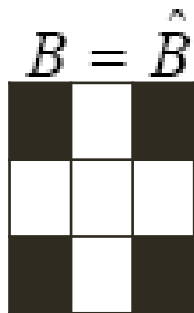
A



$A \ominus B$



$(A \ominus B)^c$



A^c



$A^c \oplus B$

Opening

- erosion followed by dilation
- denoted by \circ

$$A \circ B = (A \ominus B) \oplus B$$

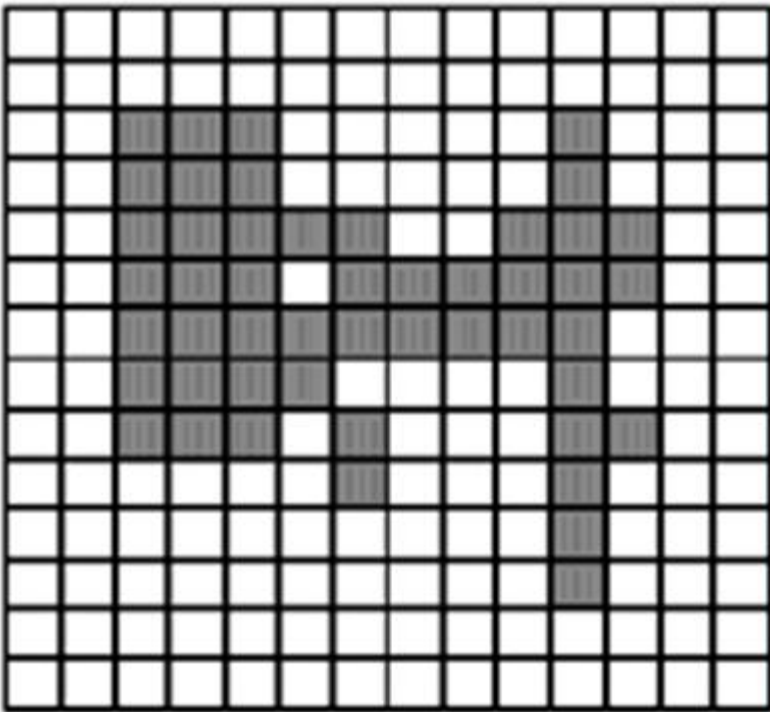
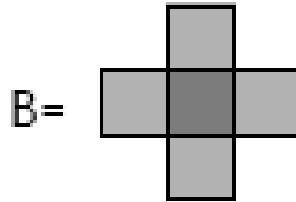
- eliminates protrusions
- breaks necks
- smoothens contour

Opening

- once an image is opened with a certain SE
- subsequent applications of the opening algorithm with the same SE will not cause any effect on the image.
- Mathematically,

$$(A \circ B) \circ B = A \circ B$$

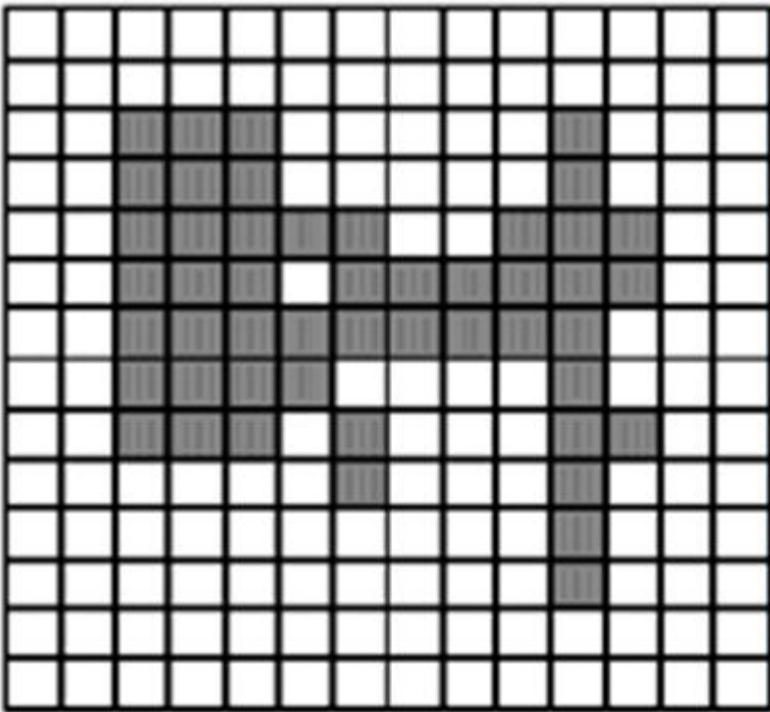
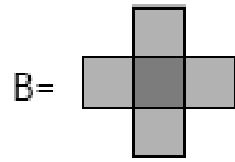
Erode



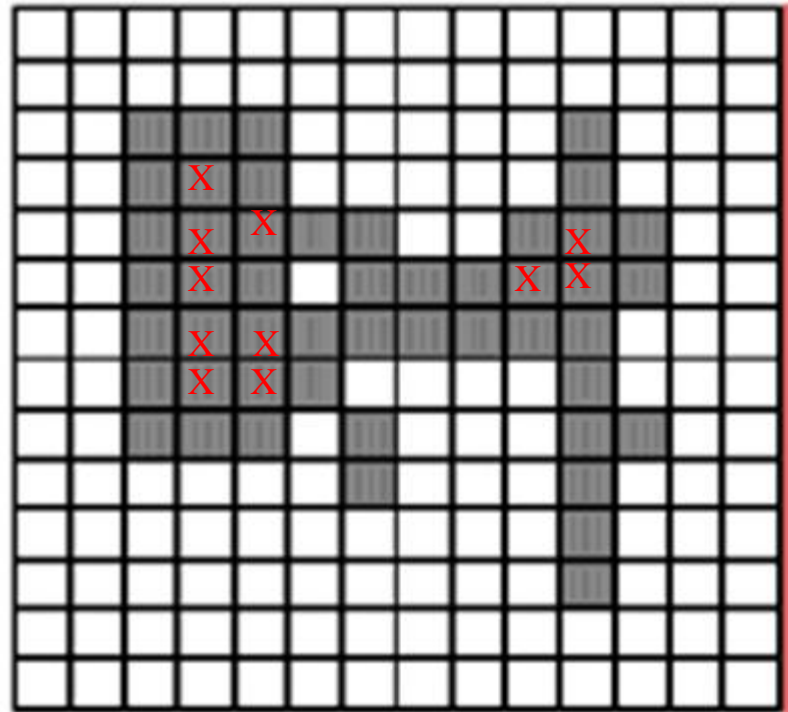
A

$A \ominus B$

Erode



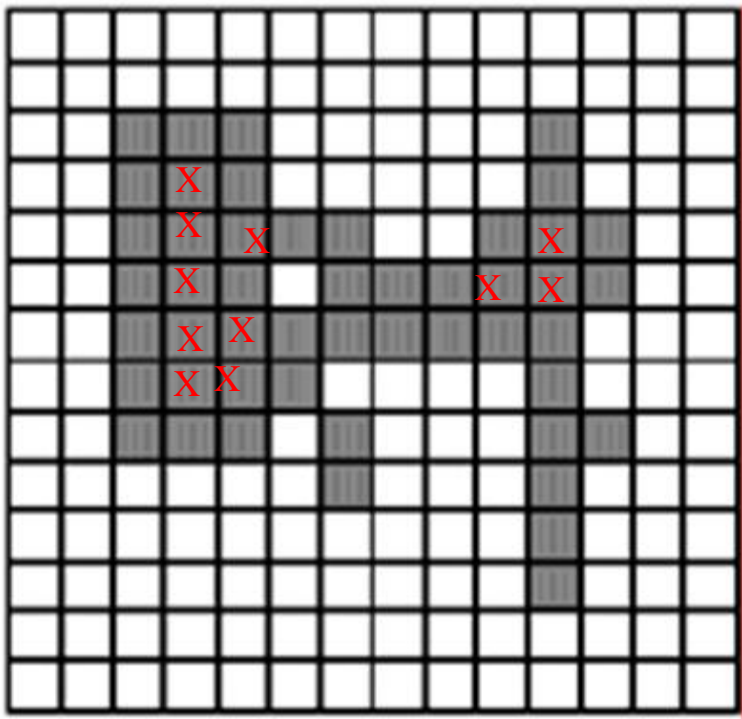
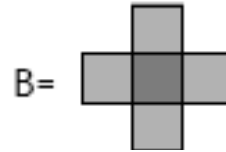
A



$A \ominus B$

Red pixels are of eroded image

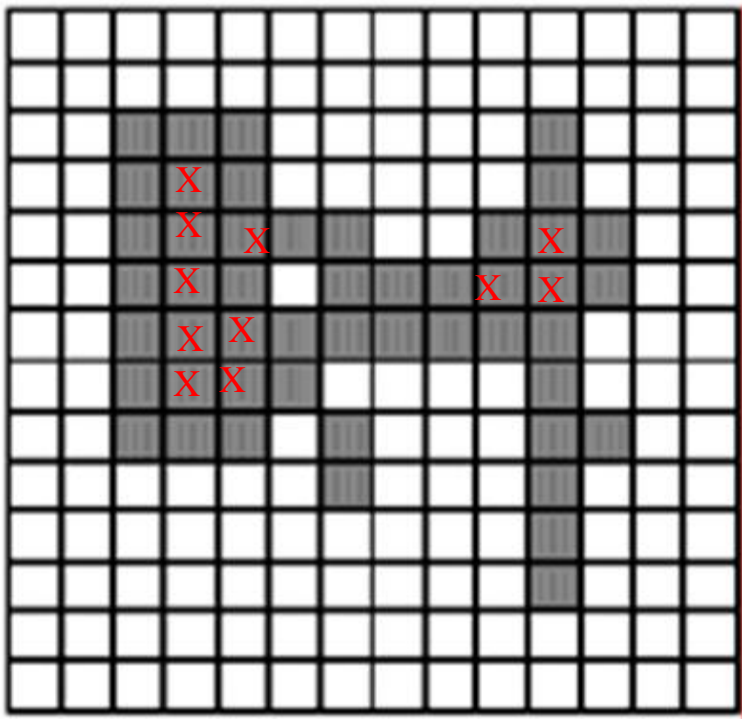
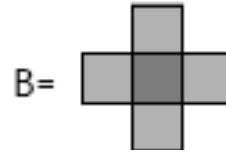
Dilate Eroded Image



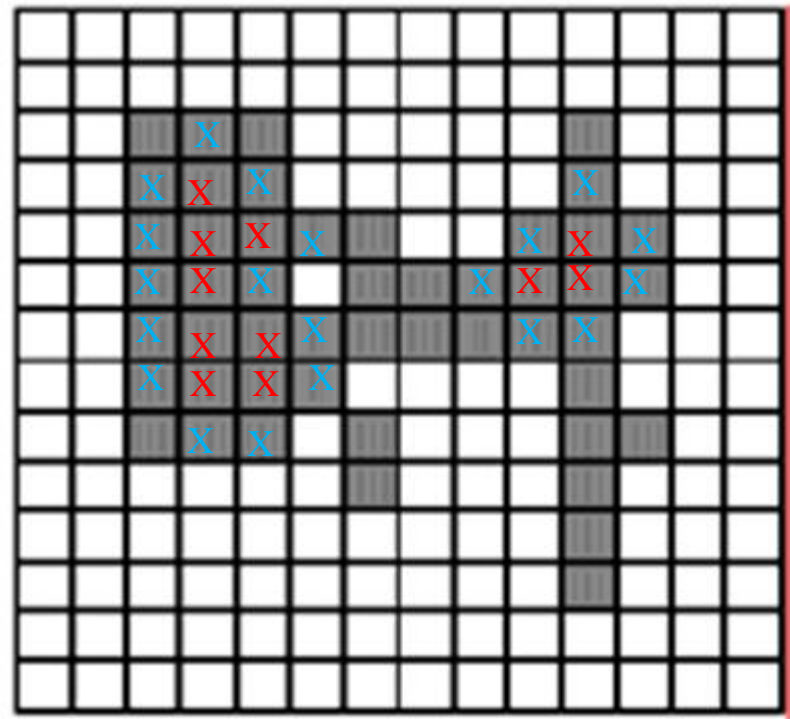
$A \ominus B$

$(A \ominus B) \oplus B$

Dilate Eroded Image



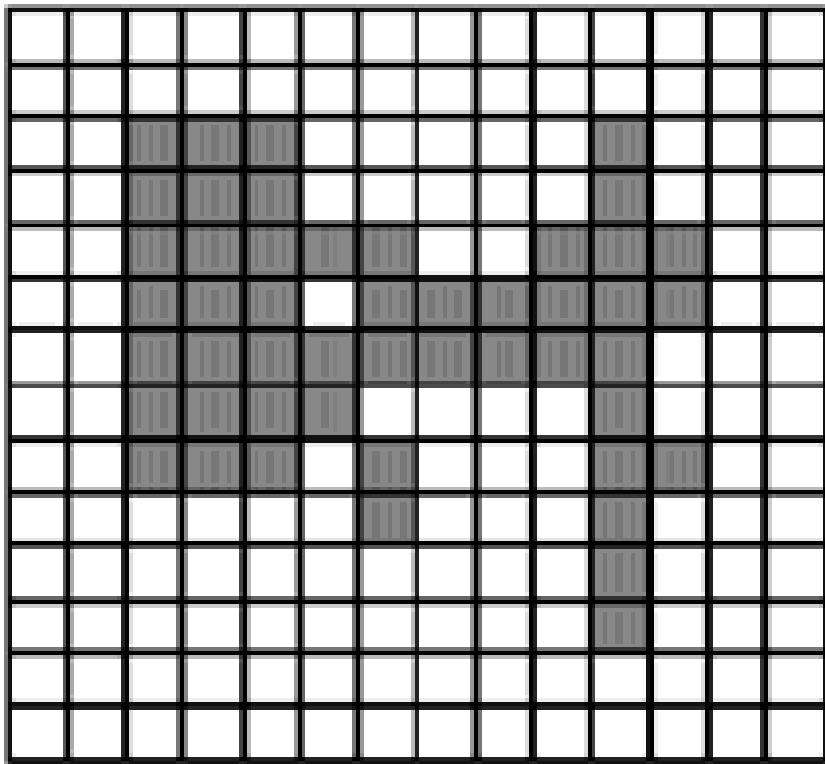
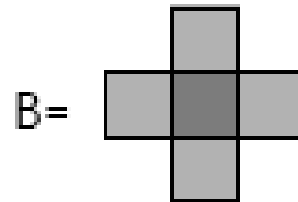
$A \ominus B$



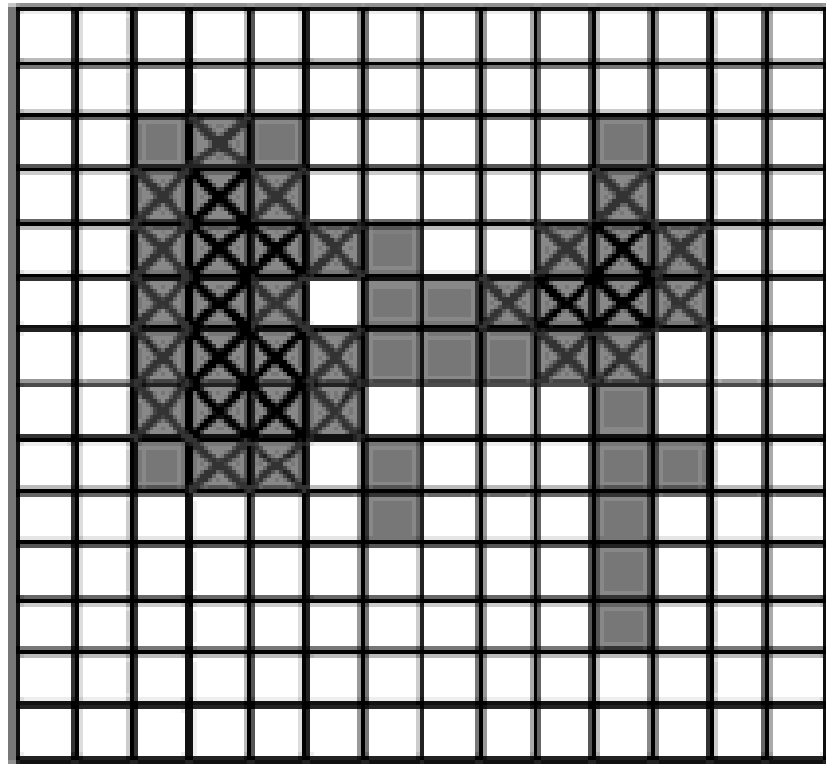
$(A \ominus B) \oplus B$

Opened image has red and blue pixels

Image After Opening



A



$A \circ B$

Opening

- Used to remove thin protrusions from objects
- To open up a gap between objects connected by a thin bridge without shrinking the objects
- This is because after erosion, dilation is used
- Also causes a smoothening of the object's boundary

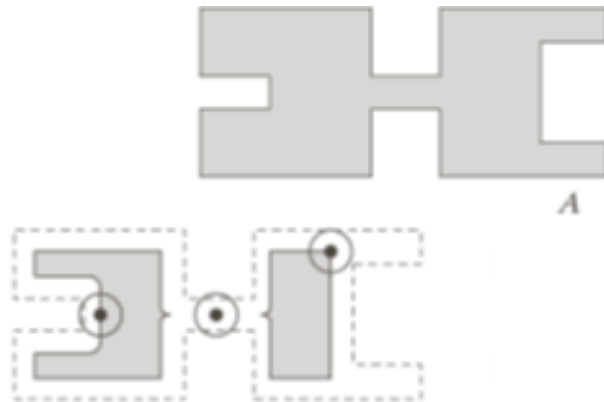
Opening



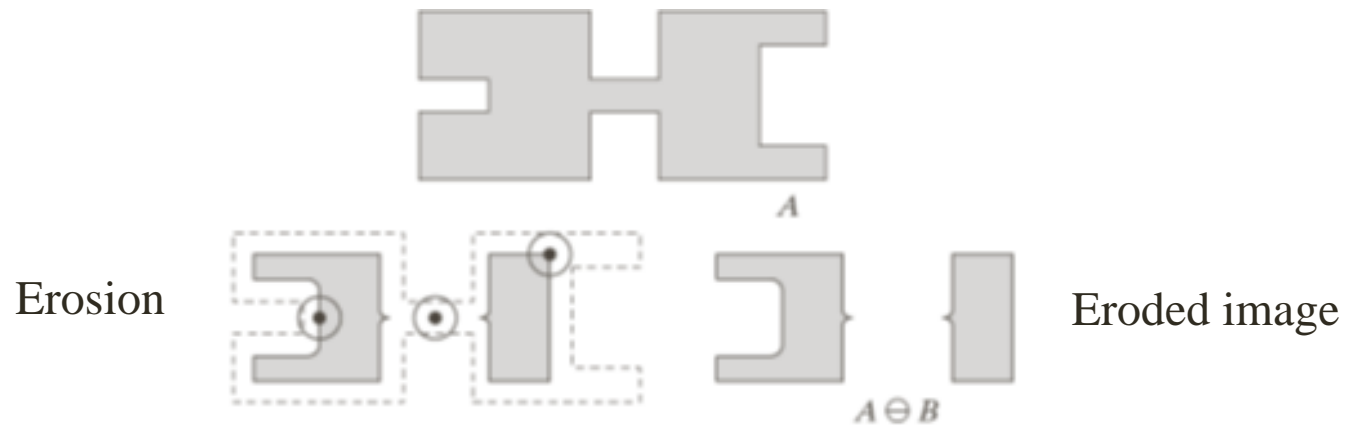
Erosion

Opening

Erosion

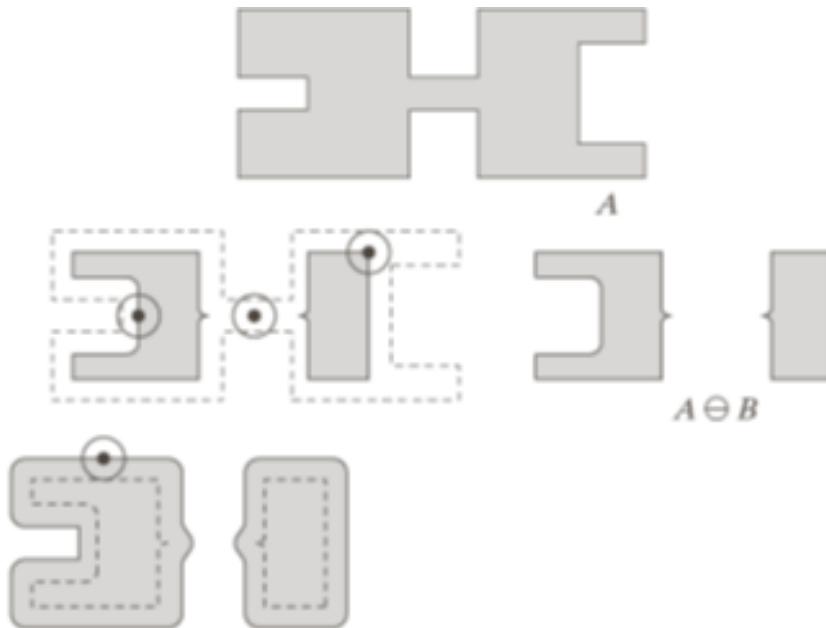


Opening



Opening

Erosion

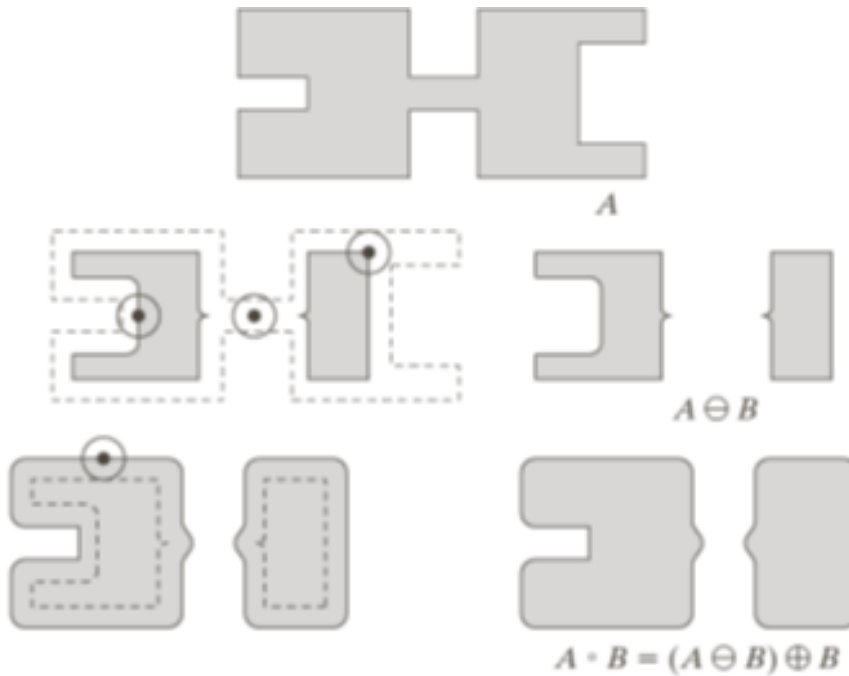


Eroded image

dilation of eroded
image

Opening

Erosion



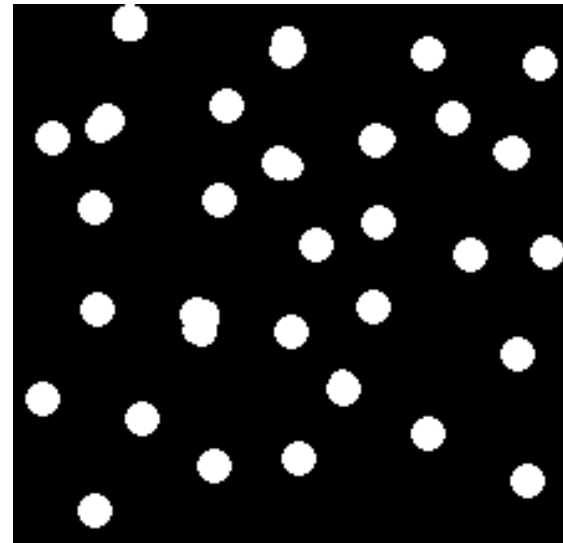
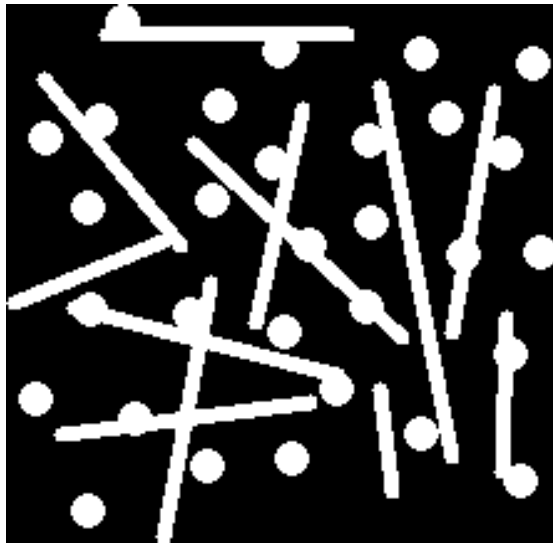
Eroded image

Image after opening

dilation of eroded
image

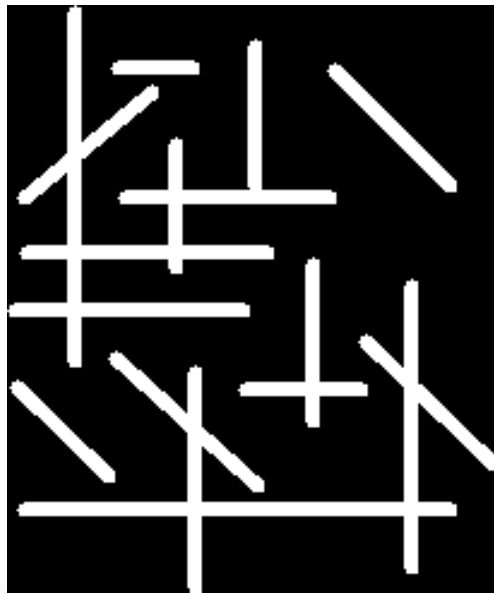
opening

- Opening with a 11 pixel diameter disc
- Thickness of lines is less than 11 pixels



opening


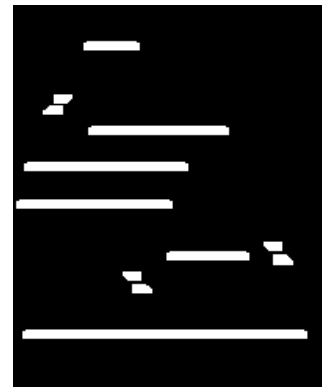
- Assume that image has vertical bars of size greater than 3×9 and 9×3
- Structuring Element are 3×9 and 9×3



9×3

A light blue arrow pointing from the input image to the first output image.

3×9

A light blue arrow pointing from the input image to the second output image.

Closing

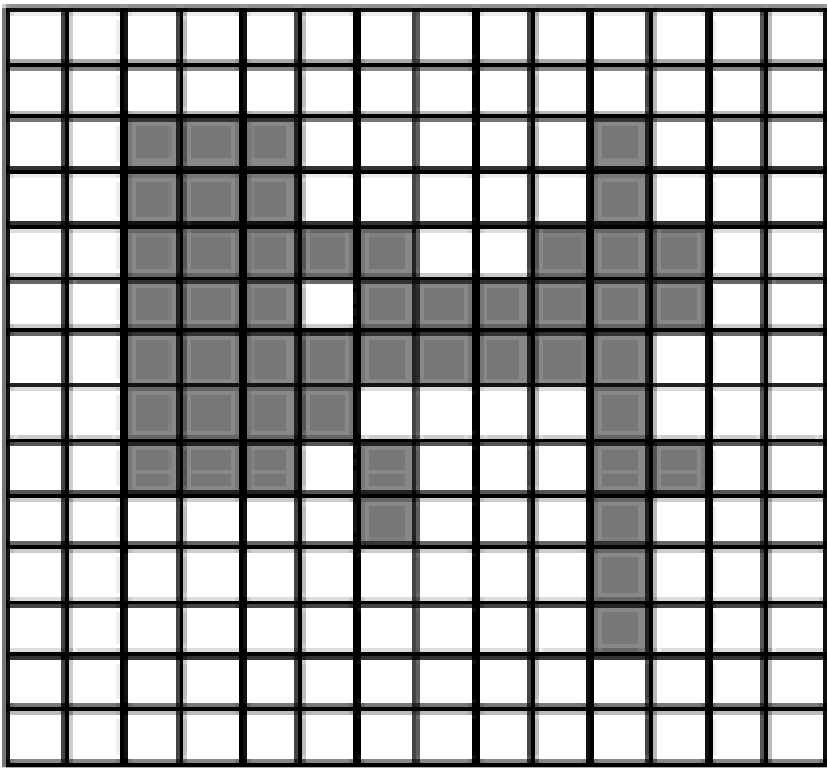
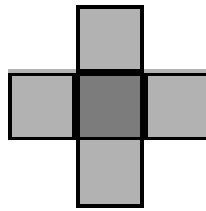
- dilation followed by erosion

$$A \bullet B = (A \oplus B) \ominus B$$

- smooth contour
- fuse narrow breaks and long thin gulfs
- eliminate small holes
- fill gaps in the contour

Closing

B =

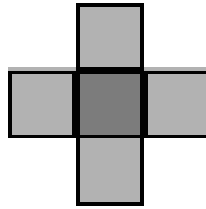


A

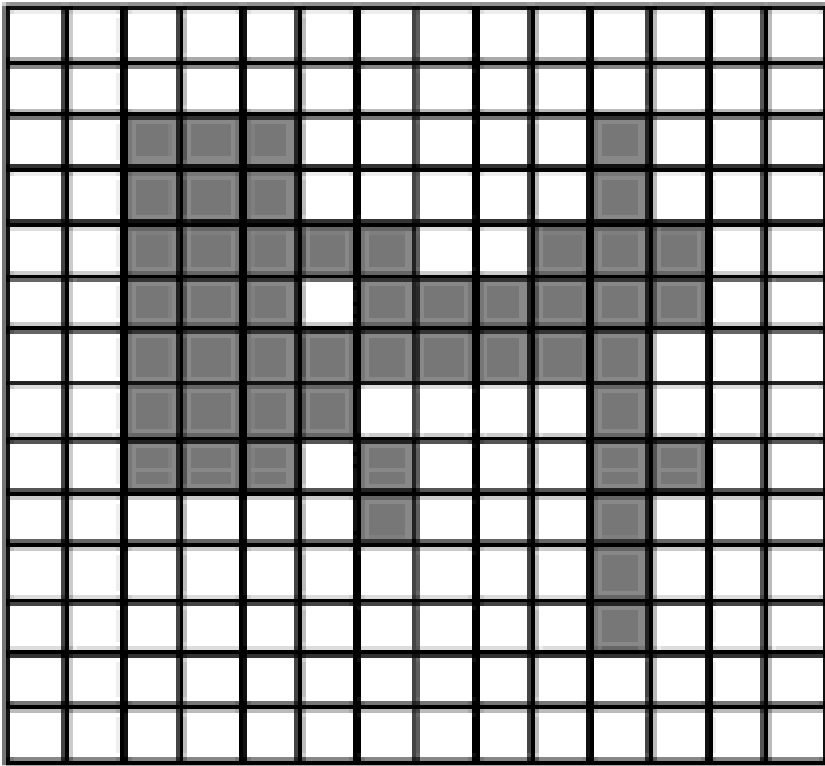
$A \bullet B$

Closing

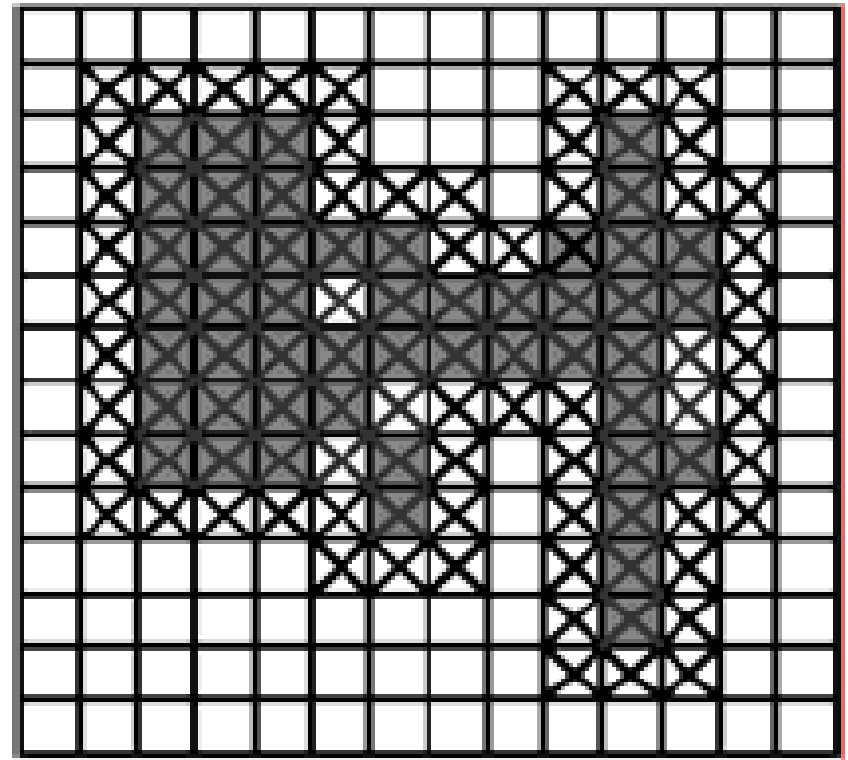
B=



- Dilation



A

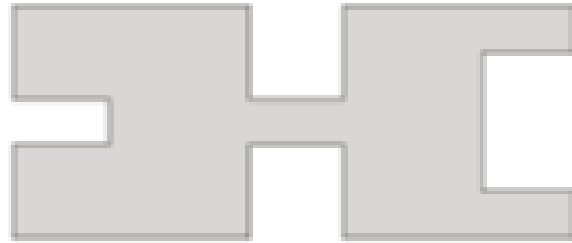


$A \bullet B$

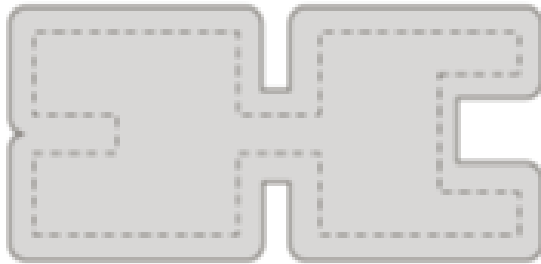
Closing



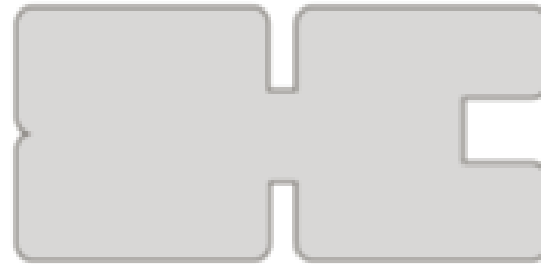
Closing



A

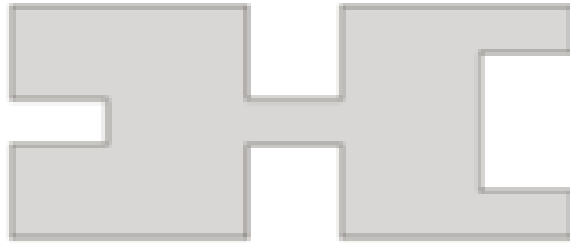


Dilation

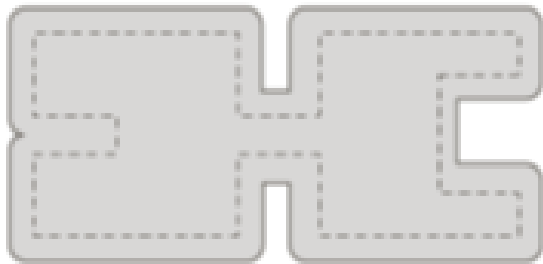


$A \oplus B$

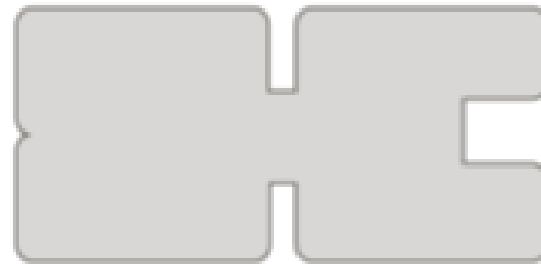
Closing



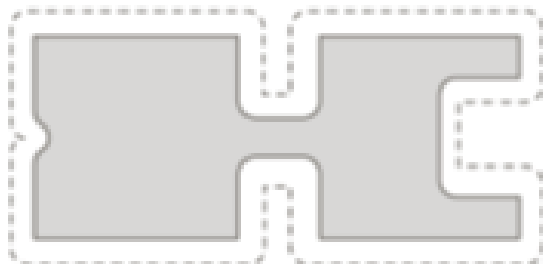
A



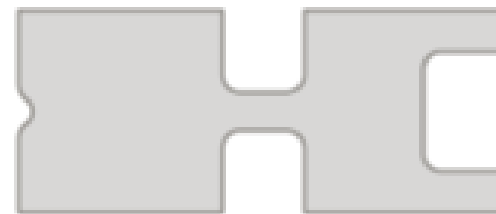
Dilation



$A \oplus B$

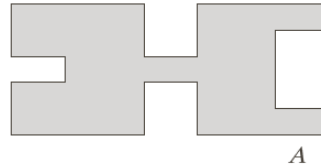


Erosion of dilate image

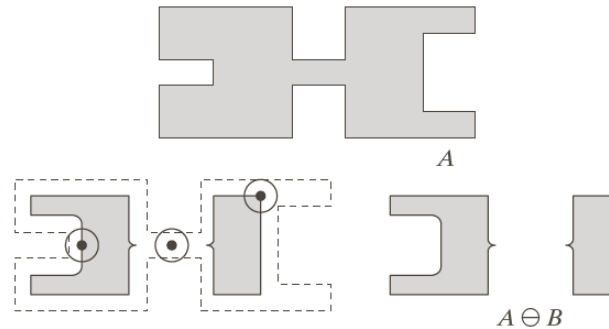


$A \cdot B = (A \oplus B) \ominus B$

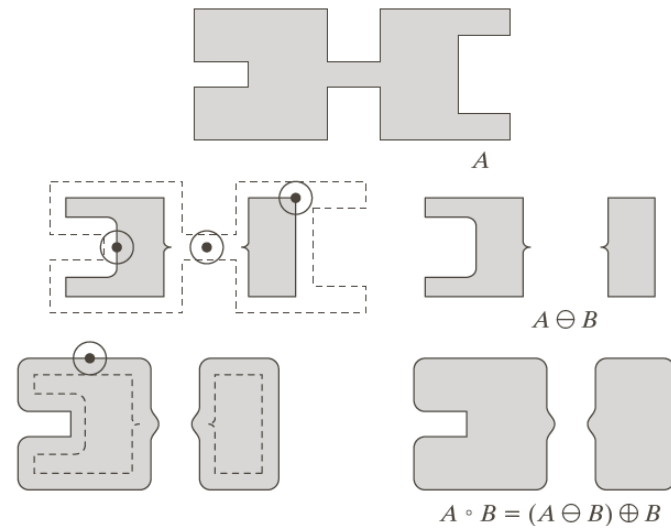
Erosion, opening, dilation and closing



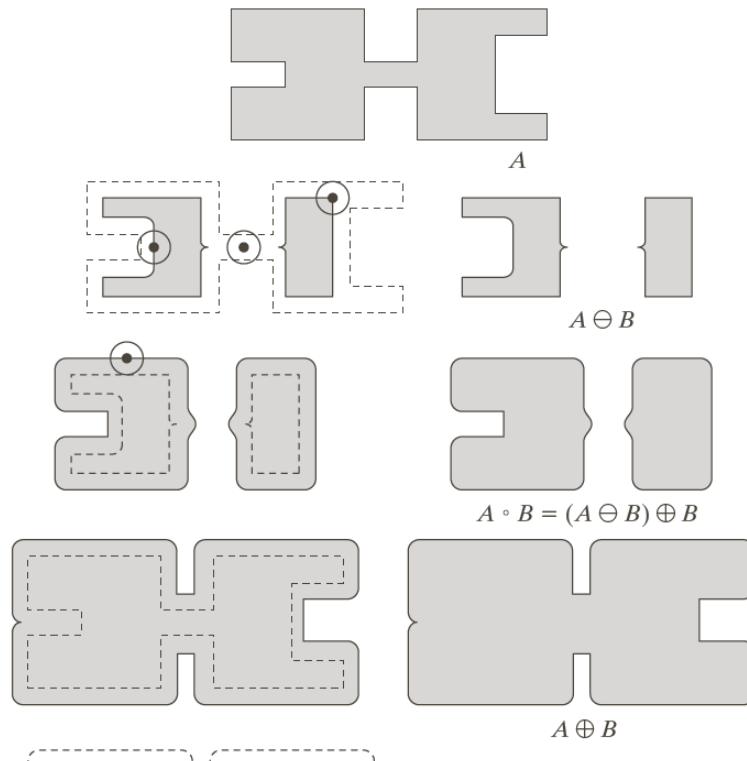
Erosion, opening, dilation and closing



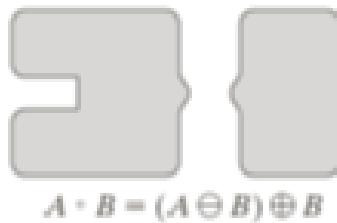
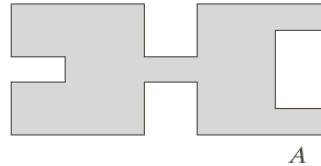
Erosion, opening, dilation and closing



Erosion, opening, dilation and closing



Erosion, opening, dilation and closing



Erosion, opening, dilation and closing

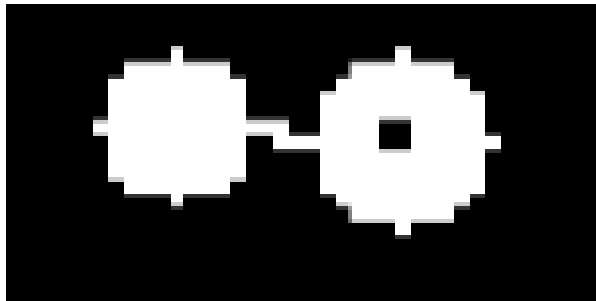
$$(A \ e \ B)^c = (A^c \ d \ \hat{B})$$

$$(A \ d \ B)^c = (A^c \ e \ \hat{B})$$

$$(A \ c \ B)^c = (A^c \ o \ \hat{B})$$

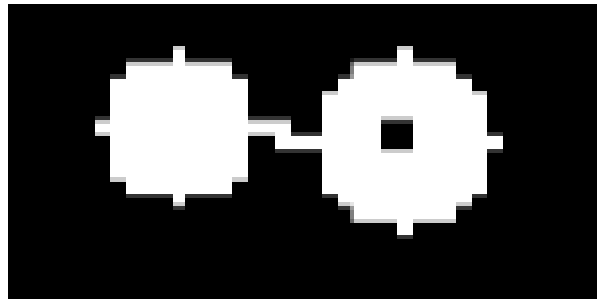
$$(A \ o \ B)^c = (A^c \ c \ \hat{B})$$

Example: opening & closing

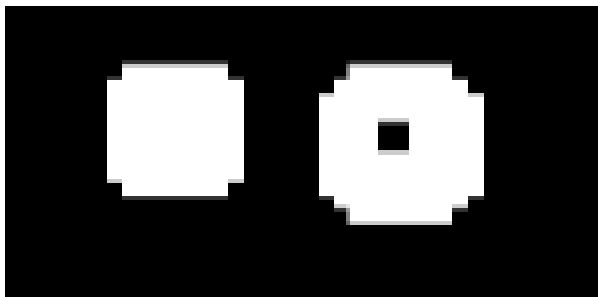


A

Example: opening & closing



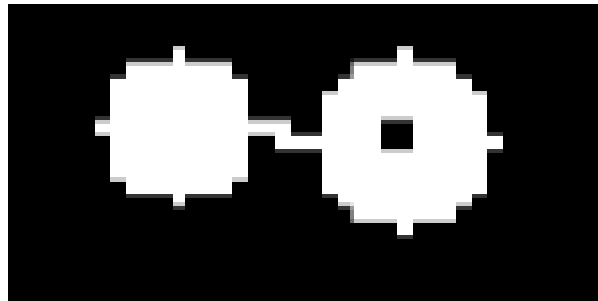
A



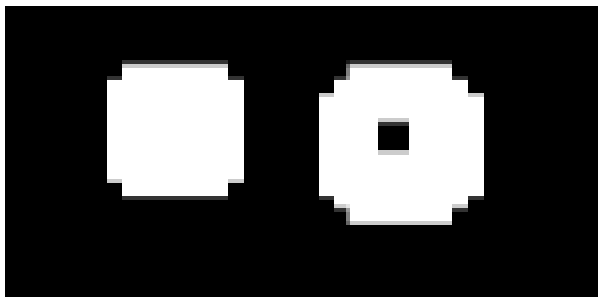
opening of A

→ removal of small protrusions, thin connections, ...

Example: opening & closing

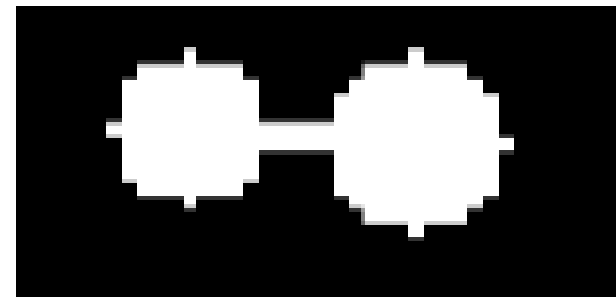


A



opening of A

→ removal of small protrusions, thin connections, ...

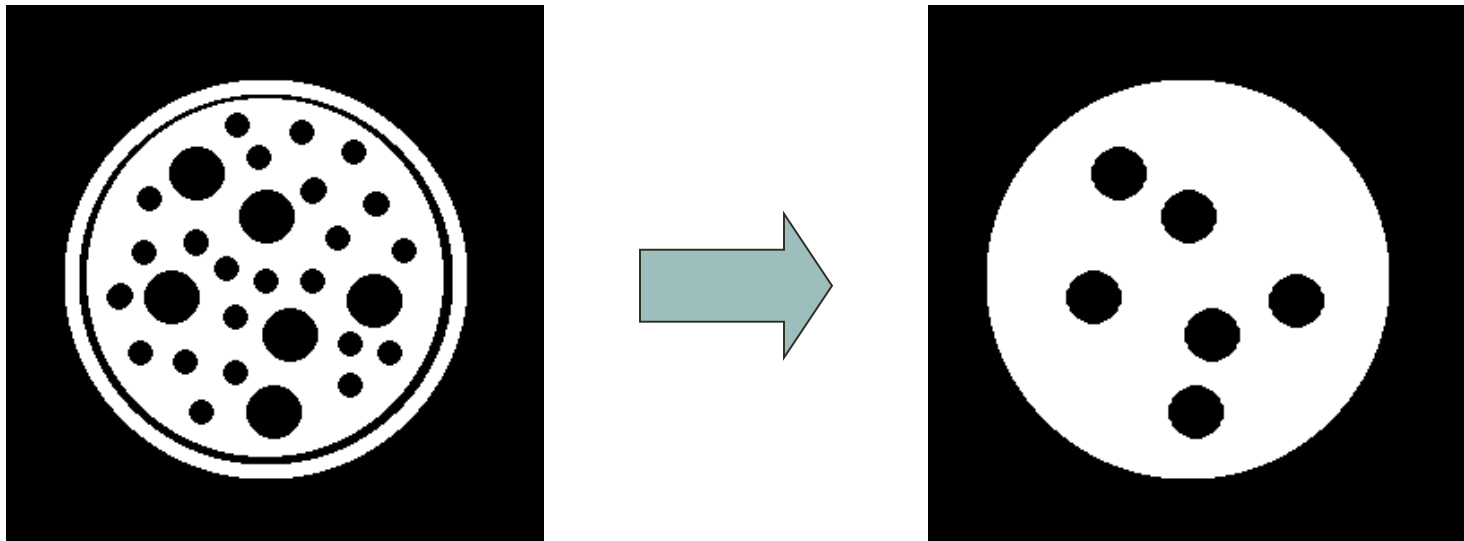


closing of A

→ removal of holes

Closing

- Closing operation with a 22 pixel disc (white)
- Closes small holes in the foreground



Example: Opening and closing

White and black dots due to noise



A
 $A \ominus B$

1	1	1
1	1	1
1	1	1

 B

Example: Opening and closing

White and black dots due to noise



A

$A \ominus B$

1	1	1
1	1	1
1	1	1

B



Background
noise (white
dots) removed
Black dots
enhanced

Example: Opening and closing

White and black dots due to noise



A
 $A \ominus B$

1	1	1
1	1	1
1	1	1

B



Background
noise (white
dots) removed
Black dots
enhanced



$(A \ominus B) \oplus B = A \circ B$

New gaps
are created

Example: Opening and closing

White and black dots due to noise



A
 $A \ominus B$

1	1	1
1	1	1
1	1	1

B



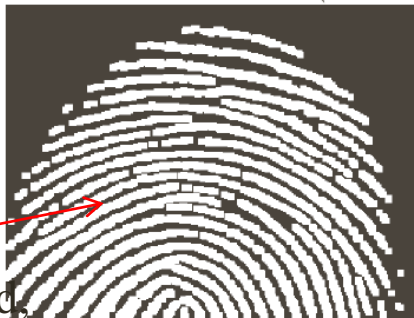
Background
noise (white
dots) removed
Black dots
enhanced



$(A \ominus B) \oplus B = A \circ B$

$(A \circ B) \oplus B$

New gaps
are created



Gaps are removed,
ridges thickened

Example: Opening and closing

White and black dots due to noise



A
 $A \ominus B$

1	1	1
1	1	1
1	1	1

B



Background
noise (white
dots) removed
Black dots
enhanced



$$(A \ominus B) \oplus B = A \circ B$$

$$(A \circ B) \oplus B$$

$$[(A \circ B) \oplus B] \ominus B = (A \circ B) \cdot B$$

New gaps
are created



Gaps are removed,
ridges thickened



Ridges thinned

The Hit-or-Miss Transformation

- A basic morphological tool for existence of object
- Finds location of a object, **X** in a larger image, **A**

The Hit-or-Miss Transformation

- Uses two structuring elements (B_1 and B_2)
- Mathematically, the HoM transform of image A by the structuring element set B ($B = (B_1, B_2)$),

$$A \odot B = (A \ominus B_1) \cap (A^c \ominus B_2)$$

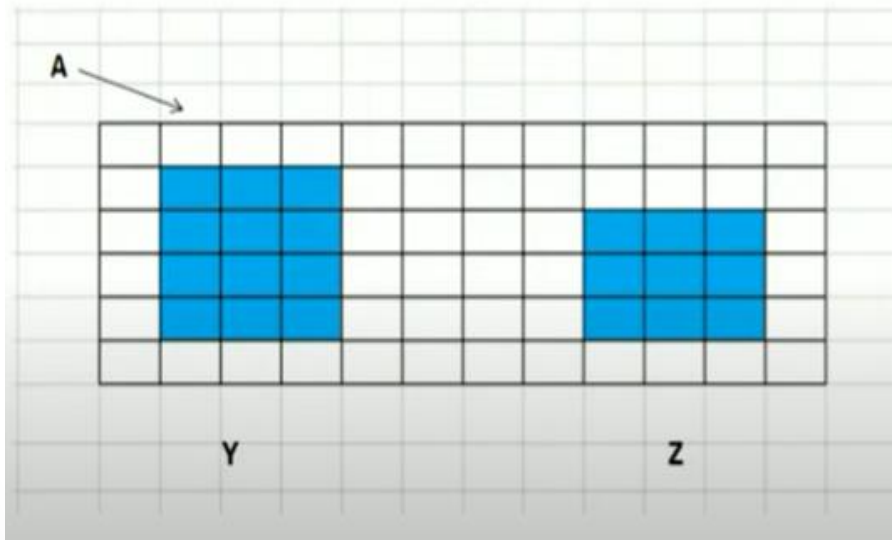
The Hit-or-Miss Transformation

- Let X be enclosed by a small window, W
- Structuring Element, $B_1 = X$
- The local background of X with respect to W is defined as $B_2 = (W - X)$
- Apply erosion operator on A by B_1
- Apply erosion operator on the complement of A by the local background $(W - X)$
- Find intersection of outputs of the above two operations
- Intersection is precisely the location of object

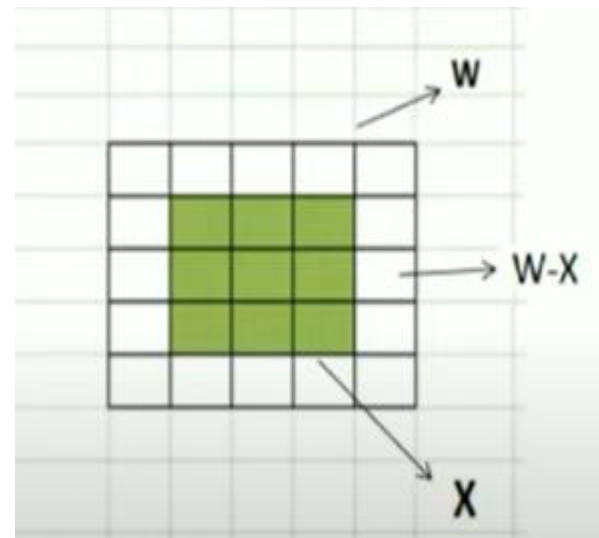
$$A \odot B = (A \ominus B_1) \cap (A^c \ominus B_2)$$

Example: Hit or Miss Transform

- Find whether object of size 3×3 exist (hit) or not (miss)
- Consider SE, X of size, 3×3
- Blue and green are representative colors

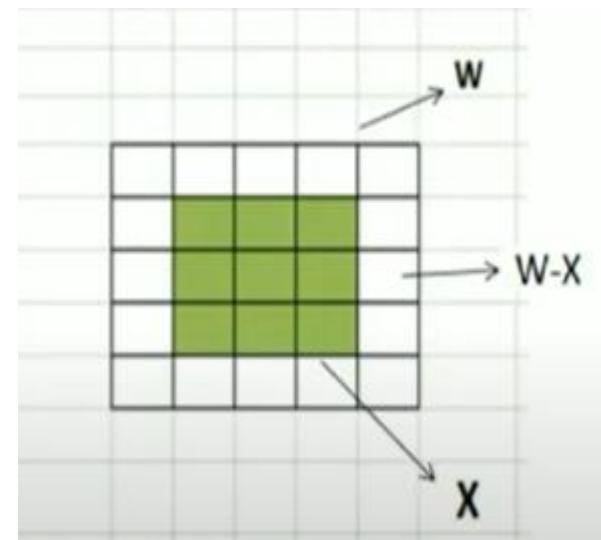
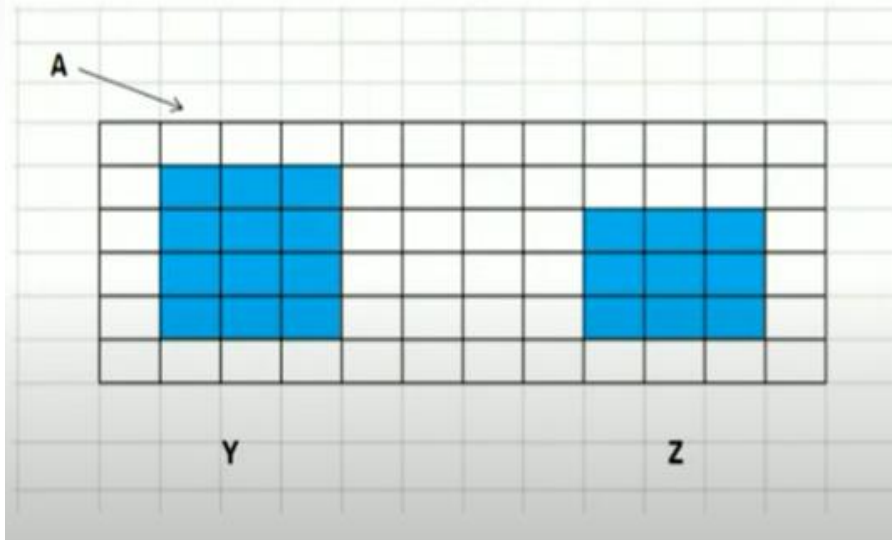


Image, A

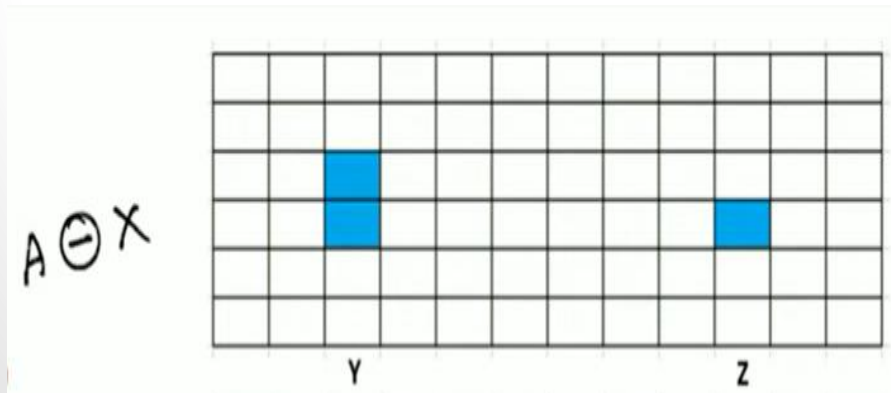


- W is window size larger than X
- Boundary of window is W-X

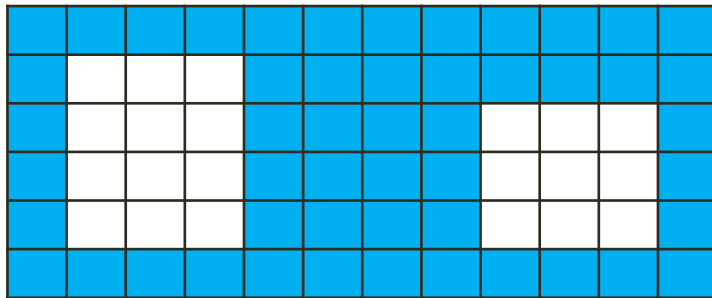
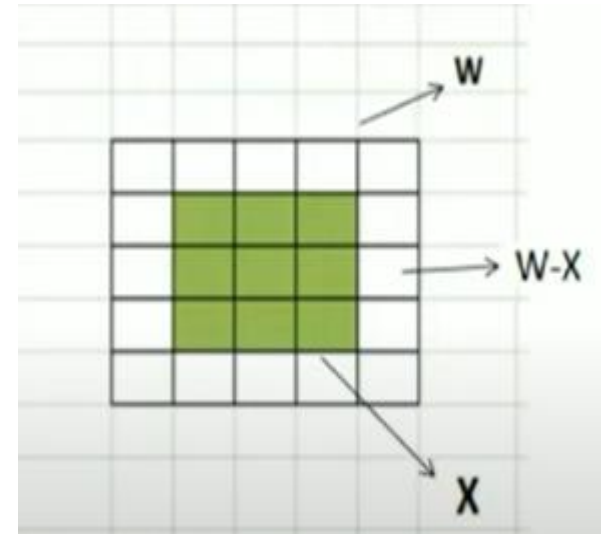
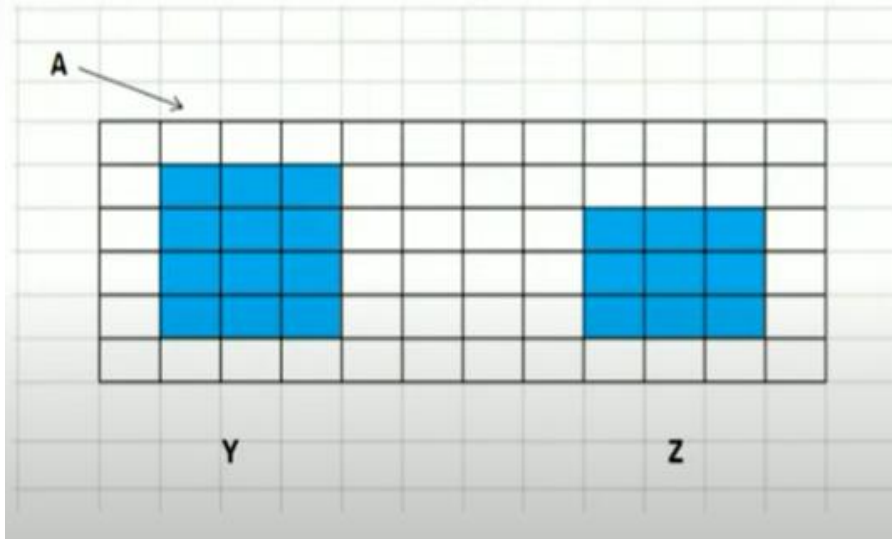
Example: Hit or Miss Transform



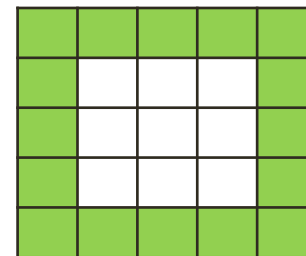
Image, A



Example: Hit or Miss Transform

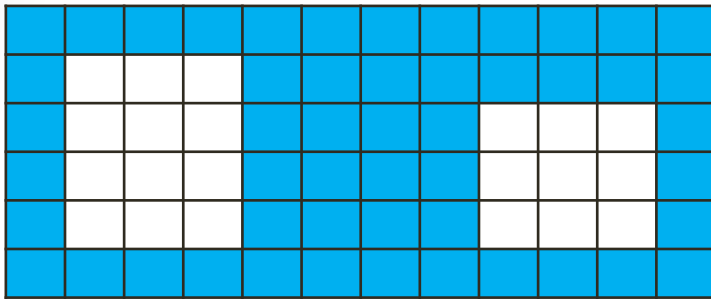


A^c

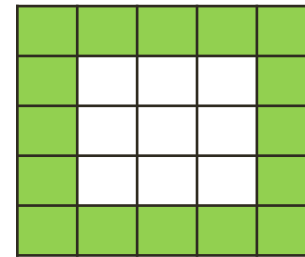


$W-X$

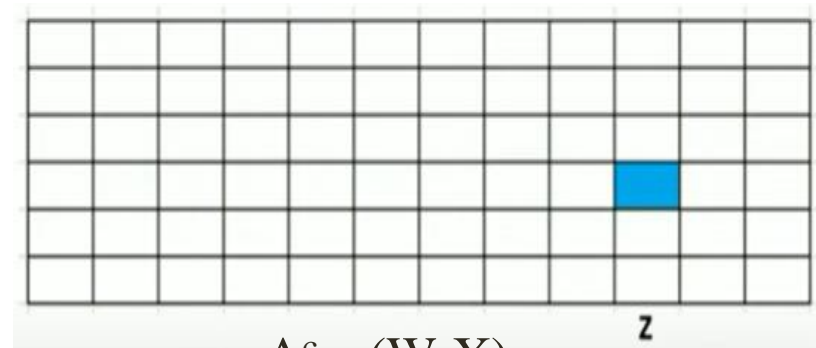
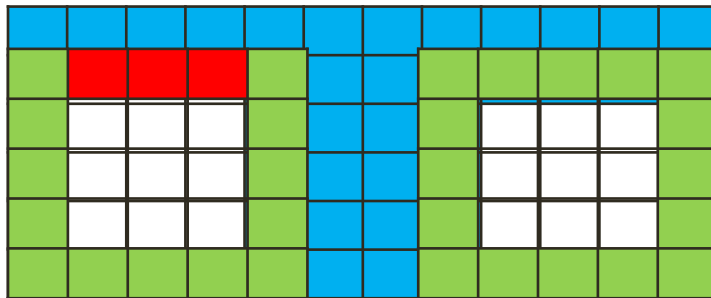
Example: Hit or Miss Transform



A^c



$W-X$



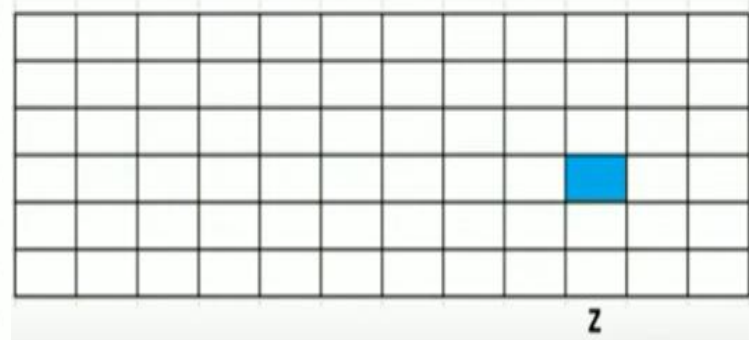
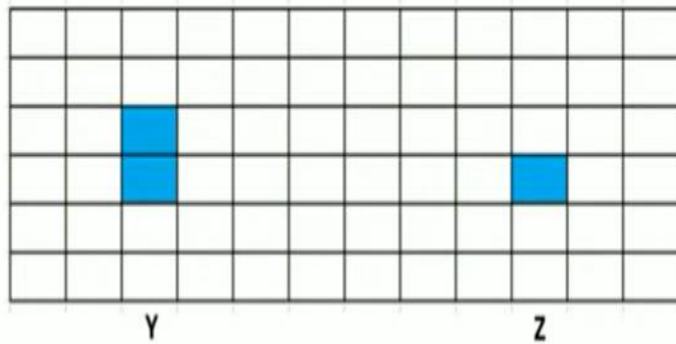
$A^c - (W-X)$

z

For first region, red cells of A^c and $W-X$ do not match, it is a miss
 For second Region, A^c and $W-X$ match, it is a hit

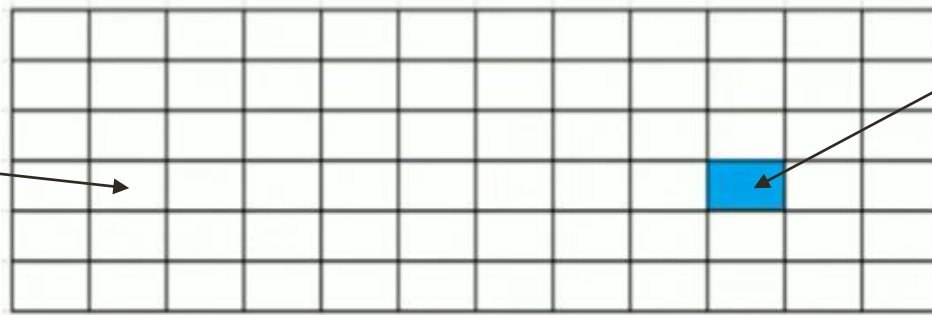
Example: Hit or Miss Transform

$A \ominus X$



$A^c e (W-X)$

Miss



HIT

At this location
object, X exists

$A e X \cap A^c e (W-X)$

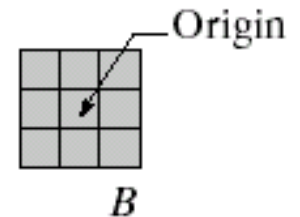
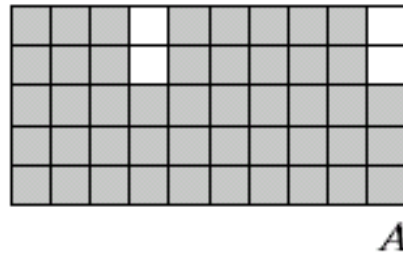
Boundary extraction

$$\beta(A) = A - (A \ominus B)$$

Boundary extraction

$$\beta(A) = A - (A \ominus B)$$

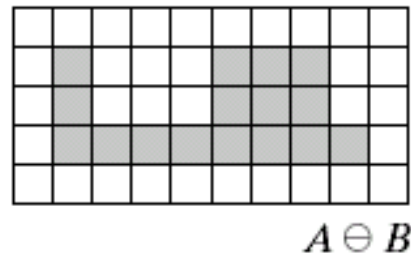
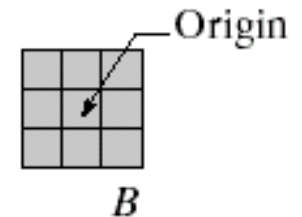
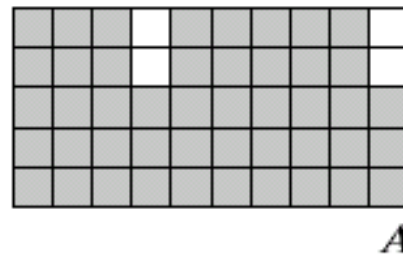
Foreground pixel(dark) is 1 and background (white) is 0



Boundary extraction

$$\beta(A) = A - (A \ominus B)$$

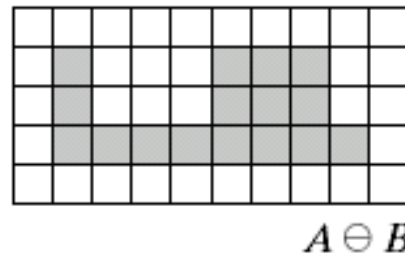
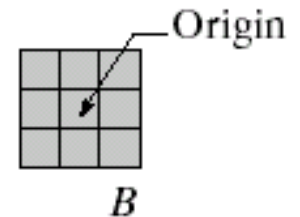
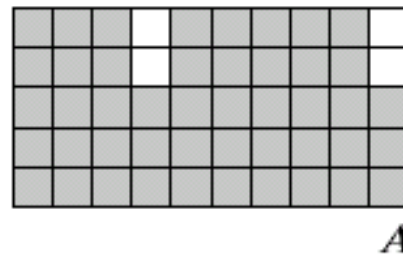
Foreground pixel(dark) is 1 and background (white) is 0



Boundary extraction

$$\beta(A) = A - (A \ominus B)$$

Foreground pixel(dark) is 1 and background (white) is 0

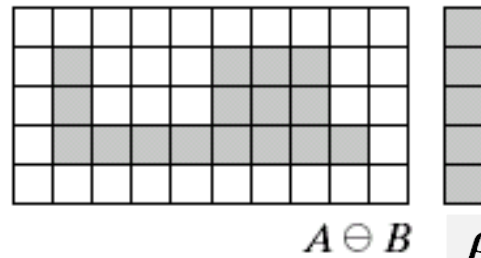
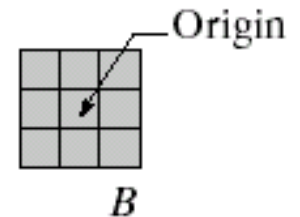
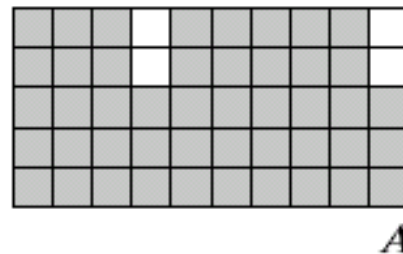


$$\beta(A) = A - (A \ominus B)$$

Boundary extraction

$$\beta(A) = A - (A \ominus B)$$

Foreground pixel(dark) is 1 and background (white) is 0

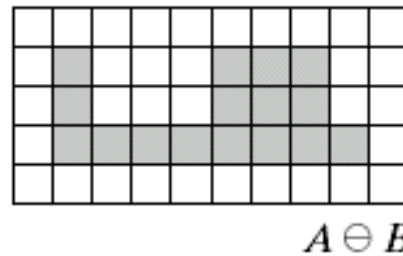
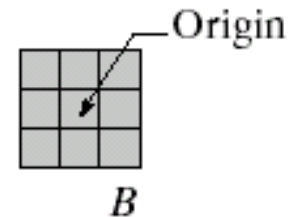
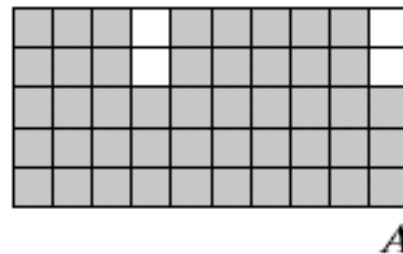


$$\beta(A) = A - (A \ominus B)$$

Boundary extraction

$$\beta(A) = A - (A \ominus B)$$

Foreground pixel(dark) is 1 and background (white) is 0

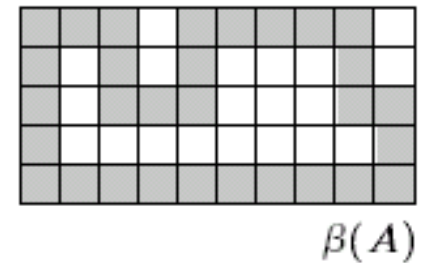
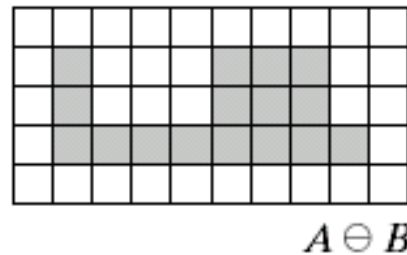
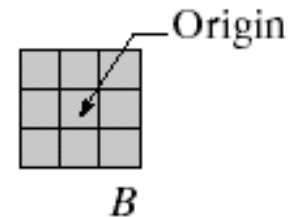
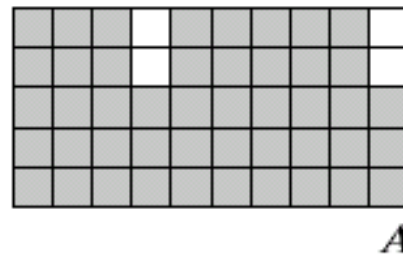


$$\beta(A) = A - (A \ominus B)$$

Boundary extraction

$$\beta(A) = A - (A \ominus B)$$

Foreground pixel(dark) is 1 and background (white) is 0



Boundary extraction

Foreground pixel is 1 (white)
background pixel is 0 (black)



Original image

3x3 structuring element is used

Boundary extraction

Foreground pixel is 1 (white)
background pixel is 0 (black)



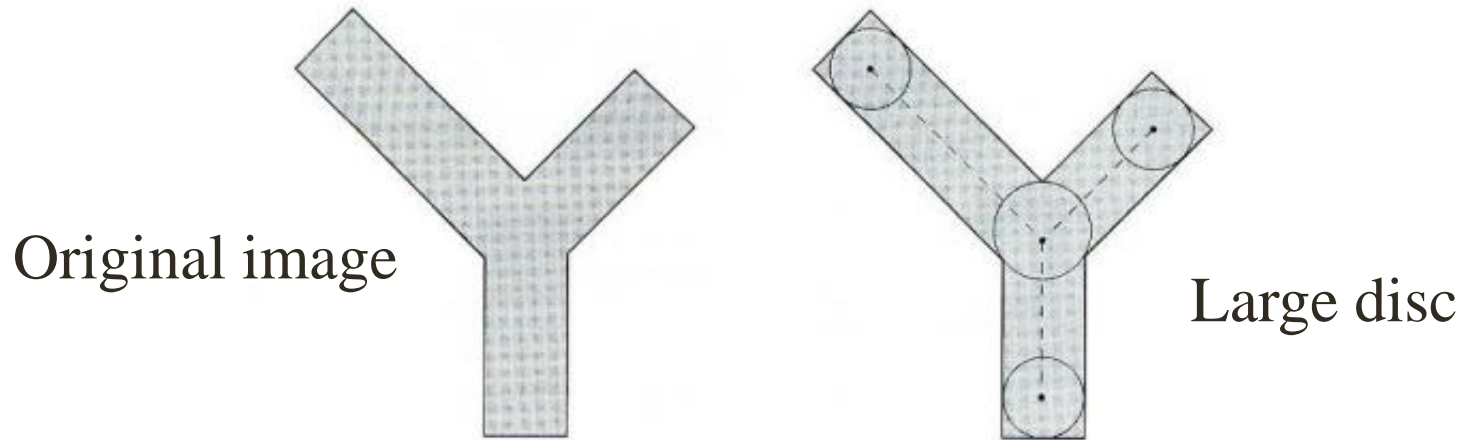
Original image



Boundary in image

3x3 structuring element is used

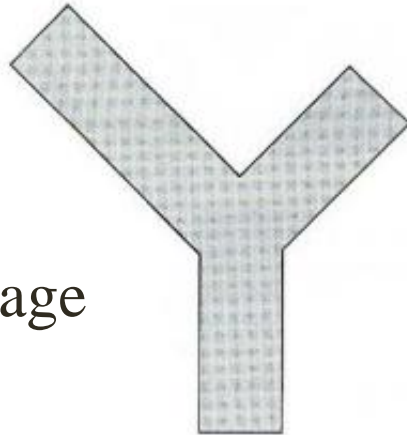
Skeleton (intuition)



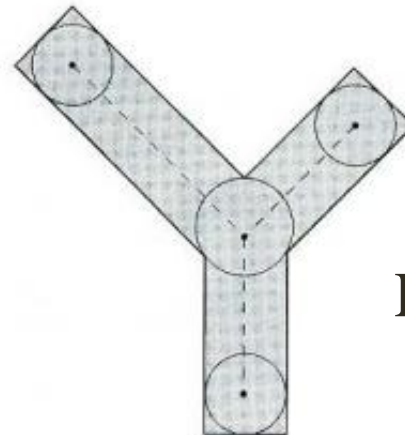
- Largest disk centered in the image and is contained in A
- Dotted line is skeleton of image

Skeleton

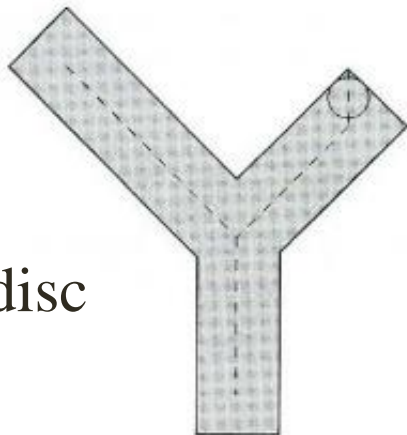
Original image



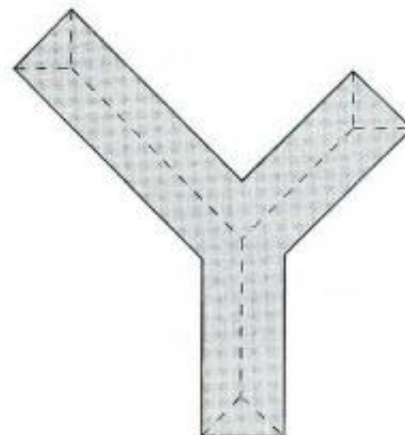
Large disc



Smaller disc



Skeleton



Skeleton

- The skeleton of A is

$$S(A) = \bigcup_{k=0}^K S_k(A)$$

$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$

- Where B is structuring element
- And $S_k(A)$ is skeleton subset
- And kB indicates k successive erosions of A

$$(A \ominus kB) = (\dots ((A \ominus B) \ominus B) \ominus \dots) \ominus B$$

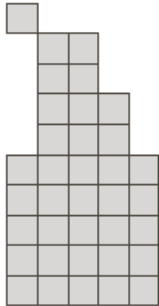
Skeleton

- K is the last iterative step before A erodes to an empty set

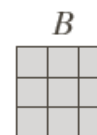
$$K = \max \{k \mid (A \ominus kB) \neq \emptyset\}$$

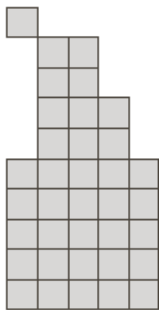
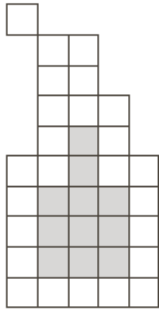
$$S(A) = \bigcup_{k=0}^K S_k(A)$$

- $S(A)$ can be obtained as the union of skeleton subsets $S_k(A)$

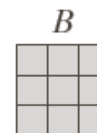
k	$A \ominus kB$
0	

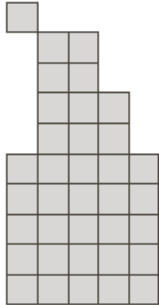
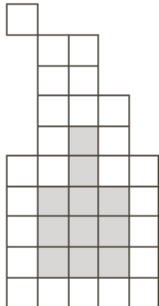
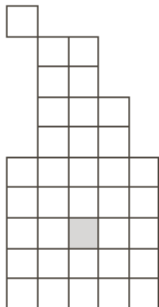
$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



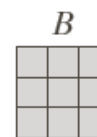
k	$A \ominus kB$
0	
1	

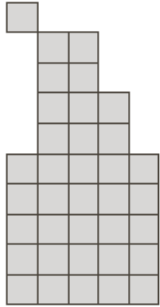
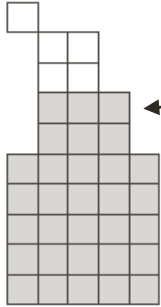
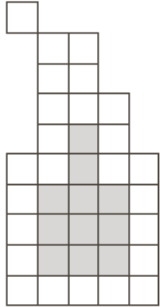
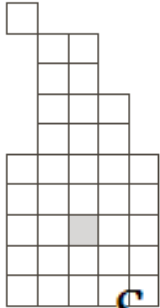
$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



k	$A \ominus kB$
0	
1	
2	

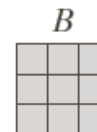
$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$

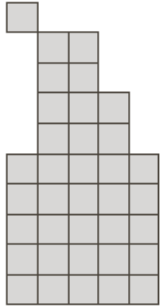
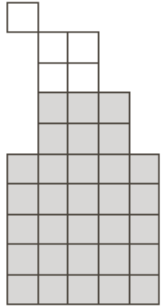
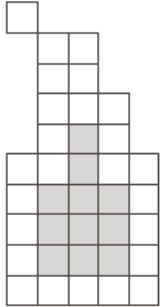
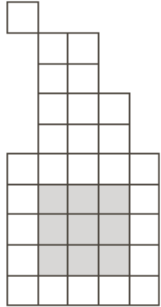
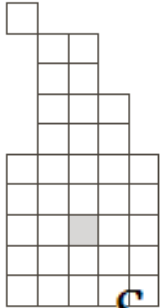


k	$A \ominus kB$	$(A \ominus kB) \circ B$
0		
1		
2		

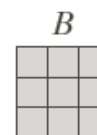
Opening removes
parts of image
which can not
contain B

$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



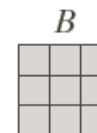
k	$A \ominus kB$	$(A \ominus kB) \circ B$
0		
1		
2		

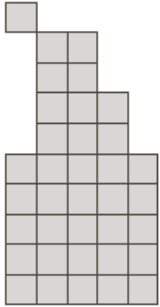
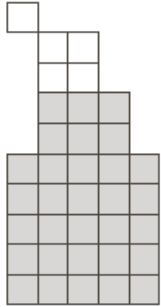
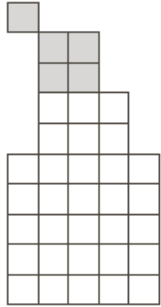
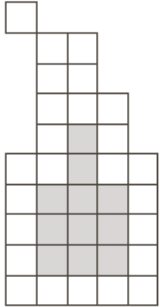
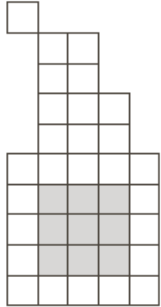
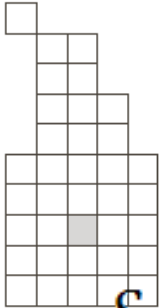
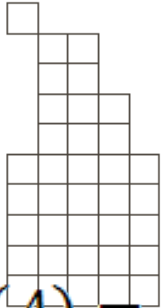
$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



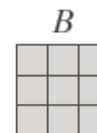
k	$A \ominus kB$	$(A \ominus kB) \circ B$
0		
1		
2		

$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



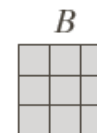
k	$A \ominus kB$	$(A \ominus kB) \circ B$	$S_k(A)$
0			
1			
2			

$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



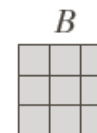
k	$A \ominus kB$	$(A \ominus kB) \circ B$	$S_k(A)$
0			
1			
2			

$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



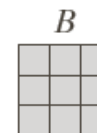
k	$A \ominus kB$	$(A \ominus kB) \circ B$	$S_k(A)$
0			
1			
2			

$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



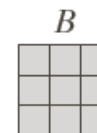
k	$A \ominus kB$	$(A \ominus kB) \circ B$	$S_k(A)$	$\bigcup_{k=0}^K S_k(A)$
0				
1				
2				

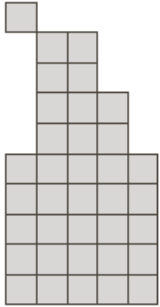
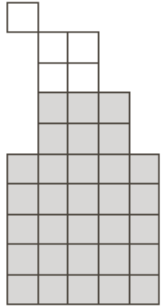
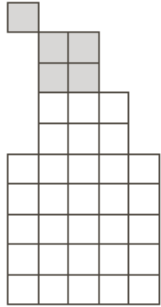
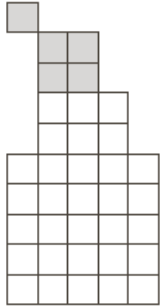
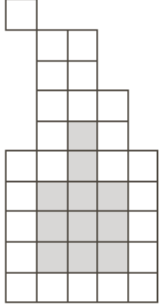
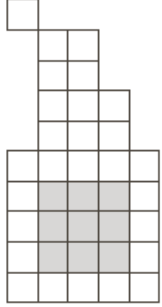
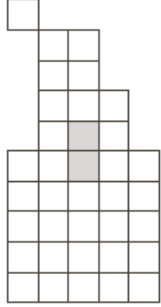
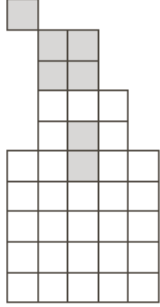
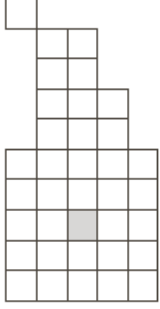
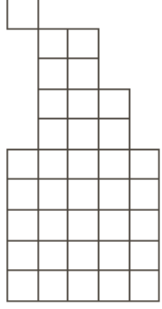
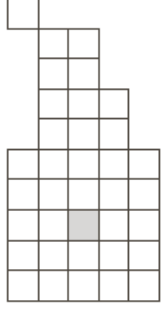
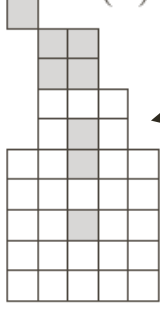
$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



k	$A \ominus kB$	$(A \ominus kB) \circ B$	$S_k(A)$	$\bigcup_{k=0}^K S_k(A)$
0				
1				
2				

$$S_k(A) = (A \ominus kB) - (A \ominus kB) \circ B$$



k	$A \ominus kB$	$(A \ominus kB) \circ B$	$S_k(A)$	$\bigcup_{k=0}^K S_k(A)$
0				
1				
2				

$S(A)$

Skeleton

B



k	$A \ominus kB$	$(A \ominus kB) \circ B$	$S_k(A)$	$\bigcup_{k=0}^K S_k(A)$
0				
1				
2				

Ideal Skeleton

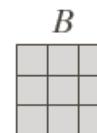


Image Thinning

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

- Foreground is 1 and background is 0
- After thinning the number of zeroes increase

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

Structuring Elements (SE)

0	0	0
X	1	X
1	1	1

B_1

X	0	0
1	1	0
1	1	X

B_2

1	X	0
1	1	0
1	X	0

B_3

- X is don't care
- Eight SEs are used
- B_1 is rotated clockwise to generate B_2
- Same process is repeated for remaining structuring elements

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

0	0	0
X	1	X
1	1	1

B_1

X	0	0
1	1	0
1	1	X

B_2

1	X	0
1	1	0
1	X	0

B_3

- $\text{Thin}(A, B_1) = A - (A \circledast B_1)$, where \circledast is Hit or Miss Transform
- Overlap B_1 on each part of image
- If overlapped portion and B match then replace center of overlapped portion by 0 else don't change the center

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

0	0	0
X	1	X
1	1	1

B_1

1	1	0	0	0	0	0	1	1	1
1	1	1	0	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

1	1	0	0	0	0	0	1	1	1
1	1	1	0	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

- Apply A- ($A \circledast B_1$) multiple times to generate A_{B_1}

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

0	0	0
X	1	X
1	1	1

B_1

- Apply A- ($A \circledast B_1$) multiple times to generate A_{B1}

1	1	0	0	0	0	0	1	1	1
1	1	1	0	0	0	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

1	1	0	0	0	0	0	1	1	1
1	1	1	0	0	0	1	1	0	0
1	1	1	1	0	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	1	1	0	0	0	1	1	0	0
1	1	1	1	0	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B1}

X	0	0
1	1	0
1	1	X

B_2

- Apply $A_{B1} - (A_{B1} \circledast B_2)$ multiple times to generate A_{B2}

1	1	0	0	0	0	0	1	1	1
1	1	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B2}

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	1	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B2}

1	X	0
1	1	0
1	X	0

B_3

- Apply $A_{B2} - (A_{B2} \otimes B_3)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B3}

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B_3}

1	X	0
1	1	0
1	X	0

B_3

1	1	X
1	1	0
X	0	0

B_4

- Apply $A_{B_3} - (A_{B_3} \otimes B_4)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, $A_{B_4} = A_{B_3}$ as B_4 does not match with any part of image

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B_4}

1	1	X
1	1	0
X	0	0

B_4

1	1	1
X	1	X
0	0	0

B_5

- Apply $A_{B_4} - (A_{B_4} \otimes B_5)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, $A_{B_5} = A_{B_4}$ as B_5 does not match with any part of image

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B_5}

- Apply A_{B_5} - ($A_{B_5} \circledast B_6$) multiple times
- Apply A_{B_6} - ($A_{B_6} \circledast B_6$) multiple times

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, $A_{B_6} = A_{B_5}$ as B_6 does not match with any part of image

1	1	1
X	1	X
0	0	0

B_5

0	X	1
0	1	1
0	X	1

B_7

X	1	1
0	1	1
0	0	X

B_6

0	0	X
0	1	1
X	1	1

B_8

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, $A_{B_7} = A_{B_6}$ as B_7 does not match with any part of image

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	1	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B7}

- Apply A_{B7} - ($A_{B7} \circledast B_8$) multiple times

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	0	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B8}

1	1	1
X	1	X
0	0	0

B_5

X	1	1
0	1	1
0	0	X

B_6

0	X	1
0	1	1
0	X	1

B_7

0	0	X
0	1	1
X	1	1

B_8

Image Thinning

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

1	1	0	0	0	0	0	1	1	1
1	0	0	0	0	0	1	1	0	0
1	1	0	0	0	0	1	0	0	0
1	1	1	1	1	1	1	0	0	0
1	1	1	0	0	1	1	1	0	0

Thinned Image, A_{B8}

Image Thickening

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

- Foreground is 1
- Background is 0
- After thickening number of ones increase

Image Thickening

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

0	0	0
X	0	X
1	1	1

B₁

X	0	0
1	0	0
1	1	X

B₂

1	X	0
1	0	0
1	X	0

B₃

- X is don't care
- B₁ is rotated clockwise to generate B₂
- Same process repeated for remaining 8 structuring elements

Image Thickening

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

0	0	0
X	0	X
1	1	1

B₁

X	0	0
1	0	0
1	1	X

B₂

1	X	0
1	0	0
1	X	0

B₃

- $\text{Thin}(A, B_1) = A \cup (A \circledast B_1)$, where \circledast is Hit or Miss Transform
- Overlap B₁ on each part of image
- If overlapped portion and B match then replace center of overlapped portion by 1 else don't change the center

Image Thickening

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

0	0	0
X	0	X
1	1	1

B_1

X	0	0
1	0	0
1	1	X

B_2

Apply $A \cup (A \circledast B_1)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

No change in A, $A_{B_1} = A$

Apply $A_{B_1} \cup (A \circledast B_2)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

No change $A_{B_2} = A_{B_1}$

Image Thickening

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B2}

Apply $A_{B2} \cup (A_{B2} \otimes B_3)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B3}

1	X	0
1	0	0
1	X	0

B_3

1	1	X
1	0	0
X	0	0

B_4

Apply $A_{B3} \cup (A_{B3} \otimes B_4)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	0
1	1	1	0	0	1	1	1	0	0

No change, $A_{B4} = A_{B3}$

Image Thickening

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B4}

Apply $A_{B4} \cup (A_{B4} \odot B_5)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	0
1	1	1	0	0	1	1	1	0	0

No change, $A_{B5} = A_{B4}$

1	1	1
X	0	X
0	0	0

B_5

X	1	1
0	0	1
0	0	X

B_6

Apply $A_{B5} \cup (A_{B5} \odot B_6)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	0
1	1	1	0	0	1	1	1	0	0

No change, $A_{B6} = A_{B5}$

Image Thickening

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	0
1	1	1	0	0	1	1	1	0	0

Image, A_{B6}

Apply $A_{B6} \cup (A_{B6} \odot B_7)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	0
1	1	1	0	0	1	1	1	0	0

No change, $A_{B7} = A_{B6}$

0	X	1
0	0	1
0	X	1

B_7

0	0	X
0	0	1
X	1	1

B_8

Apply $A_{B7} \cup (A_{B7} \odot B_8)$ multiple times

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	0
1	1	1	0	0	1	1	1	0	0

No change, $A_{B8} = A_{B7}$

Image Thickening

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	0	0
1	1	1	0	0	1	1	1	0	0

Image, A

1	1	0	0	0	0	0	1	1	1
1	1	1	1	1	1	1	1	0	0
1	1	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1	0
1	1	1	0	0	1	1	1	0	0

Thickened Image, A_{B8}