# **Morphological Operations**

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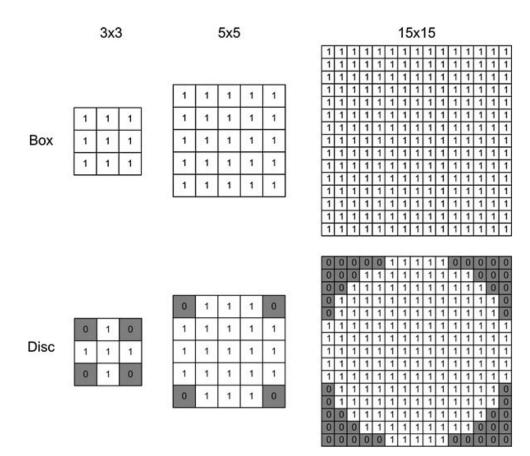
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# What is Morphology

- Morphology is a broad set of image processing operations that process images based on shapes.
- Morphology is an approach to image analysis which is based on the assumption that an image consists of structures which may be handled by set theory.
- Morphological operations rely only on the relative ordering of pixel values, not on their numerical values

These operations are mostly applied on binary images but can be extended to grayscale images as well

# **Structring Element**



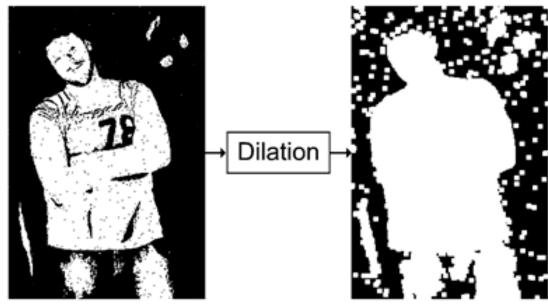
In OpenCv can use cv2.getStructuringElement

# **Fundamental Operations**

#### • Erosion

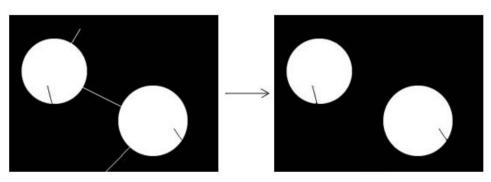
- A foreground pixel in the input image will be kept **only if** *all* **pixels** inside the structuring element are > 0. Otherwise, the pixels are set to 0
- o Discards pixels at object boundaries
- o Removes small blobs present in an image
- o Can consider it like a local minimum filter





## • Compounding Operations

- Opening
  - First *erode* then *dilate*

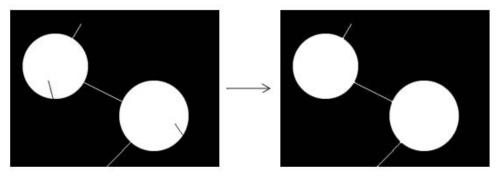


Morphological Opening

■ Useful for removing small blobs from image while preserving large blob structure

## Closing

- First *dilate* then *erode*

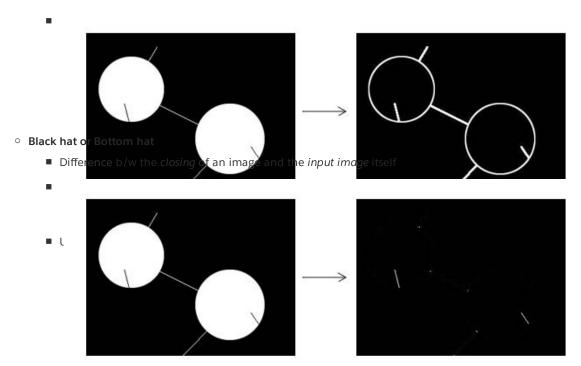


Morphological Closing

■ Fill gaps present in an object and preserve the shape

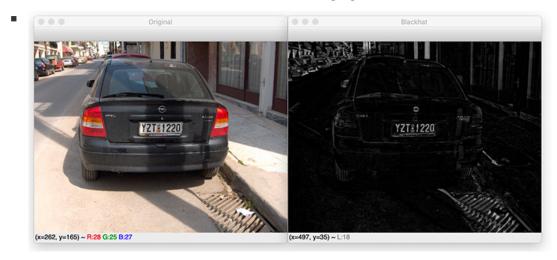
#### o Gradient

■ Difference b/w dilation and erosion



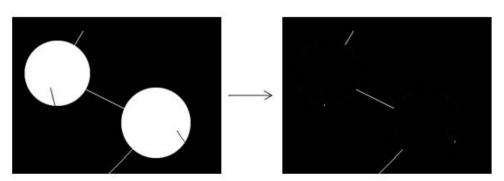
Morphological Black hat

- Used to find *intensity troughs* in a **grayscale** image
- Black hat reveals areas that are darker than the surrounding region



## • Top Hat or white hat

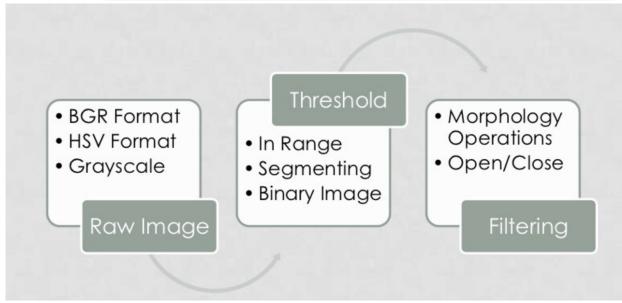
■ Difference b/w input image and the opening of the image



Morphological Top hat

Converse of black hat





Morphological operations are commonly used as pre-processing steps to more powerful computer vision solutions such as OCR, Automatic Number Plate Recognition (ANPR), and barcode detection and even counting coins!