

I used three different kernels (identical,sharpen,edge) in morphological operation and performed erosion,dilation,opening and closing functions.

Erosion: In erosion , the operation reduces the brightness of the bright objects. It reduces the white element of the object, increasing the black element,thus the object's black boundary becomes thicker.

Dilation : In dilation ,it is the opposite of erosion. The operation increases the white element thus the object's black boundary becomes thinner.

Opening : In the opening operation, dilation is performed to the eroded image , and the output object is thinner than the eroded image.

Closing : In the closing operation,erosion is performed to the dilated image , and the output object is thicker than the dilated image.

