For each of following edge detectors, I implement a function edge_detect to generate a result image. The inputs of the function are original image, offset, threshold and category.

Original image is lena.bmp.

Offset is the masks that each method uses.

Threshold is a value to binarize result image.

Here I use threshold values from homework website.

Category is the way to calculate gradient.

If category is 0, then gradient is the form $\sqrt{r_1^2+r_2^2}$; if category is 1, then gradient is the form $\max k_n$. For (a) $^{\sim}$ (d), category is 0. For (e) $^{\sim}$ (g), category is 1.

























