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### Algorithm of this program:

Import a binary image (from pattern1.mat, pattern2.mat or custom.txt (users can change input matrix arbitrarily))

Get the image's size (m, n)

Create a same size zero matrix 'transImage' to prepare for storing the Manhattan distance of each element

For i from 1 to m: traverse every row in the matrix

For j from 1 to n: traverse every element in the row

Create a matrix T to store the Manhattan distance between this element and each object

For i1 from 1 to m:

For j1 from 1 to n: traverse every element in the matrix to find all objects

If an object is found:

Calculate the Manhattan distance between these two elements using  $|i1-i|+|j1-j|$

Store the distance into T matrix

End searching based on this element: find the minimum value from T and store it to the 'transImage' matrix

End of traverse this row

End of traverse this matrix

Save the transformed image as .mat file

Output the transformed image

Algorithm illustration using a 4 x 4 example:

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

Figure 1.1 Input image.

0	/	/	/
/	2	/	4
/	/	/	/
/	4	/	6

Figure 1.2 Consider the Manhattan distance between the first element and all objects.

2	0	0	0
0	1	0	1
0	0	0	0
0	1	0	1

Figure 1.3 Take the minimum distance.

2	1	2	1
0	1	0	1
0	0	0	0
0	1	0	1

Figure 1.4 Traverse all elements in this row.

2	1	2	1
1	0	1	0
2	1	2	1
1	0	1	0

Figure 1.5 Traverse the whole matrix and get the final distance transform.

Take two 8 x 8 examples:

**Example #1 (Import pattern1.mat)**

Input image								Manhattan distance transform							
0	0	0	0	0	1	0	0	2	1	2	1	1	0	1	2
0	1	0	1	0	0	0	0	1	0	1	0	1	1	2	3
0	0	0	0	0	0	0	0	2	1	2	1	2	1	2	3
0	0	0	0	0	1	0	0	3	2	1	2	1	0	1	2
0	0	1	0	0	0	0	0	2	1	0	1	2	1	2	3
0	0	0	0	0	1	0	0	3	2	1	2	1	0	1	2
0	0	0	0	0	0	0	0	4	3	2	3	2	1	2	3
0	0	0	0	0	0	0	0	5	4	3	4	3	2	3	4

Figure 2.1 Import binary image

Figure 2.2 Output image

**Example #2 (Import pattern2.mat)**

Input image								Manhattan distance transform							
0	0	0	0	0	0	0	0	7	6	5	4	4	5	6	7
0	0	0	0	0	0	0	0	6	5	4	3	3	4	5	6
0	0	0	0	0	0	0	0	5	4	3	2	2	3	4	5
0	0	0	0	0	0	0	0	4	3	2	1	1	2	3	4
0	0	0	1	1	0	0	0	3	2	1	0	0	1	2	3
0	0	0	1	1	0	0	0	3	2	1	0	0	1	2	3
0	0	0	0	0	0	0	0	4	3	2	1	1	2	3	4
0	0	0	0	0	0	0	0	5	4	3	2	2	3	4	5

Figure 3.1 Import binary image

Figure 3.2 Output image