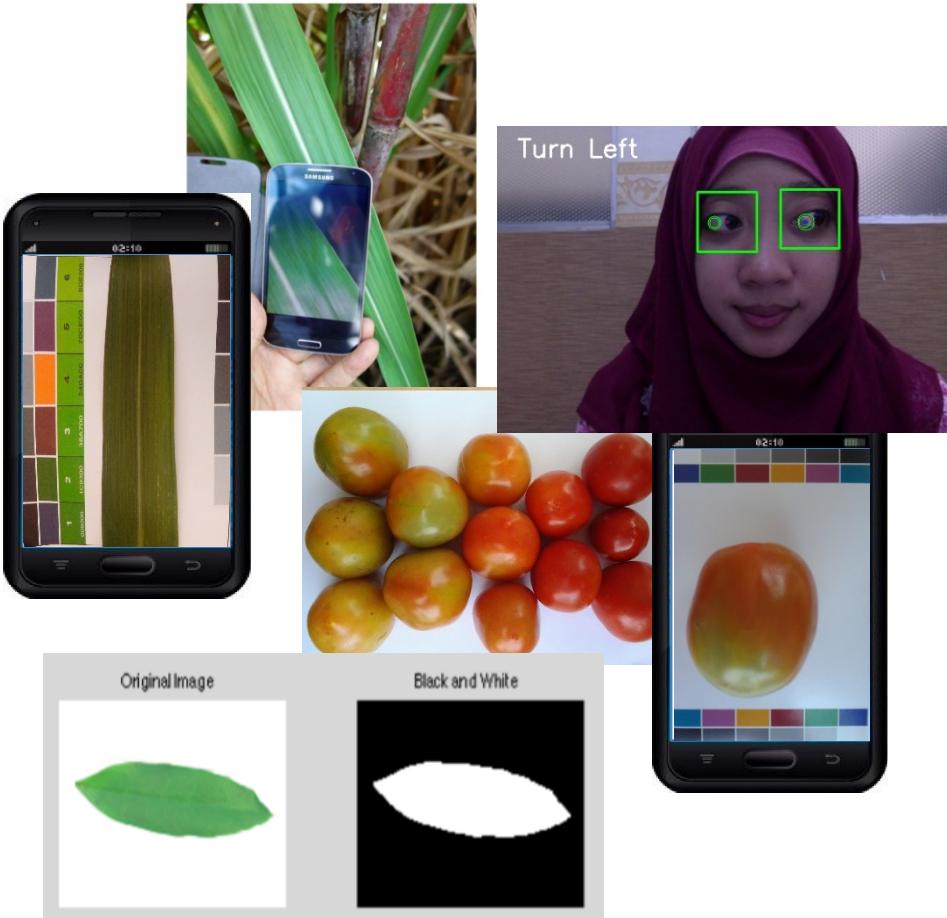


# Visi Komputer

## MORFOLOGI CITRA

***Team Teaching :***

1. Dr. Eng. Fitri Utaminingrum, S.T, M.T

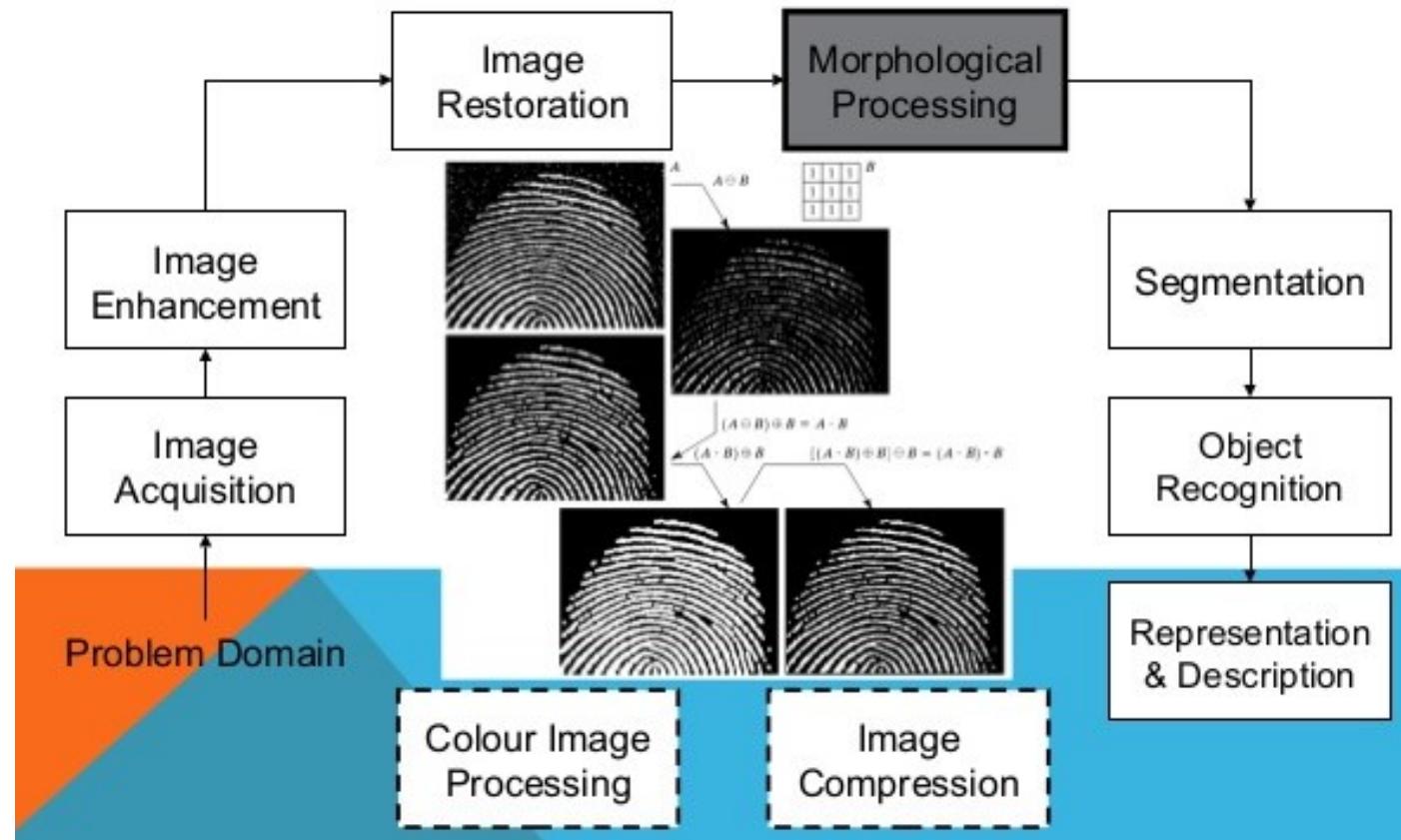


- Pegertian Operasi Morfologi
- Teori Himpunan
- Operasi Logika pada Citra Biner
- Dasar Proses Morfologi
- Structuring Element (SE)
- Dilasi dan Erosi
- Opening dan Closing
- Transformasi Hit or Miss
- Region Filling
- Boundary Extraction
- Belajar Mandiri



# Operasi Morfologi

- Operasi morfologi merupakan operasi yang umumnya digunakan pada citra biner untuk mengubah struktur bentuk objek yang terkandung di dalam citra.
- Perbedaan antara pemrosesan citra morfologi dengan pemrosesan citra yang telah kita pelajari adalah:
  - Dulu kita memandang sebuah citra adalah suatu fungsi intensitas terhadap posisi(x,y)
  - **Dengan pendekatan morfologi, kita memandang citra sebagai sebuah himpunan.**
- Contoh aplikasi morfologi:
  - Membentuk filter spasial
  - Memperoleh skeleton(rangka) objek.
  - Menentukan letak objek di dalam citra
  - Memperoleh bentuk struktur objek



# Teori Himpunan

- Jika  $a$  adalah elemen dari  $A$ , maka dituliskan  $a \in A$ .
- Jika  $a$  bukan elemen  $A$ , dituliskan  $a \notin A$ .
- Himpunan dispesifikasikan dengan tanda kurung  $\{.\}$  yang didalamnya berisi elemen-elemen himpunan.
- Jika tiap elemen dari himpunan  $A$  adalah juga elemen dari himpunan  $B$ , maka  $A$  adalah subset dari  $B$ , dan dituliskan  $A \subseteq B$ .
- **Union** himpunan  $A$  dan  $B$ , dinyatakan dengan  $C = A \cup B$ , adalah himpunan dari semua elemen anggota  $A$ ,  $B$ , atau keduanya.
- **Irisan**  $A$  dan  $B$ , dinyatakan dengan  $D = A \cap B$ , adalah himpunan yang anggotanya merupakan anggota persekutuan dari dua himpunan  $A$  dan  $B$ .

# Teori Himpunan

Dua himpunan A dan B disebut disjoint atau mutually exclusive jika kedua himpunan tersebut tidak memiliki elemen bersama.

Dalam kasus ini,  $A \cap B = \emptyset$ .  
Complement himpunan A adalah himpunan elemen yang bukan anggota A :

$$A^c = \{w \mid w \notin A\}$$

Selisih dua himpunan A dan B, dinyatakan dengan  $A - B$ , memiliki definisi :

$$A - B = \{w \mid w \in A, w \notin B\} = A \cap B^c$$

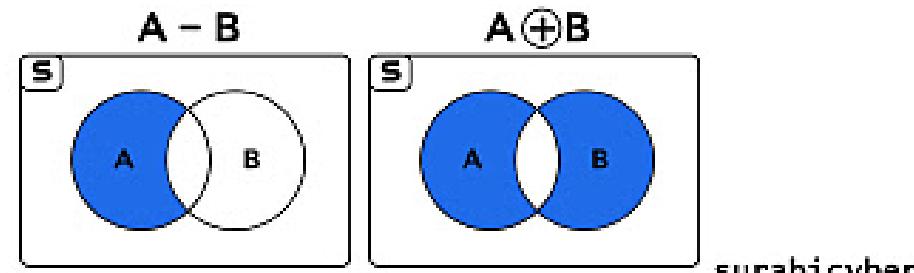
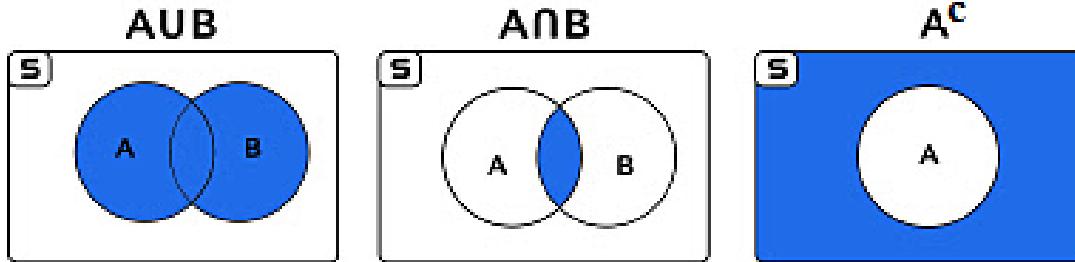
Refleksi dari himpunan B, dinyatakan dengan denoted  $\hat{B}$ , memiliki definisi :

$$\hat{B} = \{w \mid w = -b, \text{ for } b \in B\}$$

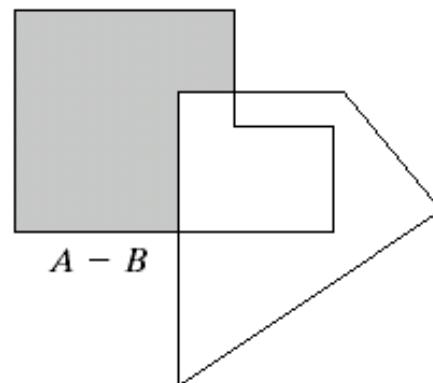
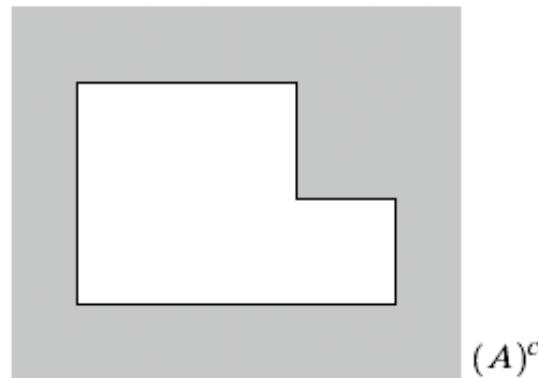
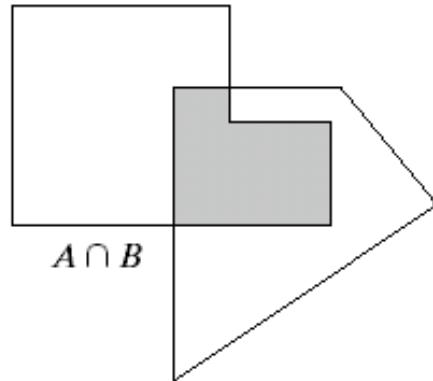
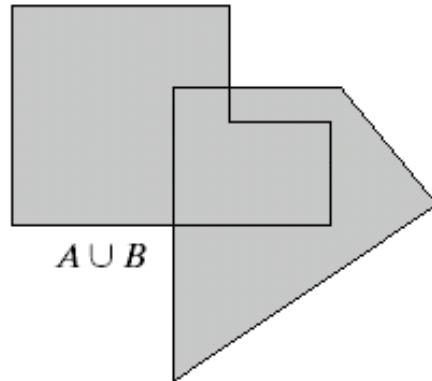
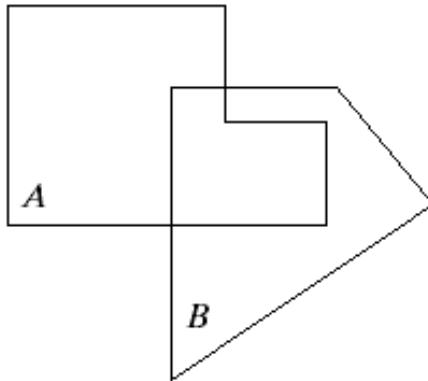
Translasi dari himpunan A dengan titik  $z = (z_1, z_2)$ , dinyatakan dengan  $(A)_z$ , memiliki definisi :

$$(A)_z = \{c \mid c = a + z, \text{ for } a \in A\}$$

## Operasi-operasi Himpunan



# Teori Himpunan

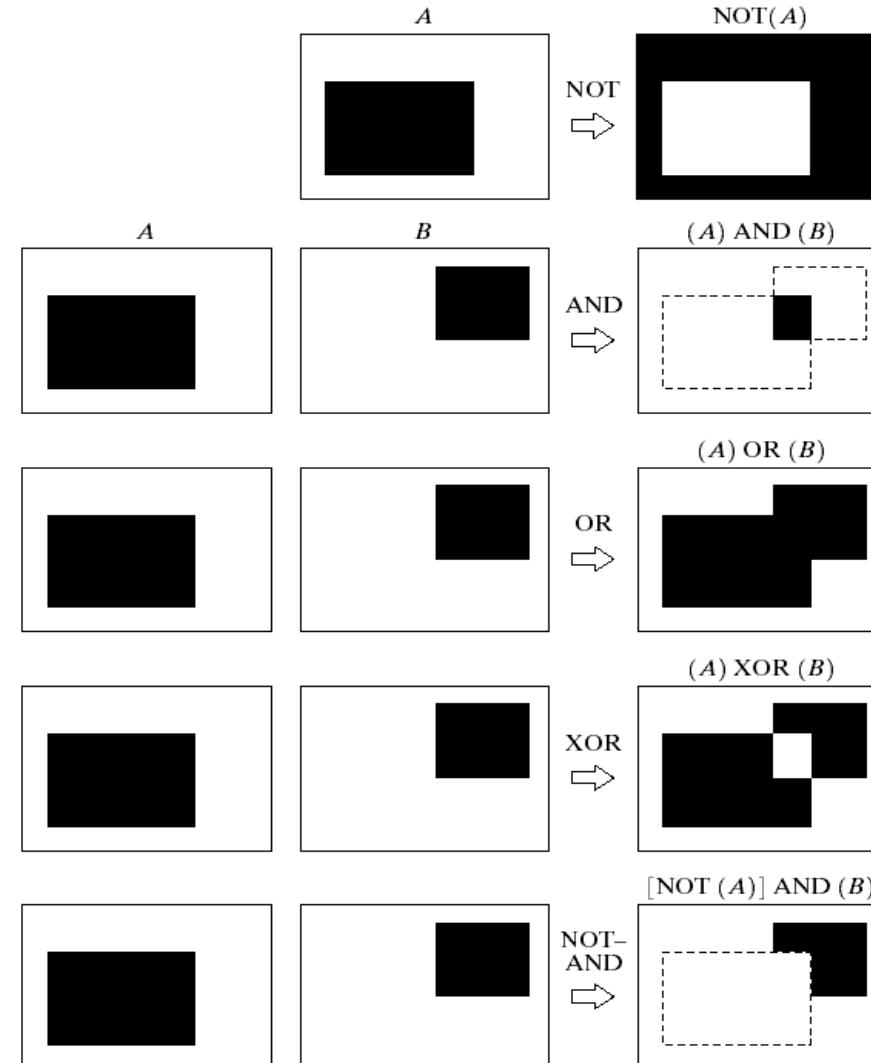


a  
b  
c  
d  
e

**FIGURE 9.1**  
(a) Two sets  $A$  and  $B$ . (b) The union of  $A$  and  $B$ .  
(c) The intersection of  $A$  and  $B$ . (d) The complement of  $A$ .  
(e) The difference between  $A$  and  $B$ .

# Operasi Logika pada Citra Biner

- Prinsip-prinsip operasi logika yang digunakan dalam image processing adalah **AND, OR, NOT (COMPLEMENT)**.
- Operasi logika dilakukan dari pixel ke pixel dengan pixel-pixel yang bersesuaian.
- Operasi logika penting lainnya adalah: **XOR (exclusive OR), NAND (NOT-AND)**



**FIGURE 9.3** Some logic operations between binary images. Black represents binary 1s and white binary 0s in this example.

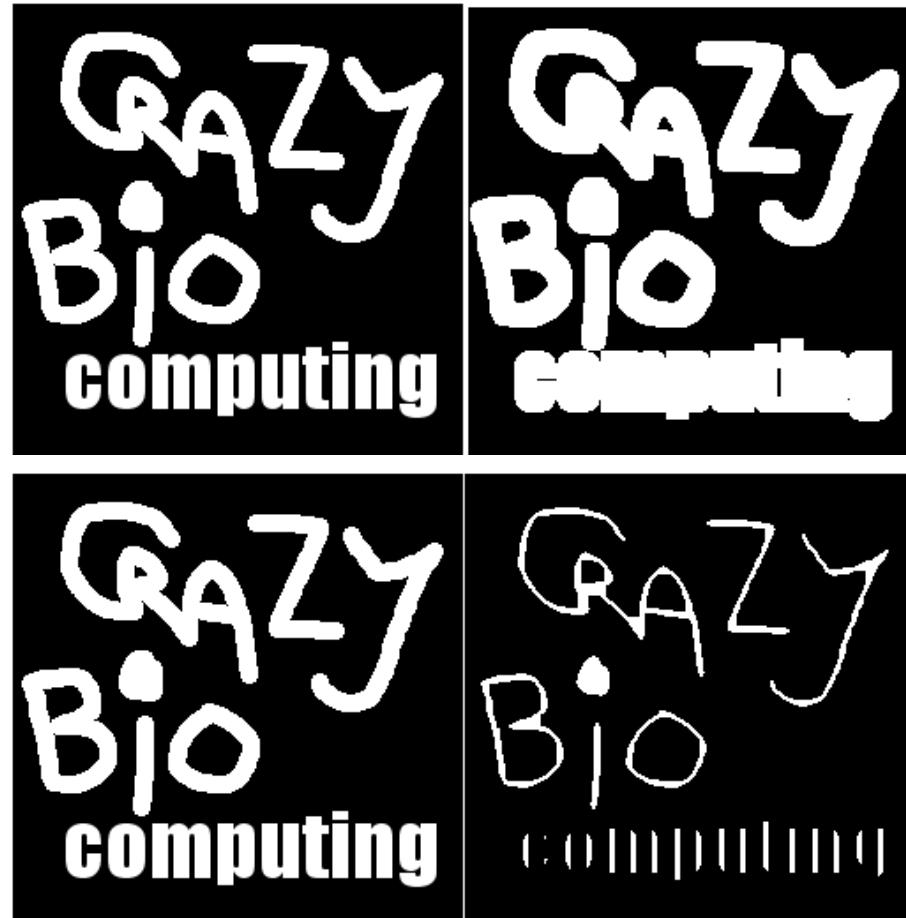
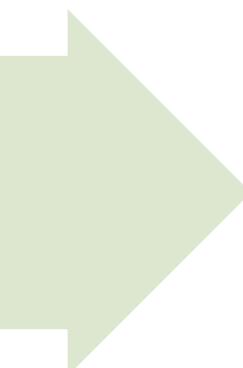
# Dasar Proses Morfologi

Dilasi

- Membesar
- Meluas
- Melebar

Erosi

- Pengikisan
- Memperkecil
- Mempersempit

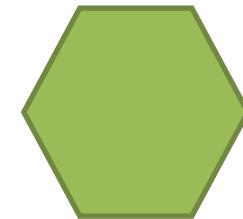


# Structuring Element (SE)

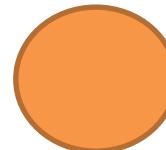
- A **structuring element** is a shape mask used in the basic morphological operations.
- They can be any shape and size that is digitally representable, and each has an origin.



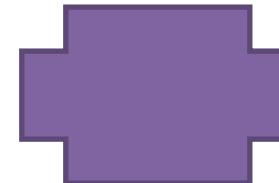
box



hexagon



disk



something

box(length,width)

disk(diameter)

- Shape and size must be adapted to geometric properties for the objects.

## Dilasi

- Dilasi digunakan untuk mengembangkan/ekspan sebuah elemen A menggunakan *structuring element* B.
- Dilasi A oleh B dapat didefinisikan dengan persamaan berikut:

$$A \oplus B = \{z | (\hat{B})_z \cap A \neq \emptyset\} \quad (1)$$

- Dilasi A oleh B adalah set dari seluruh pergeseran z, seperti dan A tumpang tindih dengan setidaknya satu elemen. Sehingga Pers. (1) dapat dituliskan menjadi:

$$A \oplus B = \{z | [(\hat{B})_z \cap A] \subseteq A\} \quad (2)$$

Dalam hal ini,

- a)  $\hat{B} = \{w | w = -b, \text{untuk } b \in B\}$
- b)  $(B)_z = \{c | c = a + z, \text{untuk } a \in A\}$
- c)  $z=(z_1, z_2)$

# Dilasi

- Burger & Burge (2008) mendefinisikan operasi dilasi seperti dalam persamaan berikut:  $A \oplus B = \{z | z = a + b, \text{ dengan } a \in A \text{ dan } b \in B\}$

Contoh Dilasi:

$$A = \{(2,2), (2,3), (2,4), (3,2), (3,3), (3,4), (4,3)\}$$

$$B = \{(-1, 0), (0,0), (1,0)\}$$

	-1	0	1	
-1	0	1	0	
0	0	1	0	
1	0	1	0	

Structuring Element

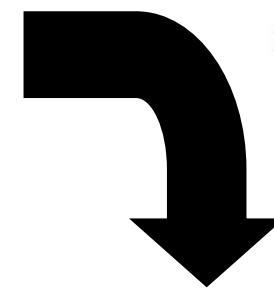
	1	2	3	4	5
1	0	0	0	0	0
2	0	1	1	1	0
3	0	1	1	1	0
4	0	0	1	0	0
5	0	0	0	0	0

# Dilasi

$$\begin{aligned}
 A \oplus B &= \{ (2,2) + (-1, 0), (2,2) + (0, 0), (2,2) + (1, 0), \\
 &\quad (2,3) + (-1, 0), (2,3) + (0, 0), (2,3) + (1, 0), \\
 &\quad (2,4) + (-1, 0), (2,4) + (0, 0), (2,4) + (1, 0), \\
 &\quad (3,2) + (-1, 0), (3,2) + (0, 0), (3,2) + (1, 0), \\
 &\quad (3,3) + (-1, 0), (3,3) + (0, 0), (3,3) + (1, 0), \\
 &\quad (3,4) + (-1, 0), (3,4) + (0, 0), (3,4) + (1, 0), \\
 &\quad (4,3) + (-1, 0), (4,3) + (0, 0), (4,3) + (1, 0) \} \\
 &= \{ (1,2), (2,2), (3,2), (1,3), (2,3), (3,3), \\
 &\quad (1,4), (2,4), (3,3), (2,2), (3,2), (4,2), \\
 &\quad (2,3), (3,3), (4,3), (2,4), (3,4), (4,4), \\
 &\quad (3,3), (4,3), (5,3) \} \\
 &= \{ (1,2), (1,3), (1,4), (2,2), (2,3), (2,4), \\
 &\quad (3,2), (3,3), (3,4), (4,2), (4,3), (4,4), (5,3) \}
 \end{aligned}$$

	1	2	3	4	5
1	0	0	0	0	0
2	0	1	1	1	0
3	0	1	1	1	0
4	0	0	1	0	0
5	0	0	0	0	0

-1	0	1
0	0	1
1	0	1



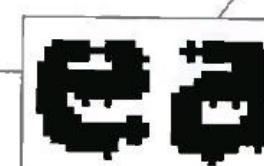
	1	2	3	4	5
1	0	1	1	1	0
2	0	1	1	1	0
3	0	1	1	1	0
4	0	1	1	1	0
5	0	0	1	0	0

# Dilasi

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.**



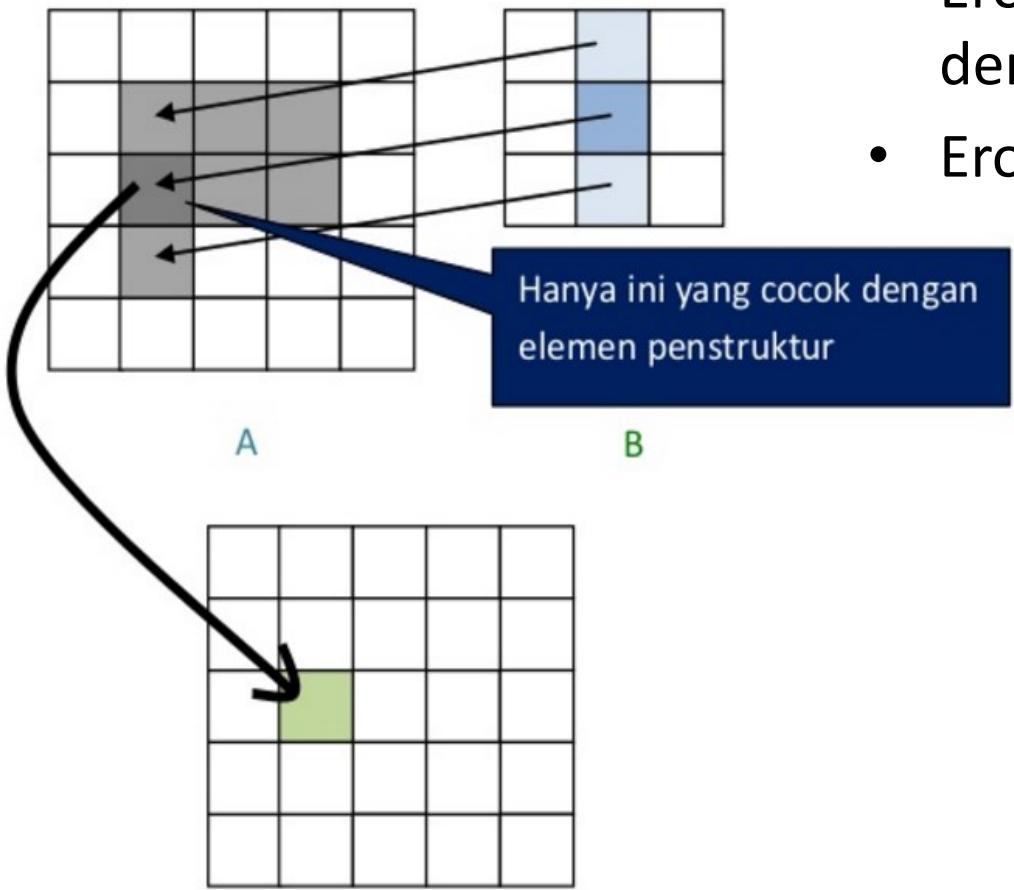
0	1	0
1	1	1
0	1	0

a  
b  
c

**FIGURE 9.5**

- (a) Sample text of poor resolution with broken characters (magnified view).
- (b) Structuring element.
- (c) Dilation of (a) by (b). Broken segments were joined.

# Erosi



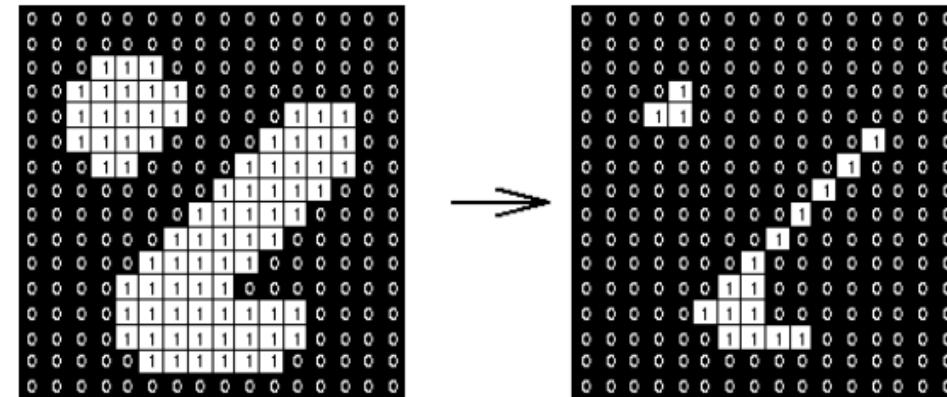
- Erosi digunakan untuk menyusutnya elemen A dengan menggunakan elemen B
- Erosi A dengan B data dituliskan:

$$A \ominus B$$

$$g(x, y) = f(x, y) \ominus SE$$

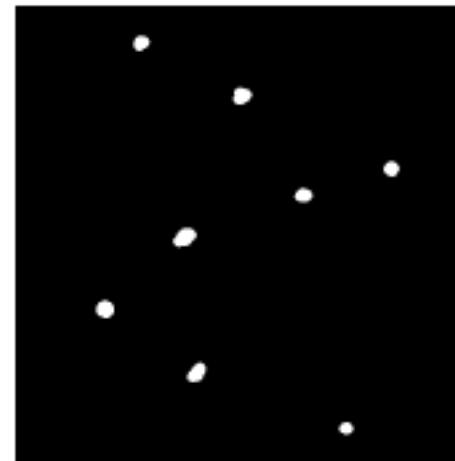
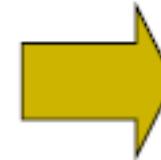
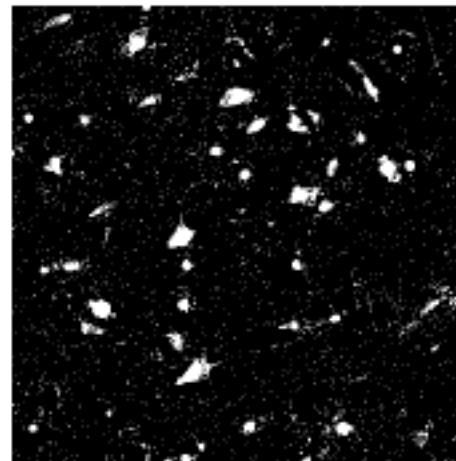
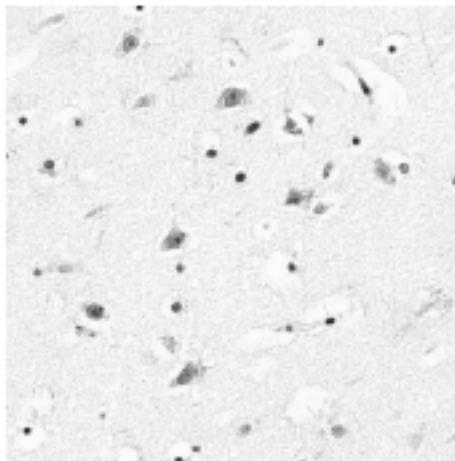
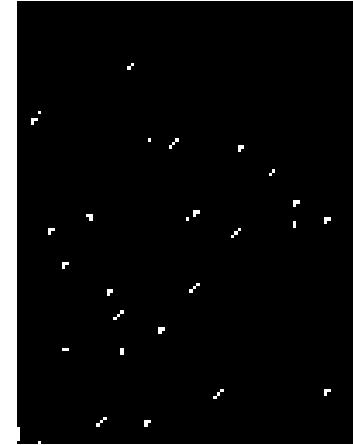
Structuring Element

1	1	1
1	1	1
1	1	1



- Objects menjadi lebih kecil

# Erosi



# Dilasi dan Erosi di Phyton

## Dilasi

```
dilation = cv2.dilate(img,kernel,iterations = 1)
```

## Erosi

```
import cv2
import numpy as np

img = cv2.imread('j.png',0)
kernel = np.ones((5,5),np.uint8)
erosion = cv2.erode(img,kernel,iterations = 1)
```

# Dilasi dan Erosi

- Dilasi dan erosi adalah bersifat duals satu sama lain berkaitan dengan komplemen dan refleksi. Yaitu:

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

PROVING

□ Starting with the definition of erosion

$$(A \ominus B)^c = \{z \mid (B)_z \subseteq A\}^c$$

□ If set  $(B)_z$  is contained in set  $A$ , then

$$(B)_z \cap A^c = \emptyset$$

thus

$$\begin{aligned}(A \ominus B)^c &= \left\{z \mid (B)_z \cap A^c = \emptyset\right\} \\ &= A^c \oplus \hat{B}\end{aligned}$$

# Dilasi dan Erosi Bersifat Duals

Dilasi dan erosi adalah bersifat duals satu sama lain berkaitan dengan komplemen dan refleksi. Yaitu:

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



A

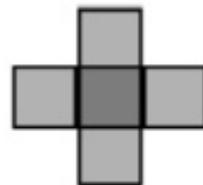


$A \ominus B$



$(A \ominus B)^c$

$$B = \hat{B}$$

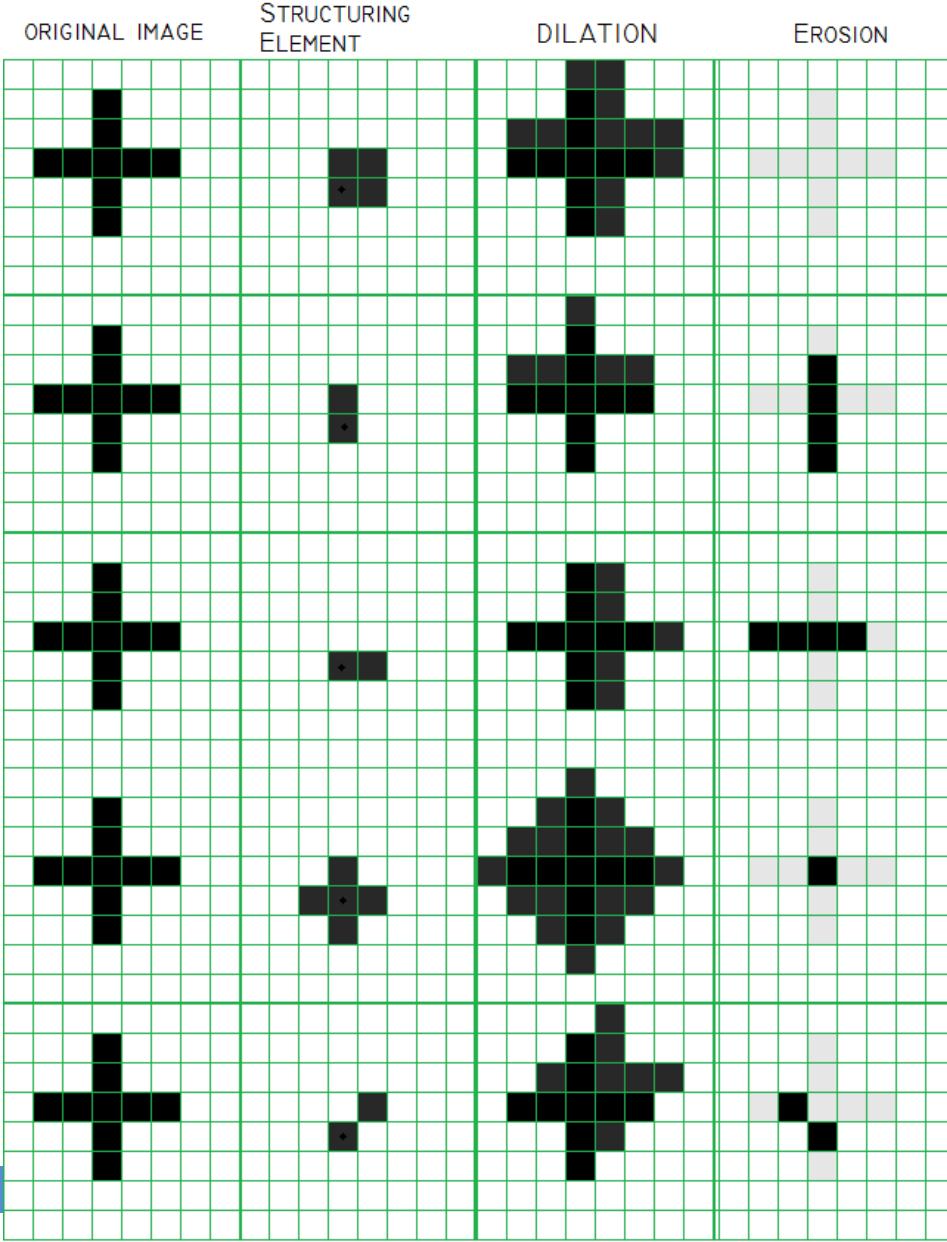
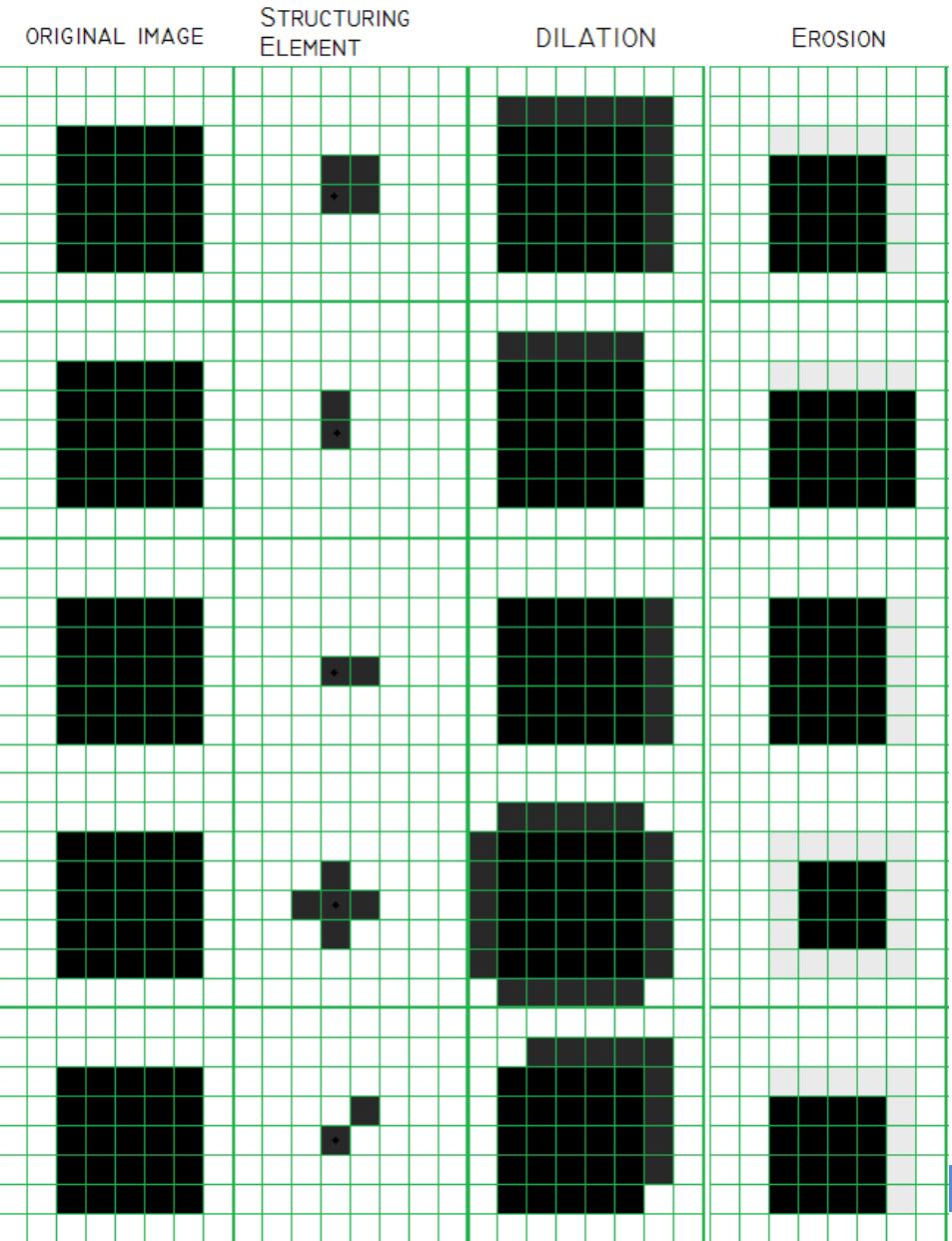


$A^c$



$A^c \oplus \hat{B}$

# Dilasi dan Erosi



# Structuring Element in Phyton

Fungsi Phyton untuk Structuring Element **cv2.getStructuringElement()**

```
# Rectangular Kernel
>>> cv2.getStructuringElement(cv2.MORPH_RECT,(5,5))
array([[1, 1, 1, 1, 1],
       [1, 1, 1, 1, 1],
       [1, 1, 1, 1, 1],
       [1, 1, 1, 1, 1],
       [1, 1, 1, 1, 1]], dtype=uint8)

# Elliptical Kernel
>>> cv2.getStructuringElement(cv2.MORPH_ELLIPSE,(5,5))
array([[0, 0, 1, 0, 0],
       [1, 1, 1, 1, 1],
       [1, 1, 1, 1, 1],
       [1, 1, 1, 1, 1],
       [0, 0, 1, 0, 0]], dtype=uint8)

# Cross-shaped Kernel
>>> cv2.getStructuringElement(cv2.MORPH_CROSS,(5,5))
array([[0, 0, 1, 0, 0],
       [0, 0, 1, 0, 0],
       [1, 1, 1, 1, 1],
       [0, 0, 1, 0, 0],
       [0, 0, 1, 0, 0]], dtype=uint8)
```

# Structuring Element in Matlab

- `SE = strel('diamond', R)` creates a diamond-shaped structuring element, where R specifies the distance from the structuring element origin to the points of the diamond.
- `SE = strel('disk', R, N)` creates a disk-shaped structuring element, where R specifies the radius.
- `SE = strel('line', len, deg)` → creates a linear structuring element that is symmetric with respect to the neighborhood center.
- `SE = strel('rectangle', MN)` → creates a rectangular structuring element, where MN specifies the size.
- `SE = strel('square', W)` → creates a square structuring element whose width is W pixels.
- `SE = strel('cube', W)` → creates a cubic structuring element whose width is W pixels. W must be a nonnegative integer scalar.
- `SE = strel('cuboid', XYZ)` creates a cuboidal structuring element of size XYZ.
- `SE = strel('sphere', R)` creates a spherical structuring element whose radius is R pixels.

<https://www.mathworks.com/help/images/ref/strel-class.html>



# Opening dan Closing

- **Opening**
  - menghaluskan batas (contour) objek,
  - mematahkan hubungan/jembatan yang sempit,
  - menghilangkan tonjolan yang tipis.
- **Closing**
  - juga menghaluskan contour objek, tetapi kebalikan dari opening
  - closing menggabungkan jembatan yang sempit dan jurang sempit yang panjang,
  - menghilangkan lubang-lubang kecil dan mengisi celah di dalam contour.

# Opening dan Closing

- Opening dari himpunan A dengan “structuring element” B didefinisikan :

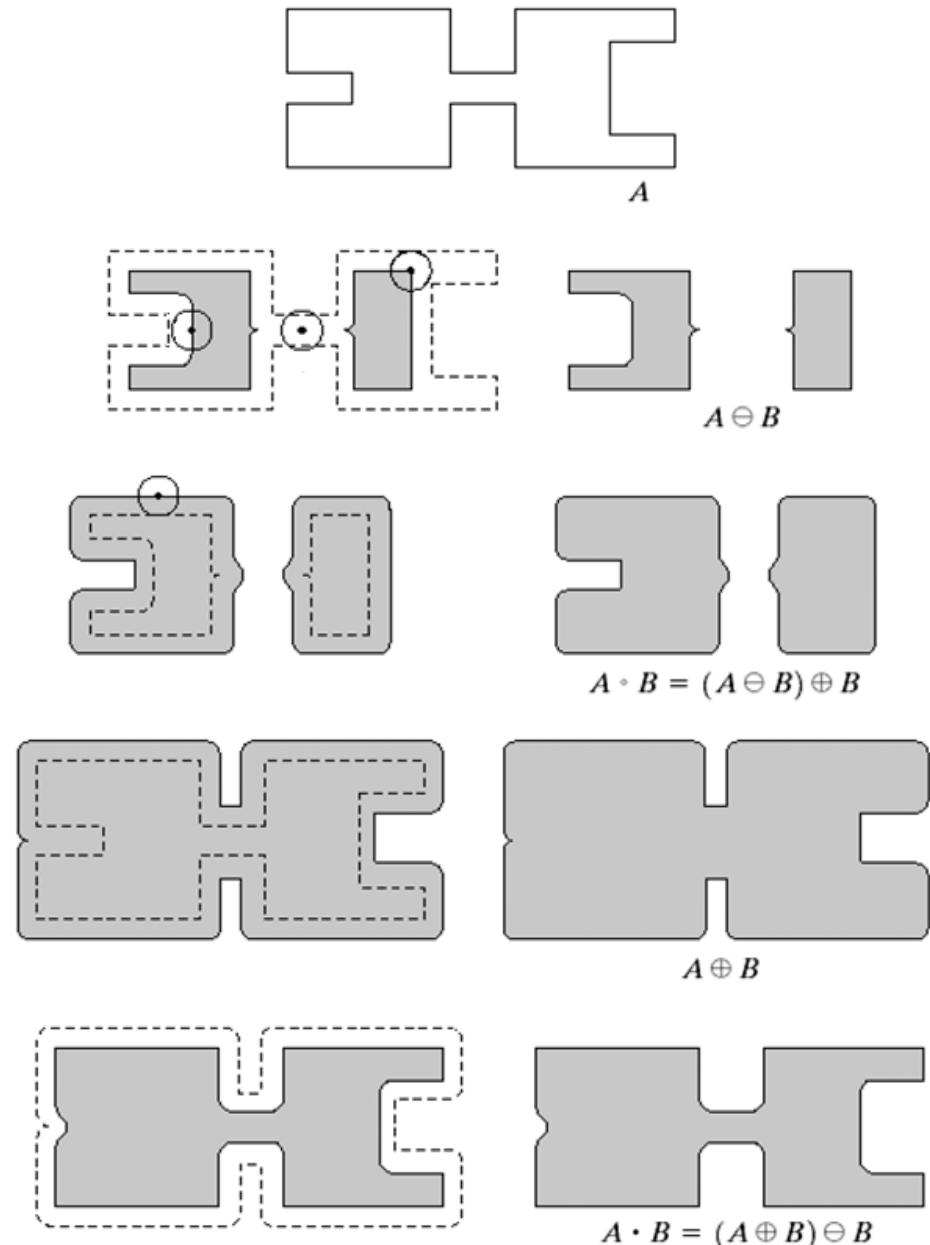
$$A \circ B = (A \Theta B) \oplus B$$

- Pertama - mengikis A oleh B, dan kemudian melebarkan hasilnya dengan B
- Closing dari himpunan A dengan “structuring element” B didefinisikan :

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

a
b c
d e
f g
h i

**FIGURE 9.10**  
Morphological opening and closing. The structuring element is the small circle shown in various positions in (b). The dark dot is the center of the structuring element.



### Operasi opening

- Erosi yang diikuti dengan dilasi
- Operasi ini berguna untuk menghaluskan kontur objek dan menghilangkan seluruh piksel di area yang terlalu kecil untuk ditempati oleh elemen penstruktur. Kemudian penghalusan dilakukan melalui dilasi.

### Operasi Closing

- Dilasi yang diikuti dengan erosi
- Berguna untuk menghaluskan kontur dan menghilangkan lubang-lubang kecil.

# Closing



A



opening of A

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



closing of A

→ removal of holes

# Opening dan Closing with Phyton

## Opening

```
opening = cv2.morphologyEx(img, cv2.MORPH_OPEN, kernel)
```

## Closing

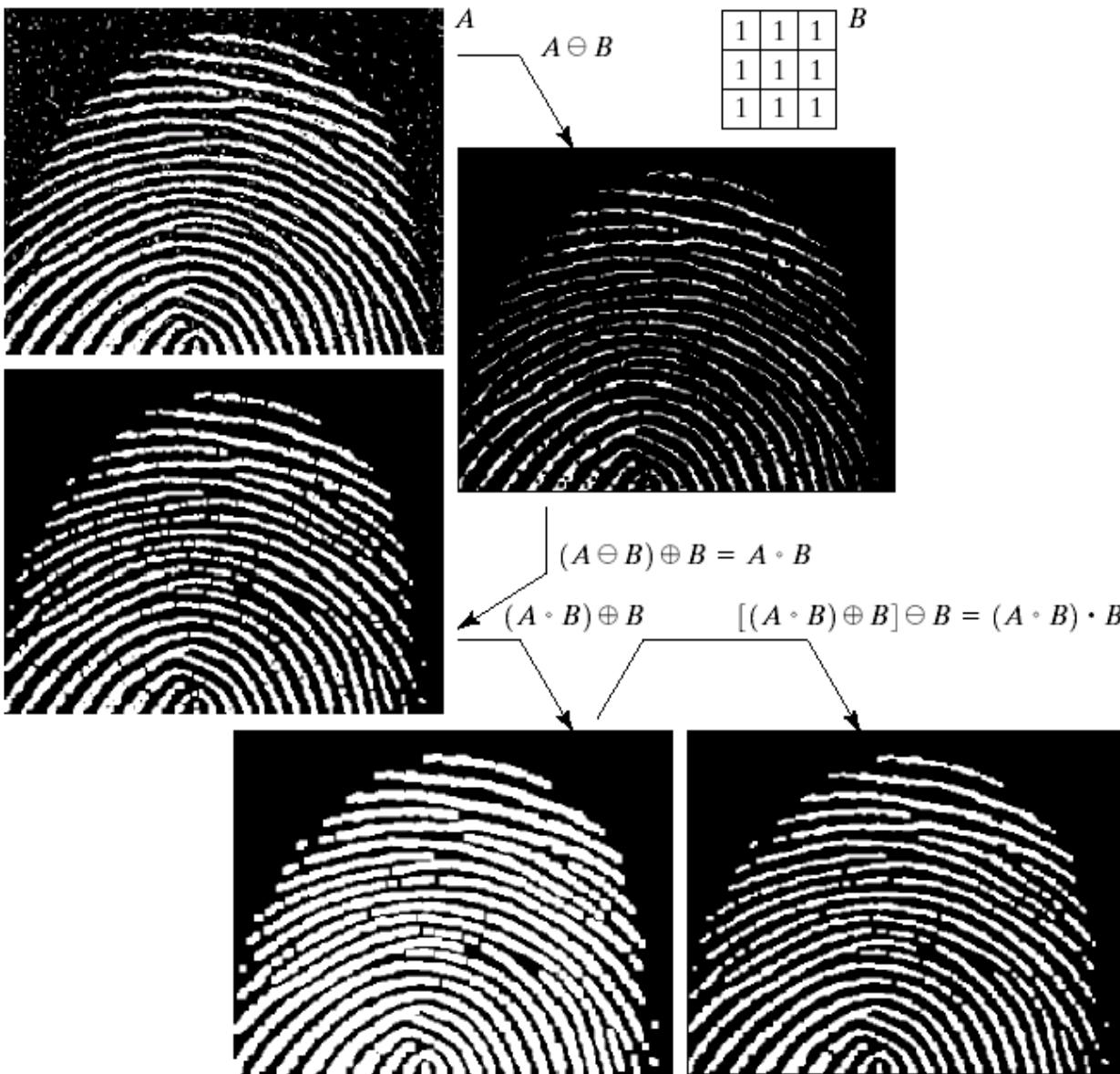
```
closing = cv2.morphologyEx(img, cv2.MORPH_CLOSE, kernel)
```



# Opening dan Closing with Matlab

```
I=imread('im.jpg');  
I1=im2bw(I);  
S=strel('square',13);  
I2=imopen(I1,S);  
I2=imclose(I2,S);  
Subplot(1,2,1);imshow(I);  
Subplot(1,2,2);imshow(I1);
```





**FIGURE 9.11**

- (a) Noisy image.
- (c) Eroded image.
- (d) Opening of A.
- (d) Dilation of the opening.
- (e) Closing of the opening. (Original image for this example courtesy of the National Institute of Standards and Technology.)



# Transformasi hit-or-miss

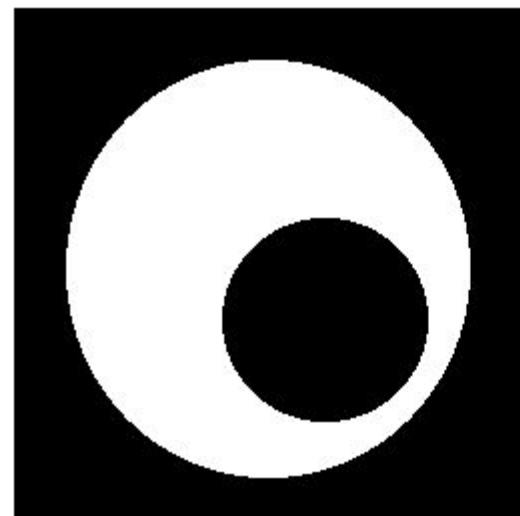
Transformasi hit-or-miss A oleh B dinyatakan oleh  $A \otimes B$

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

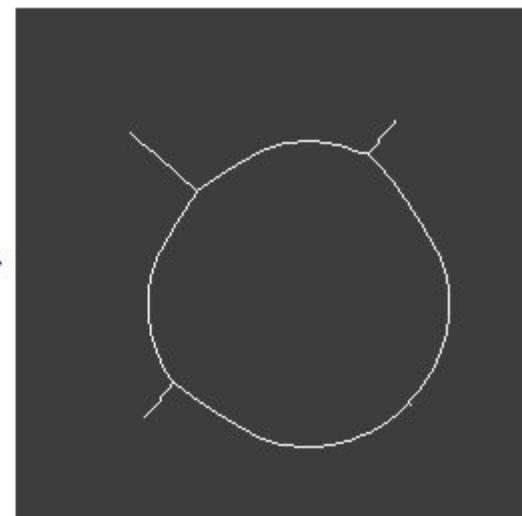
Kita bisa men-generalisasi notasi dengan menyatakan  $B=(B_1, B_2)$ ,  
Transformasi hit-or-miss didefinisikan dengan dua strel/konstruktor seperti:

$\begin{matrix} 1 & & 1 \\ 1 & 1 & 1 \\ 1 & & 1 \end{matrix}$ $B_1$	$\begin{matrix} 1 & & 1 \\ & \square & \\ 1 & & 1 \end{matrix}$ $B_2$
--	--

Contoh pasangan strel



Original image



Skeleton image

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

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

a. Piksel citra asli A

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

b. Erosi A oleh B1

1	1	1	1
1	1	1	1
		□	
B1		B2	

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

c. Komplemen citra A ( $A^c$ )

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

d. Erosi  $A^c$  oleh B2

Pasangan strel yang digunakan

Toolbox di MATLAB:

`>> C = bwhitmiss(A, B1, B2)`

← Hasil transformasi Hit or Miss

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

e. Irisan b dan d

# Transformasi hit-or-miss

```
#include <opencv2/core.hpp>
#include <opencv2/imgproc.hpp>
#include <opencv2/highgui.hpp>

using namespace cv;

int main(){
    Mat input_image = (Mat<uchar>)(8, 8) <<
        0, 0, 0, 0, 0, 0, 0, 0,
        0, 255, 255, 255, 0, 0, 0, 255,
        0, 255, 255, 255, 0, 0, 0, 0,
        0, 255, 255, 255, 0, 255, 0, 0,
        0, 0, 255, 0, 0, 0, 0, 0,
        0, 0, 255, 0, 0, 255, 255, 0,
        0, 255, 0, 255, 0, 0, 255, 0,
        0, 255, 255, 0, 0, 0, 0);

    Mat kernel = (Mat<int>)(3, 3) <<
        0, 1, 0,
        1, -1, 1,
        0, 1, 0);

    Mat output_image;
    morphologyEx(input_image, output_image, MORPH_HITMISS, kernel);

    const int rate = 50;
    kernel = (kernel + 1) * 127;
    kernel.convertTo(kernel, CV_8U);

    resize(kernel, kernel, Size(), rate, rate, INTER_NEAREST);
    imshow("kernel", kernel);
    moveWindow("kernel", 0, 0);

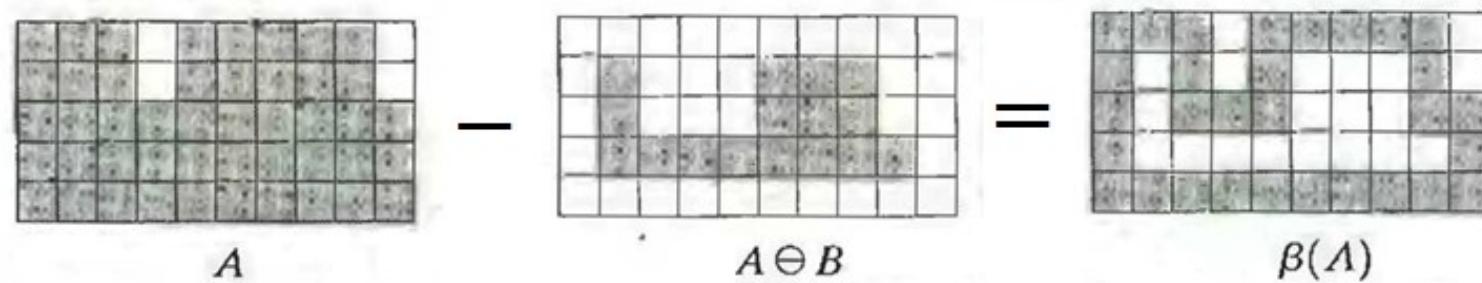
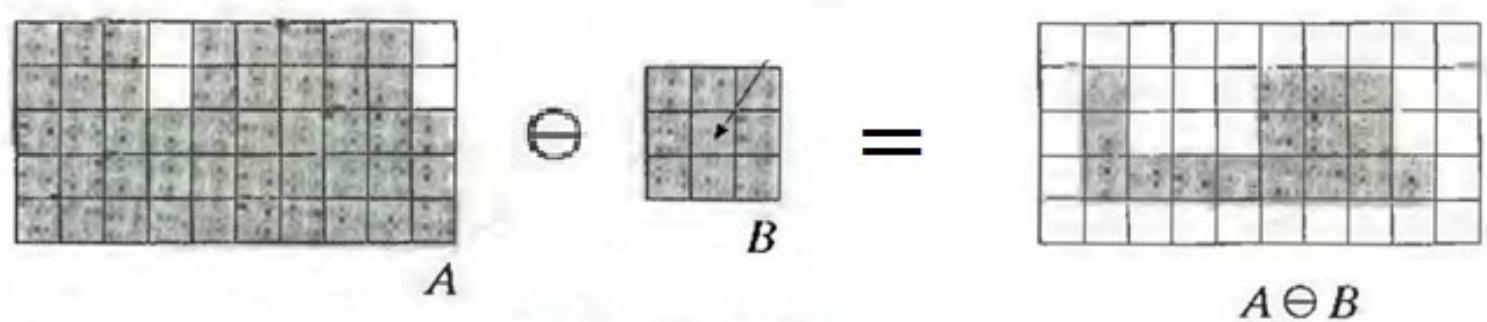
    resize(input_image, input_image, Size(), rate, rate, INTER_NEAREST);
    imshow("Original", input_image);
    moveWindow("Original", 0, 200);

    resize(output_image, output_image, Size(), rate, rate, INTER_NEAREST);
    imshow("Hit or Miss", output_image);
    moveWindow("Hit or Miss", 500, 200);

    waitKey(0);
    return 0;
}
```

# Boundary Extraction

- Pertama, erosi A dengan B, kemudian buat perbedaan set antara A dan Erosi
- Ketebalan kontur tergantung pada ukuran dari constructing object – B



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

# Boundary Extraction



Original image, after dilation and boundary extraction with the help of dilation

# Boundary Extraction

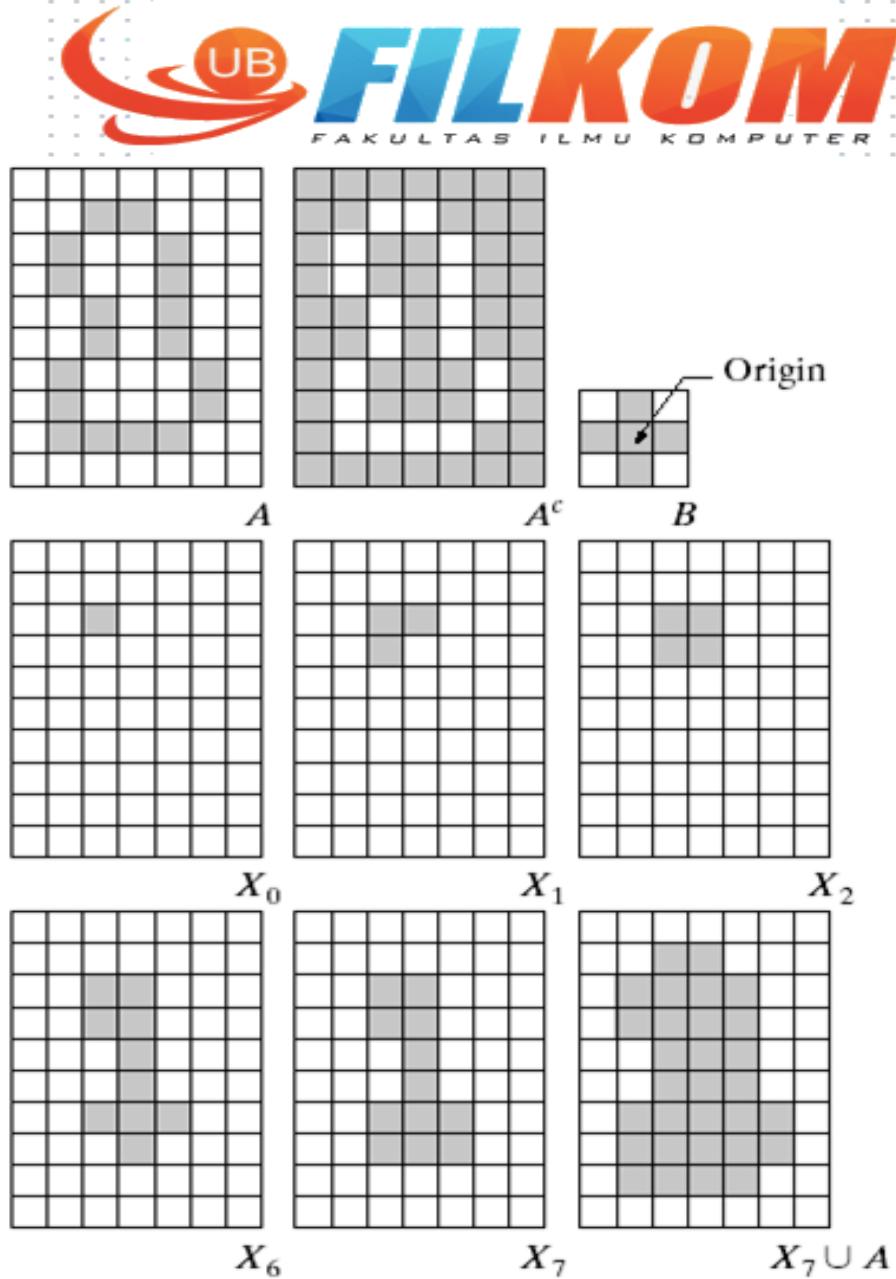
- Algoritma ini didasarkan pada set dari dilasi, komplemen dan intersections
- $p$  is the point inside the boundary, with the value of 1
- $X(k) = (X(k-1) \text{ xor } B)$  conjunction dengan complemented A, atau:

$$X_k = (X_{k-1} \oplus B) \cap A^c$$

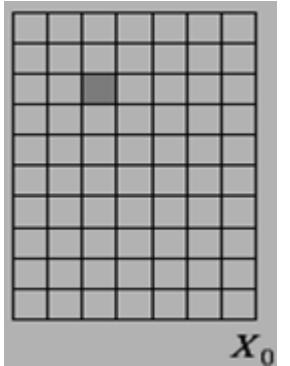
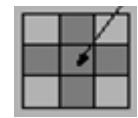
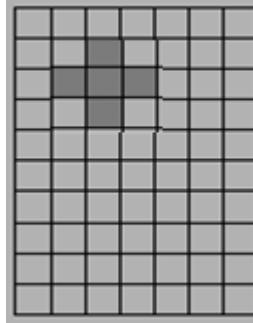
- Proses akan berhenti jika  $X(k) = X(k-1)$
- Hasil diberikan oleh union dari A dan  $X(k)$ , adalah sebuah set yang berisi isi-set dan tepi.

a	b	c
d	e	f
g	h	i

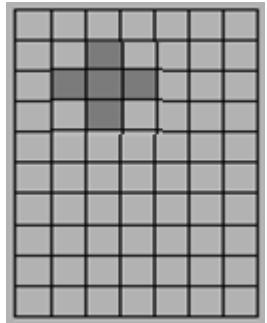
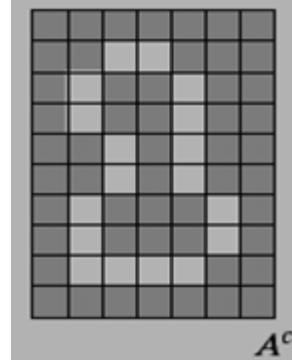
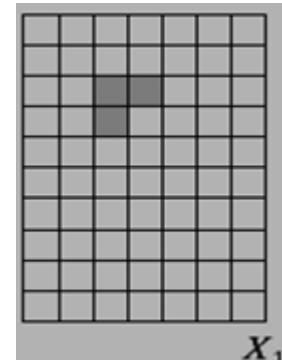
**FIGURE 9.15**  
Region filling.  
(a) Set  $A$ .  
(b) Complement of  $A$ .  
(c) Structuring element  $B$ .  
(d) Initial point inside the boundary.  
(e)–(h) Various steps of Eq. (9.5-2).  
(i) Final result [union of (a) and (h)].



# Boundary Extraction

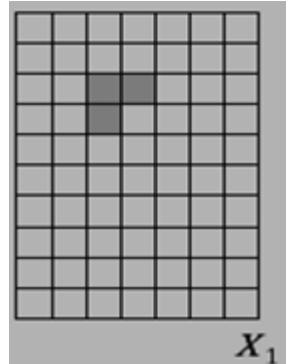
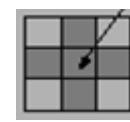
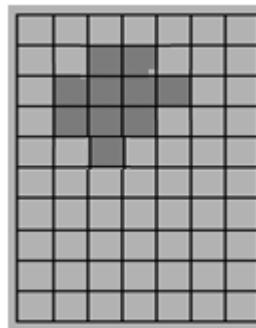
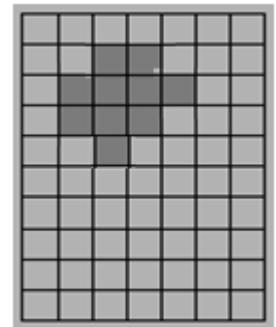
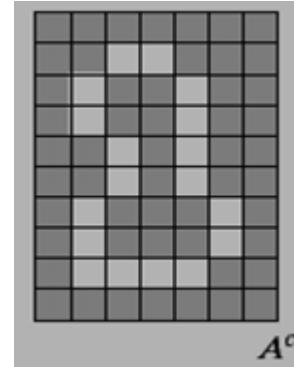
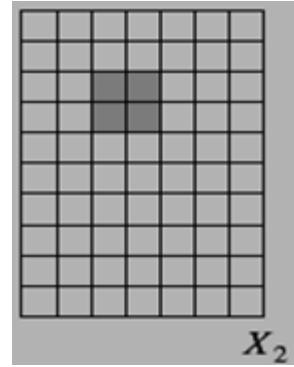
 $\oplus$  $=$ 

$$(X_{k-1} \oplus B)$$

 $\cap$  $=$ 

$$X_k = (X_{k-1} \oplus B) \cap A^c$$

$$X_2 \rightarrow X_{k-1} = X_1$$

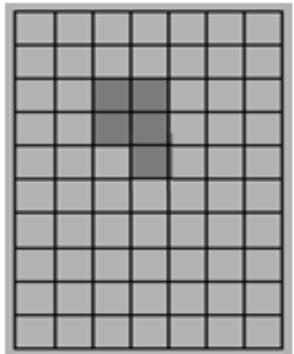
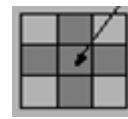
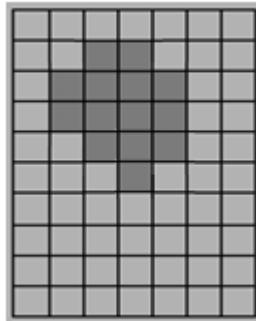
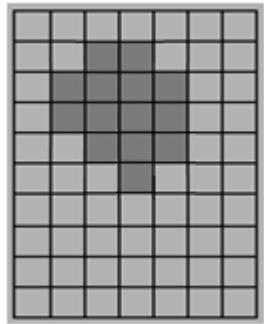
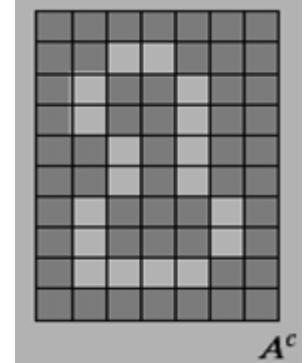
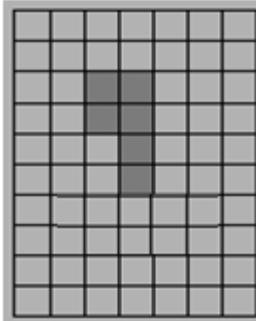

 $\oplus$ 

 $=$ 

 $(X_{k-1} \oplus B)$ 

 $\cap$ 

 $=$ 


$$X_k = (X_{k-1} \oplus B) \cap A^c$$

$$x_3 \rightarrow x_{k-1} = x_2$$

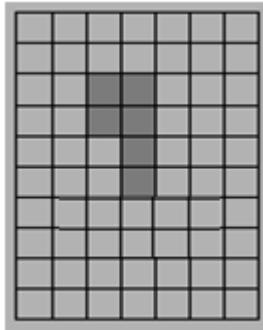
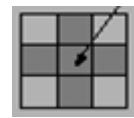
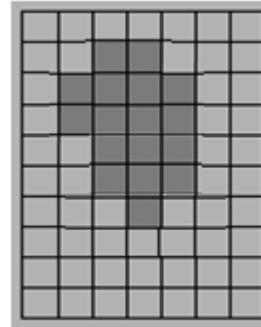
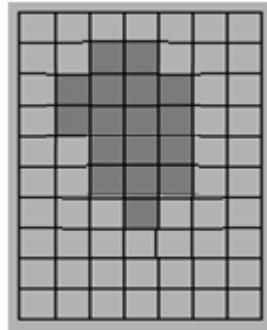
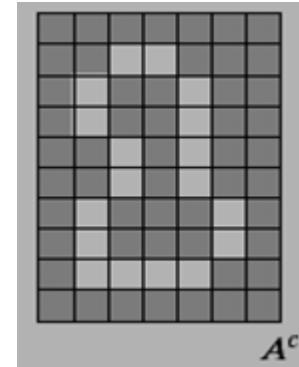
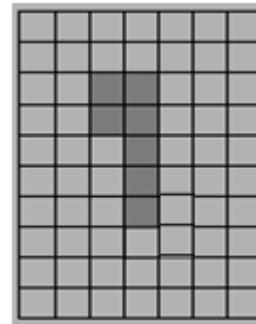
$$H_3 = (H_1 \cap H_2) \cap A^c$$

$$X_4 \rightarrow X_{k-1} = X_3$$

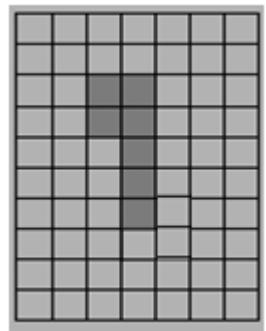

 $\oplus$ 

 $=$ 

 $(X_{k-1} \oplus B)$ 
 $X_3$ 

 $\cap$ 

 $=$ 

 $X_4$ 

$$X_k = (X_{k-1} \oplus B) \cap A^c$$

$$X_5 \rightarrow X_{k-1} = X_4$$

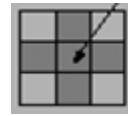

 $\oplus$ 

 $=$ 

 $(X_{k-1} \oplus B)$ 
 $X_4$ 

 $\cap$ 

 $=$ 

 $X_k = (X_{k-1} \oplus B) \cap A^c$ 
 $X_5$

$$X_6 \rightarrow X_{k-1} = X_5$$

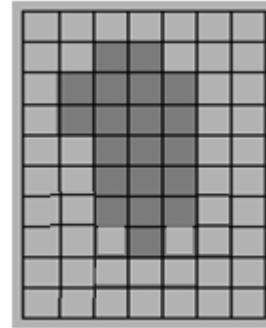


$X_5$

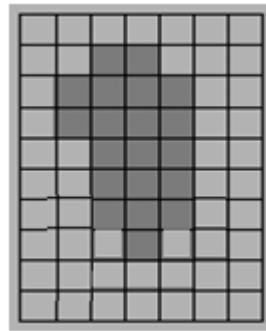
$\oplus$



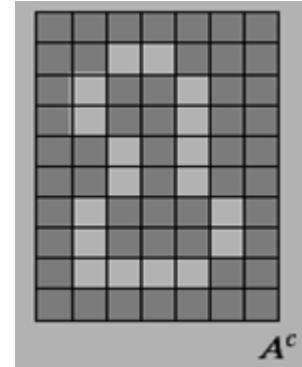
$=$



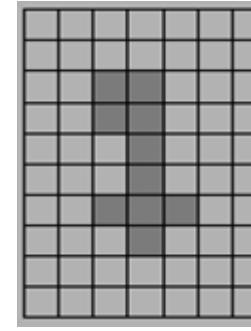
$(X_{k-1} \oplus B)$



$\cap$



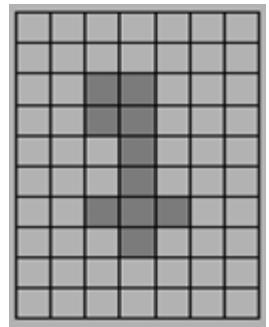
$=$



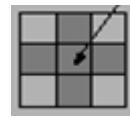
$X_6$

$X_k = (X_{k-1} \oplus B) \cap A^c$

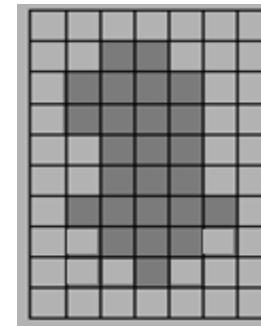
$$X_7 \rightarrow X_{k-1} = X_6$$



$\oplus$

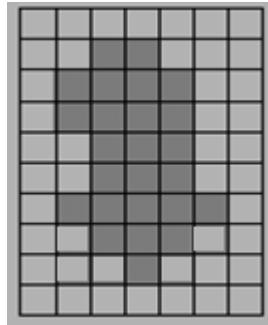


=

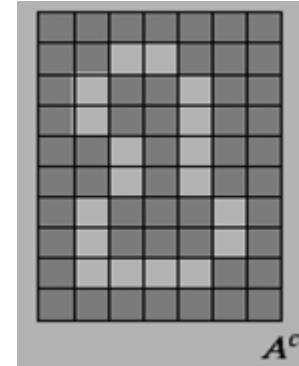


$(X_{k-1} \oplus B)$

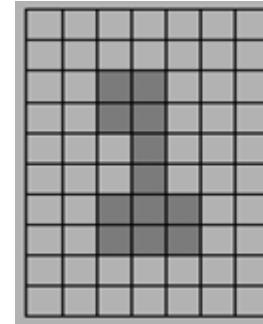
$X_6$



$\cap$



=

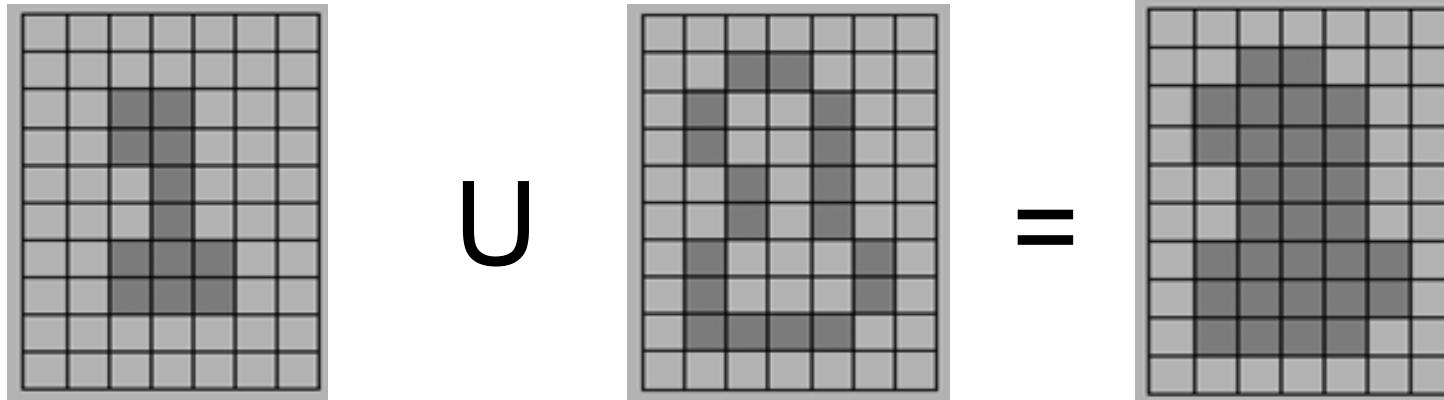


$X_7$

$$X_8 \rightarrow X_{k-1} = X_7$$

Dalam hal ini  $X_8 = X_7$  sehingga proses dihentikan

- Dan hasil akhir adalah  $X_7 \cup A$



- Algoritma ini mengekstrak sebuah komponen dengan memilih sebuah titik pada binary object A
- Kerjanya mirip dengan region filling, namun disini menggunakan conjunction object A, instead of it's complement

$$X_k = (X_{k-1} \oplus B) \cap A \quad k = 1, 2, 3, \dots$$

- Proses iterasi akan berakhir jika  $X_k = X_{k-1}$

- Belajar mandiri terkait:
  - Skeleton
  - Convex Hull
  - Thickening



# Selamat Belajar