

# Machine Vision

HW#3

Deadline: 2023/04/27 23:59

RVL Room 1421

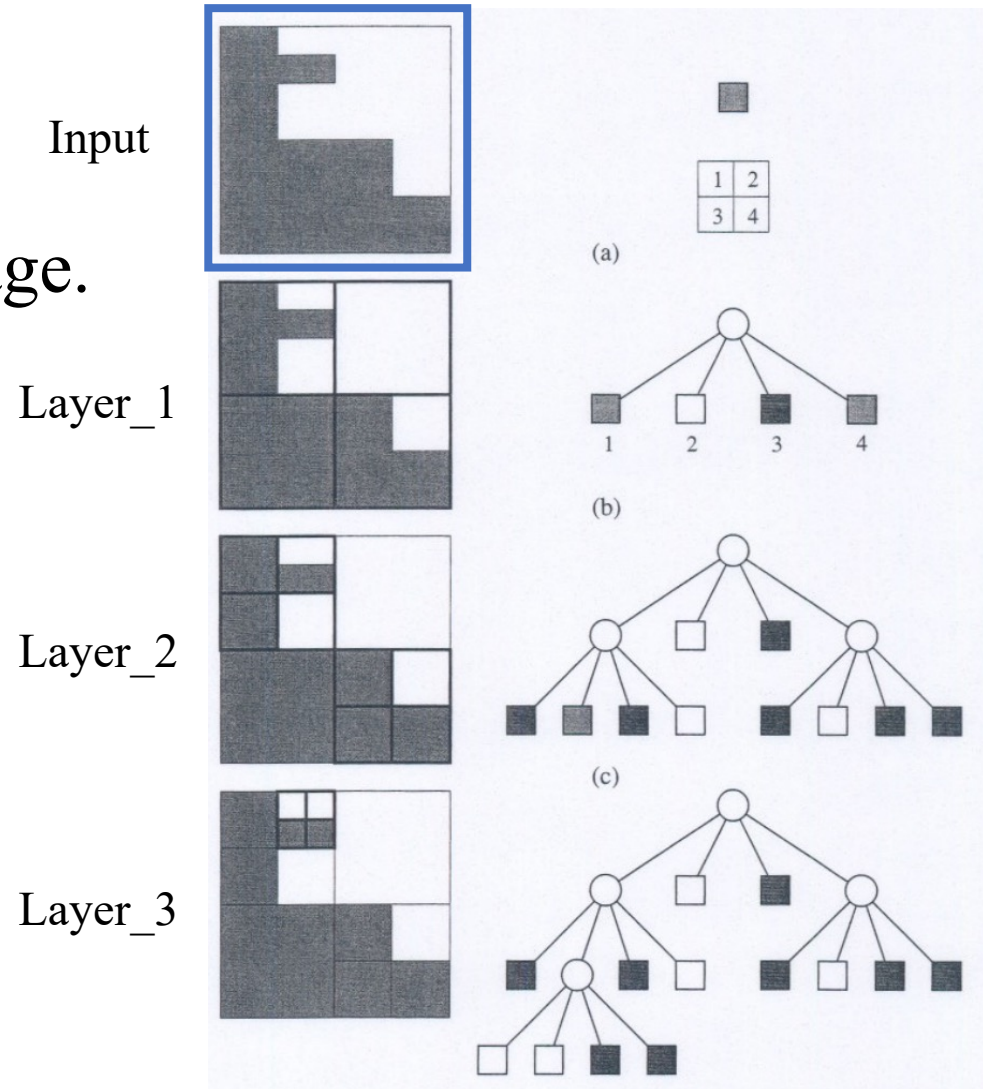
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# HW#3

## 1. Quadtree Image Representation

- Convert the color image to a binary image.
- Splitting image using Quadtree.
- Output images each layer.



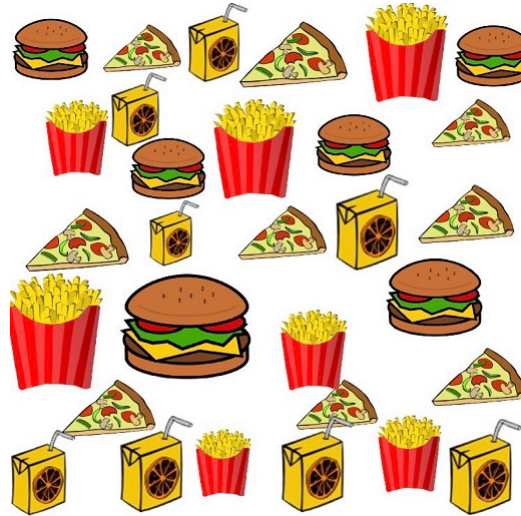
# HW#3

- [Download images](#)

1.png



2.png



3.png



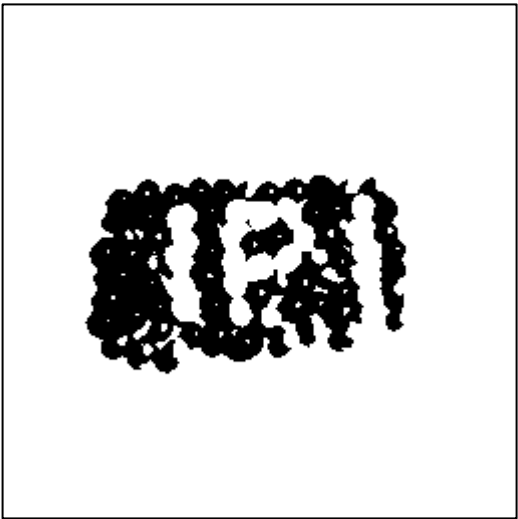
4.png



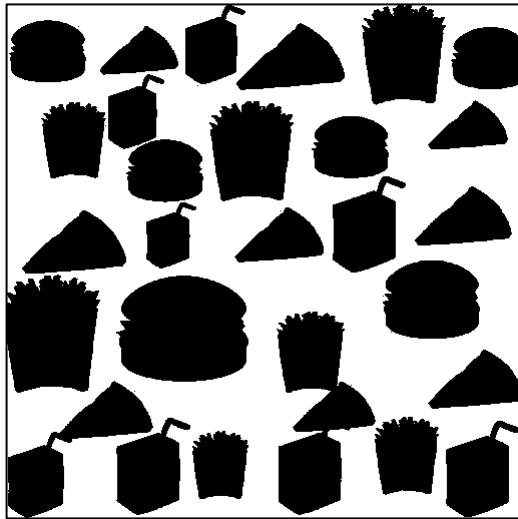
# HW#3

- Convert the color image to a binary image.

Threshold = 135



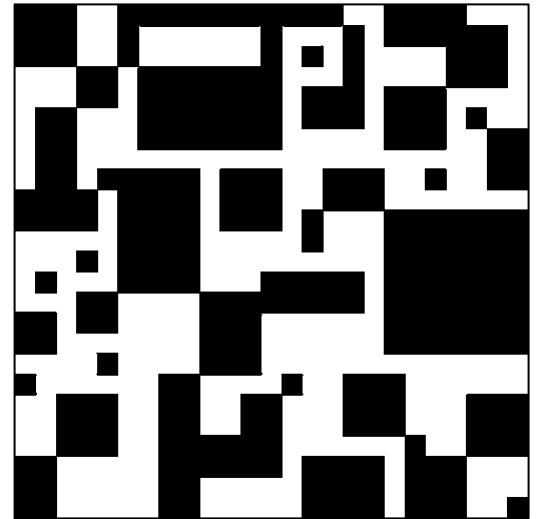
Threshold = 245



Threshold = 155

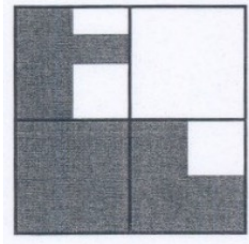


Threshold = 254



# HW#3

- Splitting image using Quadtree
  - All pixels in subregion are 0 or 255, subregion is 0 and 255.
  - Else subregion is 128.



Layer\_1

Layer\_2

Layer\_3

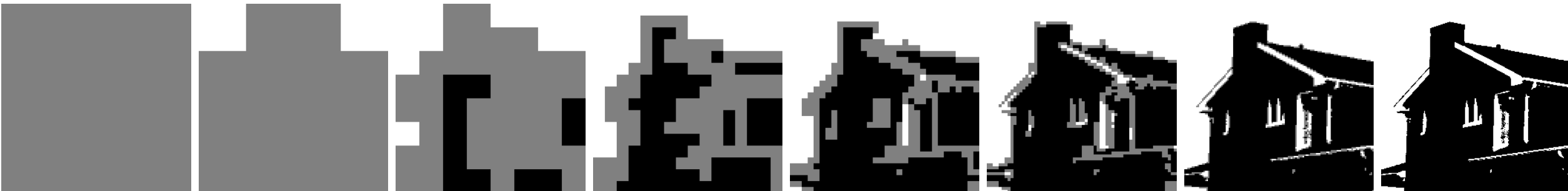
Layer\_4

Layer\_5

Layer\_6

Layer\_7

Layer\_8



# HW#3

- Use OpenCV-2.x version
- Allow use OpenCV for C/C++
  - Read, load, save, show: `cvLoadImage`, `cvShowImage` ...
  - Define size of image: `cvSize`, `cvGetSize`
  - Define image: `IplImage` or `Mat`
- Not Allow use
  - Cannot use the function of OpenCV Lib to do the main part of homework.
  - Example:
    - `cvtColor(image, gray, CV_RGB2GRAY); // convert RGB to Gray`

# HW#3

- Require for program
  - GUI to read, display input and result images is encouraged (but not required).
  - Use C/C++
  - Write homework on the one program (using class or subprogram).

# HW#3

- Grade
  - Program (80%)
  - Report (20%)



# HW#3

- Report needs:

1. Student ID 、 Name
2. Describe the main part of your method
3. Result images (34 pics)
  - 1.png 8 images
  - 2.png 9 images
  - 3.png 8 images
  - 4.png 9 images

1.

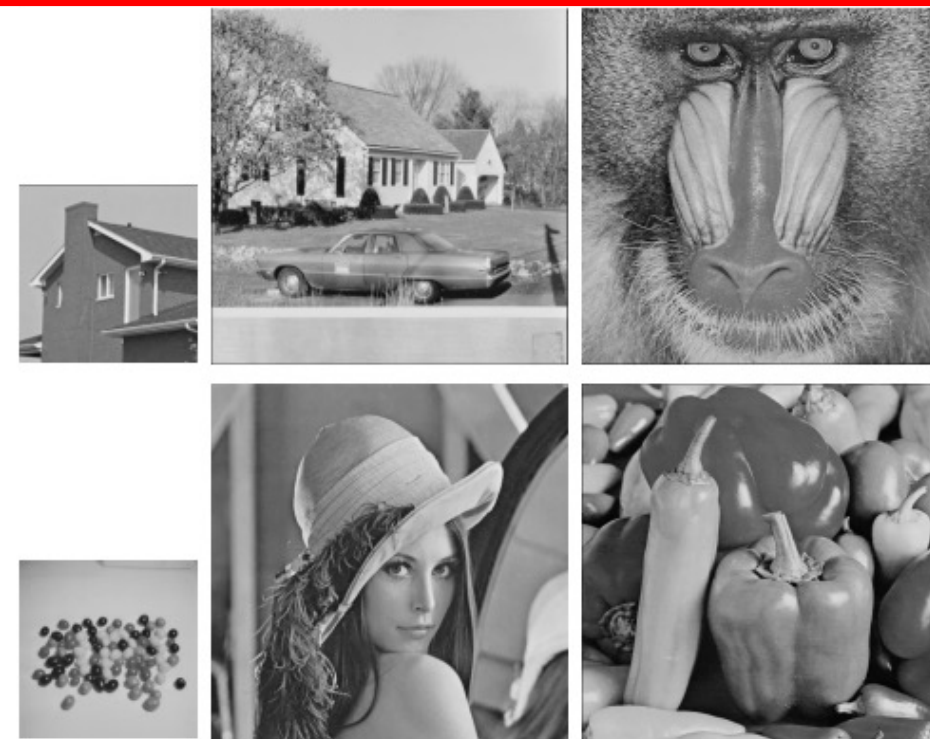
2.

## 1-1 Image Quantization (binary, gray, index-color)

getGrayScaleImage(原圖) 是一個對圖像灰階化的函式，對原圖做像素遍歷取得每個像素點的 RGB 值，經由公式  $Gray = (0.3 * R) + (0.59 * G) + (0.11 * B)$  得出灰階化的值並存入輸出圖像。

```
Mat getGrayScaleImage(const Mat& image) {  
    Mat grayImage = Mat(image.rows, image.cols, CV_8UC1);  
    const uchar* imagePtr;  
    uchar* gray;  
    for (int row = 0; row < image.rows; row++) {  
        imagePtr = image.ptr<uchar>(row);  
        gray = grayImage.ptr<uchar>(row);  
        for (int col = 0; col < image.cols; col++) {  
            uchar blue = *imagePtr++, green = *imagePtr++, red = *imagePtr++;  
            *gray++ = (0.3 * red) + (0.59 * green) + (0.11 * blue);  
        }  
    }  
    return grayImage;  
}
```

3.



# HW#3

- Submit **studentID\_hw3.zip** include:
  - The program source code and result images
  - The report (.pdf)
  - Mail to TAs
- **Deadline: 2023/04/27 23:59**
  - For each hour late, 10% of the total possible points will be deducted.
  - Don't share your code with other students.