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### **Algorithm Steps for Morphology**

#### **Dilation:**

**Step 0:** Read image and structure element files

**Step 1:** Based on the structure element's origin, evaluate each pixel

If  $\text{img}[i][j] == 1$ , then copy the whole structure element into the pixel and its neighbors

**Step 2:** Update img

#### **Erosion:**

**Step 0:** Read image and structure element files

**Step 1:** Based on the structure element's origin, evaluate each pixel

If  $\text{img}[i][j]$  and its neighbors  $==$  structure element, then print 1 on the current pixel and equal all the neighbors to 0.

**Step 2:** Update img

#### **Opening:**

**Step 0:** Read image and structure element files

**Step 1:** Perform Erosion

**Step 2:** Perform Dilation

#### **Closing:**

**Step 0:** Read image and structure element files

**Step 1:** Perform Dilation

**Step 2:** Perform Erosion

#### **Source Code:**

```

#include <iostream>
#include <fstream>
using namespace std;

class Morphology{
public:
    int numImgRows, numImgCols, imgMin, imgMax, numStructRows;
    int numStructCols, structMin, structMax, rowOrigin, colOrigin;
    int rowFrameSize, colFrameSize, extraRows, extraCols, rowSize, colSize;
    int **zeroFramedAry;
    int **morphAry;
    int **tempAry;
    int **structAry;

    Morphology(int imgRows, int imgCols, int min, int max, int structRows, int structCols, int row0, int col0){
        numImgRows = imgRows;
        numImgCols = imgCols;
        imgMin = min;
        imgMax = max;
        numStructRows = structRows;
        numStructCols = structCols;
        rowOrigin = row0;
        colOrigin = col0;
        rowFrameSize = numStructRows/2;
        colFrameSize = numStructCols/2;
        extraRows = rowFrameSize*2;
        extraCols = colFrameSize*2;
        rowSize = numImgRows+extraRows;
        colSize = numImgCols+extraCols;
    }
}

```

```

~Morphology(){
    delete[] zeroFramedAry;
    delete[] morphAry;
    delete[] tempAry;
    delete[] structAry;
    for(int i=0; i<numImgRows; i++){
        delete[] zeroFramedAry[i];
        delete[] morphAry[i];
        delete[] tempAry[i];
        delete[] structAry[i];
    }
    cout << "Deleted all arrays..." << endl;
}

void allocateArrs(){
    zeroFramedAry = new int*[rowSize];
    morphAry = new int*[rowSize];
    tempAry = new int*[rowSize];
    structAry = new int*[numStructRows];
    for(int i=0; i<rowSize; i++){
        zeroFramedAry[i] = new int[colSize]();
        morphAry[i] = new int[colSize]();
        tempAry[i] = new int[colSize]();
    }
    for(int i=0; i<numStructRows; i++){
        structAry[i] = new int[numStructCols]();
    }
}

int **zero2DAry(int **ary, int nRows, int nCols){
    for(int i=0; i<nRows; i++){
        for(int j=0; j<nCols; j++){
            ary[i][j] = 0;
        }
    }
    return ary;
}

```

```

void loadImg(ifstream& img){
    //load imgFile to zeroFramedAry inside of frame,
    //begins at (rowOrigin, colOrigin)

    if(img.is_open()){
        for(int i=rowOrigin; i<=numImgRows; i++){
            for(int j=colOrigin; j<=numImgCols; j++){
                img >> zeroFramedAry[i][j];
            }
        }
    }
}

void loadStruct(ifstream& in){
    //load structFile to structAry
    for(int i=0; i<numStructRows; i++){
        for(int j=0; j<numStructCols; j++){
            in >> structAry[i][j];
        }
    }
}

void computeDilation(int **inAry, int **outAry){
    for(int i=rowFrameSize; i<rowSize; i++){
        for(int j=colFrameSize; j<colSize; j++){
            if(inAry[i][j] > 0){
                onePixelDilation(i, j, inAry, outAry);
            }
        }
    }
}

```

```

void computeErosion(int **inAry, int **outAry){
    for(int i=rowFrameSize; i<rowSize; i++){
        for(int j=colFrameSize; j<colSize; j++){
            if(inAry[i][j] > 0){
                onePixelErosion(i, j, inAry,outAry);
            }
        }
    }
}

void onePixelErosion(int i, int j, int **inAry, int **outAry){
    int iOffset = i-rowOrigin;
    int jOffset = j-colOrigin;
    bool matchFlag = true;
    for(int i=0; i<numStructRows; i++){
        for(int j=0; j<numStructCols; j++){
            if(!matchFlag){
                break;
            }
            if((structAry[i][j]>0) && (inAry[iOffset+i][jOffset+j])<=0){
                matchFlag=false;
            }
        }
    }
    if(matchFlag==true){
        outAry[i][j] = 1;
    }else{
        outAry[i][j] = 0;
    }
}

```

```

void onePixelDilation(int i, int j, int **inAry, int **outAry){
    int iOffset = i-rowOrigin;
    int jOffset = j-colOrigin;
    for(int i=0; i<numStructRows; i++){
        for(int j=0; j<numStructCols; j++){
            if(structAry[i][j] > 0){
                outAry[iOffset + i][jOffset + j] = 1;
            }
        }
    }
}

void computeClosing(int **zfa, int **ma, int **ta){
    computeDilation(zfa, ta);
    computeErosion(ta, ma);
}

void computeOpening(int **zfa, int **ma, int **ta){
    computeErosion(zfa, ta);
    computeDilation(ta, ma);
}

void prettyPrint(int **ary, ofstream& out){
    for(int i=rowOrigin; i<=numImgRows; i++){
        for(int j=colOrigin; j<=numImgCols; j++){
            if(ary[i][j] == 0){
                out << ". ";
            }else{
                out << "1 ";
            }
        }
        out << endl;
    }
}

```

```

void prettyPrintDilation(int **ary, ofstream& out){
    for(int i=0; i<rowSize; i++){
        for(int j=0; j<colSize; j++){
            if(ary[i][j] == 0){
                out << ". ";
            }else{
                out << "1 ";
            }
        }
        out << endl;
    }
}

void prettyPrintStruct(int **ary, ofstream& out){
    for(int i=0; i<numStructRows; i++){
        for(int j=0; j<numStructCols; j++){
            if(ary[i][j]==0){
                out << ". ";
            }else{
                out << "1 ";
            }
        }
        out << endl;
    }
}

void aryToFile(int **ary, ofstream& outFile){
    outFile << numImgRows << " ";
    outFile << numImgCols << " ";
    outFile << imgMin << " ";
    outFile << imgMax << " ";
    outFile << endl;
    for(int i=rowOrigin; i<=numImgRows; i++){
        for(int j=colOrigin; j<=numImgCols; j++){
            outFile << ary[i][j] << " ";
        }
        outFile << endl;
    }
}

```

```
5
9 void dilationToFile(int **ary, ofstream& outFile){
0     outFile << rowSize << " ";
1     outFile << colSize << " ";
2     outFile << imgMin << " ";
3     outFile << imgMax << " ";
4     outFile << endl;
5     for(int i=0; i<rowSize; i++){
6         for(int j=0; j<colSize; j++){
7             outFile << ary[i][j] << " ";
8         }
9         outFile << endl;
0     }
1 }
2
3 void addBorder(ofstream& out){
4     out << endl;
5     for(int i=0; i<colSize; i++){
6         out << "--";
7     }
8     out << endl;
9 }
0 };
1
```



```
int main(int argc, char *argv[]){

    if(argc != 8){
        cout << "Invalid arguments, ending program..." << endl;
        return 1;
    }

    //Step 0
    ifstream imgFile;
    imgFile.open(argv[1]);

    ifstream structFile;
    structFile.open(argv[2]);

    ofstream dilateOutFile;
    dilateOutFile.open(argv[3]);

    ofstream erodeOutFile;
    erodeOutFile.open(argv[4]);

    ofstream closingOutFile;
    closingOutFile.open(argv[5]);

    ofstream openingOutFile;
    openingOutFile.open(argv[6]);

    ofstream prettyPrintFile;
    prettyPrintFile.open(argv[7]);
```

```

//Step 1
int imgRows, imgCols, imgMin, imgMax;
if(imgFile.is_open()){
    imgFile >> imgRows;
    imgFile >> imgCols;
    imgFile >> imgMin;
    imgFile >> imgMax;
}else{
    cout << "Image text file couldn't be opened, closing program..." << endl;
    return 2;
}

int strctRows, strctCols, strctMin, strctMax, rowOrigin, colOrigin;
if(structFile.is_open()){
    structFile >> strctRows;
    structFile >> strctCols;
    structFile >> strctMin;
    structFile >> strctMax;
    structFile >> rowOrigin;
    structFile >> colOrigin;
}else{
    cout << "Struct File couldn't be opened, closing program..." << endl;
    return 3;
}

```

```

//Step 2
Morphology morph = Morphology(imgRows, imgCols, imgMin, imgMax, structRows, structCols, rowOrigin, colOrigin);
morph.allocateArRs();

//Step 3
morph.zeroFramedAry=morph.zero2DAry(morph.zeroFramedAry, morph.rowSize, morph.colSize);

//Step 4
morph.loadImg(imgFile);
prettyPrintFile << "Image File:" << endl;
morph.prettyPrint(morph.zeroFramedAry, prettyPrintFile);
morph.addBorder(prettyPrintFile);

//setp 5
morph.structAry=morph.zero2DAry(morph.structAry, morph.numStructRows, morph.numStructCols);
morph.loadStruct(structFile);
prettyPrintFile << "Structure Element:" << endl;
morph.prettyPrintStruct(morph.structAry, prettyPrintFile);
morph.addBorder(prettyPrintFile);

//step 6
morph.morphAry=morph.zero2DAry(morph.morphAry, morph.rowSize, morph.colSize);
morph.computeDilation(morph.zeroFramedAry, morph.morphAry);
morph.dilationToFile(morph.morphAry, dilateOutFile);
prettyPrintFile << "Array after Dilation:" << endl;
morph.prettyPrintDilation(morph.morphAry, prettyPrintFile);
morph.addBorder(prettyPrintFile);

//step 7
morph.morphAry=morph.zero2DAry(morph.morphAry, morph.rowSize, morph.colSize);
morph.computeErosion(morph.zeroFramedAry, morph.morphAry);
morph.aryToFile(morph.morphAry, erodeOutFile);
prettyPrintFile << "Array after Erosion:" << endl;
morph.prettyPrint(morph.morphAry, prettyPrintFile);
morph.addBorder(prettyPrintFile);

```

```

//step 8
morph.morphAry=morph.zero2DAry(morph.morphAry, morph.rowSize, morph.colSize);
morph.computeOpening(morph.zeroFramedAry, morph.morphAry, morph.tempAry);
morph.aryToFile(morph.morphAry, openingOutFile);
prettyPrintFile << "Opening:" << endl;
morph.prettyPrint(morph.morphAry, prettyPrintFile);
morph.addBorder(prettyPrintFile);

//step 9
morph.morphAry=morph.zero2DAry(morph.morphAry, morph.rowSize, morph.colSize);
morph.computeClosing(morph.zeroFramedAry, morph.morphAry, morph.tempAry);
morph.aryToFile(morph.morphAry, closingOutFile);
prettyPrintFile << "Closing:" << endl;
morph.prettyPrint(morph.morphAry, prettyPrintFile);

//step 10
imgFile.close();
structFile.close();
dilateOutFile.close();
erodeOutFile.close();
openingOutFile.close();
closingOutFile.close();
prettyPrintFile.close();

return 0;
}

```

## Outputs

Data1 Elem1:

closing

[illegible]

## Dilation

[illegible]

## Erosion

[illegible]

## Opening

[illegible]

**Data1 Elem2:**



## Closing

[illegible]

## Dilation

[illegible]

[illegible]

## Opening

```
40 30 0 1
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 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 0 0 0 1 1 1 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 1 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 1 1 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
0 0 0 1 1 1 1 1 1 0 0 0 0 1 1 1 1 1 0 0 1 1 0 0 0 0 0 0 0
0 0 0 1 1 1 1 1 1 0 0 0 0 0 1 1 1 1 0 1 1 1 1 0 0 0 0 0 0
0 0 0 0 1 1 1 1 0 0 0 0 0 0 0 1 1 0 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 1 1 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 0 1 1 1 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 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 1 1 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 1 1 1 1 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 1 1 1 1 1 0 0 1 1 1 1 0 0 0 0 0 0 0 0 0 0 1 1 0 0 0 0 0
1 1 1 1 1 1 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 0 0 0
0 1 1 1 1 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 0 0 0
0 0 0 0 0 0 0 0 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1 1 0 0 0
0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 1 1 1 1 0 0 0 0
0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 1 1 0 0 0 0 0
0 0 0 0 0 0 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 1 1 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 1 1 1 1 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 1 1 1 1 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0
0 1 1 1 1 1 1 1 0 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
0 1 1 1 1 1 1 1 0 0 0 0 0 1 1 1 0 1 1 1 0 0 0 0 0 0 0 0 0
0 0 1 1 1 1 1 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0
0 0 0 1 1 1 0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 1 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 0 0 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 0 0 0 0 0 0 0 0 0 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 0 0 0 1 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 0 1 1 1 1 1 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 0 0 0 0 1 1 1 1 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 0 0 0 0 1 1 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 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 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 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 0 0 0 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 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
```

Data2 Elem2:

## Closing

[illegible]

## Dilation

[illegible]

## Erosion

[illegible]



## Opening

[illegible]**Data3 Elem3**



## Closing

[illegible]

[illegible]

## Erosion

[illegible]

## Opening

[illegible]

**Img2:**  
**vertElm**

closing

[illegible]

Dilate

[illegible]



Erode

[illegible]

Opening (**Best**)

[illegible]

**horiElm**  
Closing

[illegible]

Dilate



[illegible]



Erosion

The image displays a 100x100 grid of binary digits (0s and 1s). The first few rows and columns contain a pattern of 1s that forms the shape of the number '100'. The remaining cells in the grid are filled with a random distribution of 0s and 1s.

Opening (**Best**)

[illegible]

**leftElm**

closing

[illegible]

dilate



[illegible]

Erosion

[illegible]

Opening (**Best**)

[illegible]

**rightElm**

closing



[illegible]



dilate

[illegible]

Erosion

[illegible]

Opening (**Best**)

[illegible]