用 opencv 輸入灰階圖 並且加入 padding 確保捲機後大小不變

```
[11]: plt.figure(figsize=(12,10))
  plt.imshow(im_pad, cmap = "gray")
```

t[11]: <matplotlib.image.AxesImage at 0x123eddeb8>





```
In [12]: flt = np.array([[1,0,-1],[1,0,-1],[1,0,-1]])
Out[12]: array([[ 1, 0, -1],
                 [ 1, 0, -1],
                 [ 1, 0, -1]])
In [14]: im_conv = np.zeros((720,960))
          for i in range(im.shape[0]-1):
              for j in range(im.shape[1]-1):
                  conv_sections = np.array([
                      [np.int(im_pad[i][j]), np.int(im_pad[i][j+1]), np.int(im_pad[i][j+2])],
                      [np.int(im_pad[i+1][j]), np.int(im_pad[i+1][j+1]), np.int(im_pad[i+1][j+2])],
                      [np.int(im_pad[i+2][j]), np.int(im_pad[i+2][j+1]), np.int(im_pad[i+2][j+2])],
                  im_conv[i][j] = np.int((conv_sections*flt).sum())
          im_conv
Out[14]: array([[-264.,
                            0.,
                                                               0.],
                                   0., ...,
                            0.,
                                                3.,
                                                        3.,
                                                               0.],
                            0.,
                                                               0.],
                 [-398.,
                 [-132.,
                            6., -56., ...,
                                               0.,
                                                       0.,
                                                               0.],
                                              0.,
                 [-130.,
                            3., -31., ...,
                                                      0.,
                                                               0.],
                                              0.,
                                                      0.,
                 [ 0.,
                            0.,
                                 0., ...,
                                                               0.]])
           設 filter 為 \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}
```

用兩個 for 迴圈切出一個個 3x3 區塊對 filter 做相乘再存入 im_conv 的



輸出結果強調圖片的邊線