

# Computer Vision hw\_5

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In this part the OpenCV-2.4.2 I/O function was included.

A class “Kernel” is used in this homework to denote a kernel, which used to do erosion and dilation. The octagon kernel is used in this homework.

```
class Kernel{
public:
    int cols,rows;
    int **ele;
    Kernel(int x, int y){
        rows=x;
        cols=y;
        ele = new int *[rows];
        for(int i=0;i<rows;i++){
            ele[i]=new int[cols];
        }
        for(int i=0;i<rows;i++){
            for(int j=0;j<cols;j++){
                ele[i][j]=0;
            }
        }
    }
    void set_ele(int **k){
        for(int i=0;i<rows;i++){
            for(int j=0;j<cols;j++){
                ele[i][j]=k[i][j];
            }
        }
    }
};
```

## 1. Dilation:

- i. First, load the lena.bmp by gray scale. For all pixel in the gray\_scale\_lena, mask the octagon kernel and set the pixel to the max gray scale value in the kernel.
- ii. Code:

```
Mat * dilation(Mat *p, Kernel *k){
    Mat *result=new Mat(p->rows,p->cols,0);
    for(int i=0;i<p->rows;i++){
        for(int j=0;j<p->cols;j++){
            pixel_set(result,i,j,0);
        }
    }
    for(int i=0;i<p->rows;i++){
        for(int j=0;j<p->cols;j++){
            pixel_set(result,i,j,(int)di_ele(p,k,i,j));
        }
    }
    return result;
}

uchar di_ele(Mat *p, Kernel *k, int x, int y){
    int p_x=x-(k->rows/2);
    int p_y=y-(k->cols/2);
    uchar num=0;
    for(int i=0;i<k->rows;i++){
        for(int j=0;j<k->cols;j++){
            if(p_x+i>=0 && p_x+i<p->rows && p_y+j>=0 && p_y+j<p->cols && k->ele[i][j]==1){
                num=(uchar)max((int)num, (int)pixel_get(p,p_x+i,p_y+j));
            }
        }
    }
    return num;
}
```

iii. Result:



## 2. Erosion

i. First, load the lena.bmp by gray scale. For all pixel in the gray\_scale\_lena, mask the octagon kernel and set the pixel to the min gray scale value in the kernel.

ii. Code:

```
Mat * erosion(Mat *p, Kernel *k){
    Mat *result=new Mat(p->rows,p->cols,0);
    for(int i=0;i<p->rows;i++){
        for(int j=0;j<p->cols;j++){
            pixel_set(result,i,j,0);
        }
    }
    for(int i=0;i<p->rows;i++){
        for(int j=0;j<p->cols;j++){
            pixel_set(result,i,j,(int)ero_ele(p,k,i,j));
        }
    }
    return result;
}

uchar ero_ele(Mat *p, Kernel *k, int x, int y){
    int p_x=x-(k->rows/2);
    int p_y=y-(k->cols/2);
    uchar num=pixel_get(p,x,y);
    for(int i=0;i<k->rows;i++){
        for(int j=0;j<k->cols;j++){
            if(p_x+i>=0 && p_x+i<p->rows && p_y+j>=0 && p_y+j<p->cols && k->ele[i][j]==1){
                num=(uchar)min((int)num, (int)pixel_get(p,p_x+i,p_y+j));
            }
        }
    }
    return num;
}
```

iii. Result:



### 3. Opening

i. We first do the erosion to lena.bmp, and then do the dilation.

ii. Code:

```
Mat * opening(Mat *p, Kernel *k){  
    return dilation(erosion(p,k),k);  
}
```

iii. Result:



#### 4. Closing

i. We first do the dilation to lena.bmp, and then do the erosion.

ii. Code:

```
Mat * closing(Mat *p, Kernel *k){  
    return erosion(dilation(p,k),k);  
}
```

iii. Result:



#### 5. Appendix

i. build\_all.sh

command: "sh build\_all.sh" will automatically compile the code

ii. R01922124\_HW5.cpp

source code

iii. lena.bmp, di\_lena.bmp, ero\_lena.bmp, close\_lena.bmp, open\_lena.bmp

results for this homework

iv. R01922124\_HW5.pdf

report