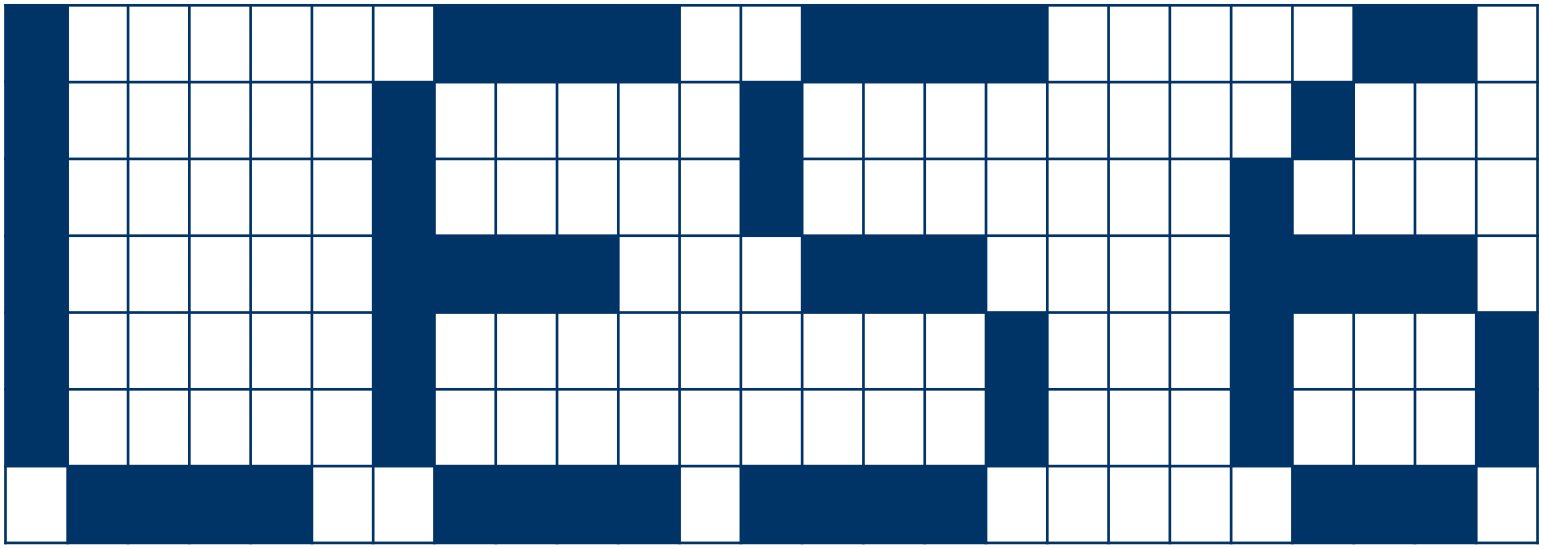
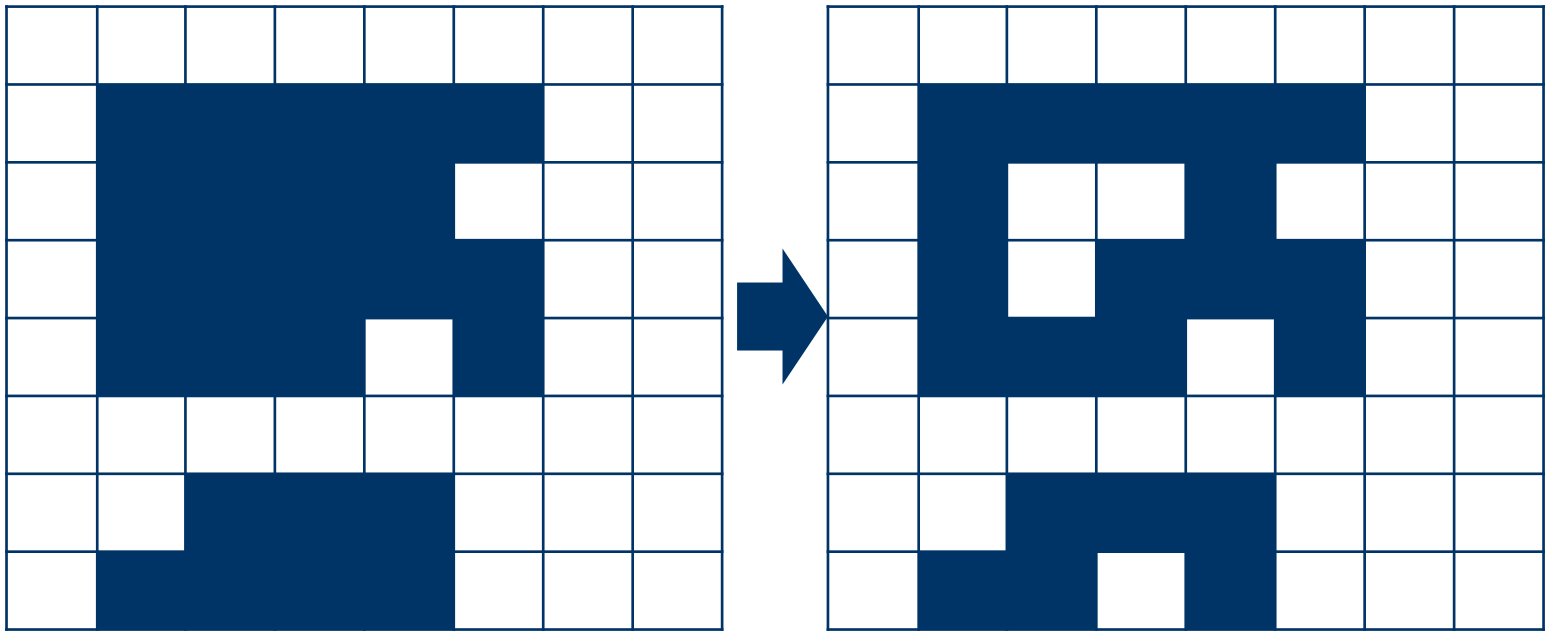
Hogeschool van Arnhem en Nijmegen

EVD1 – Vision operators



HAN

Edge (binary images)

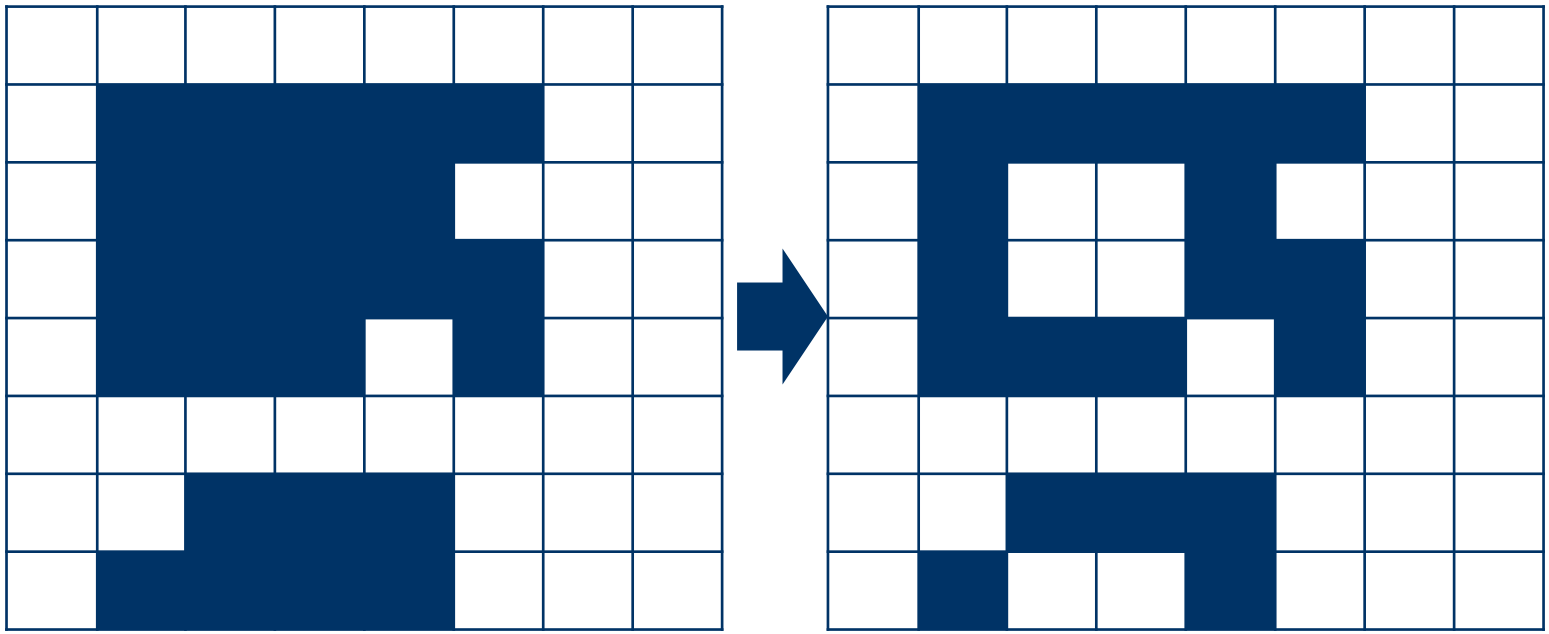


Source

Destination

4-connected

Edge (binary images)

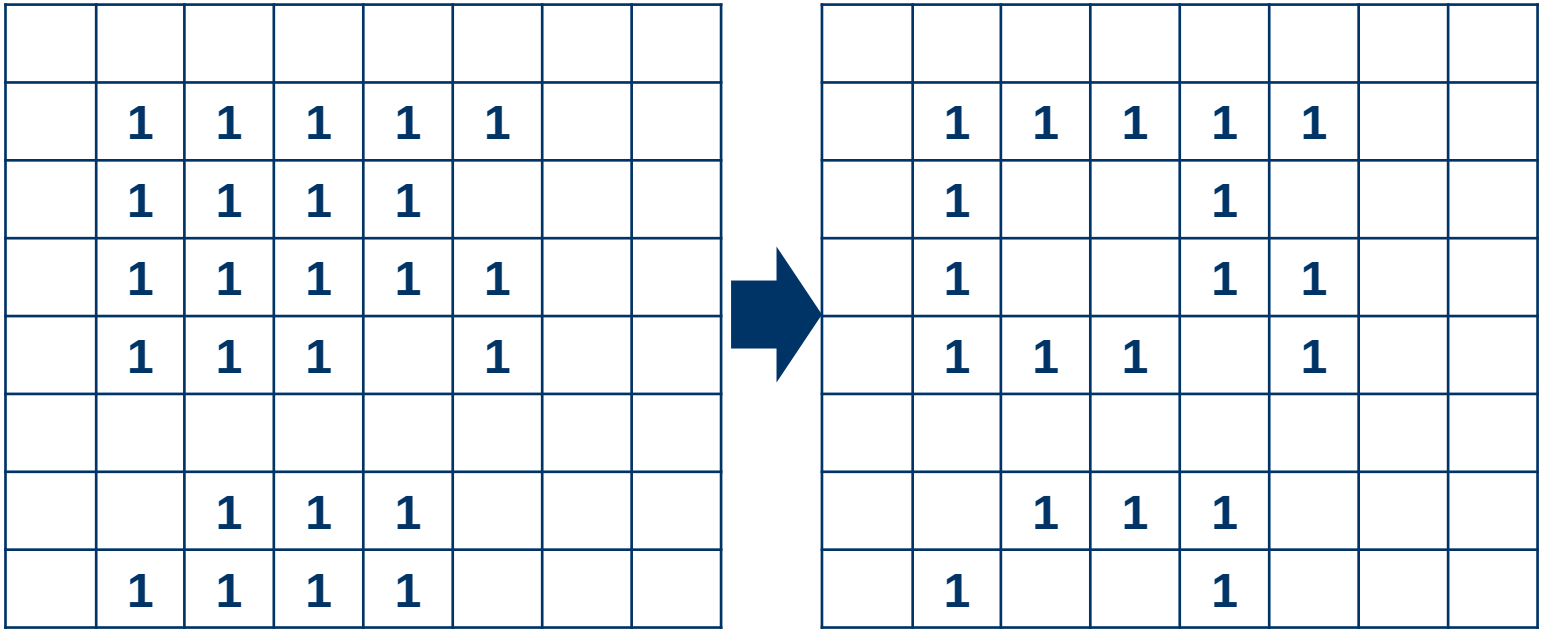


Source

Destination

8-connected

Edge (binary images)



	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			

	1	1	1	1	1		
	1			1			
	1			1	1		
	1	1	1		1		
		1	1	1			
	1			1			

Source

Eenvoudig als dst != src: Maak alle pixels 0 die NIET aan een background grenzen

Edge (binary images)

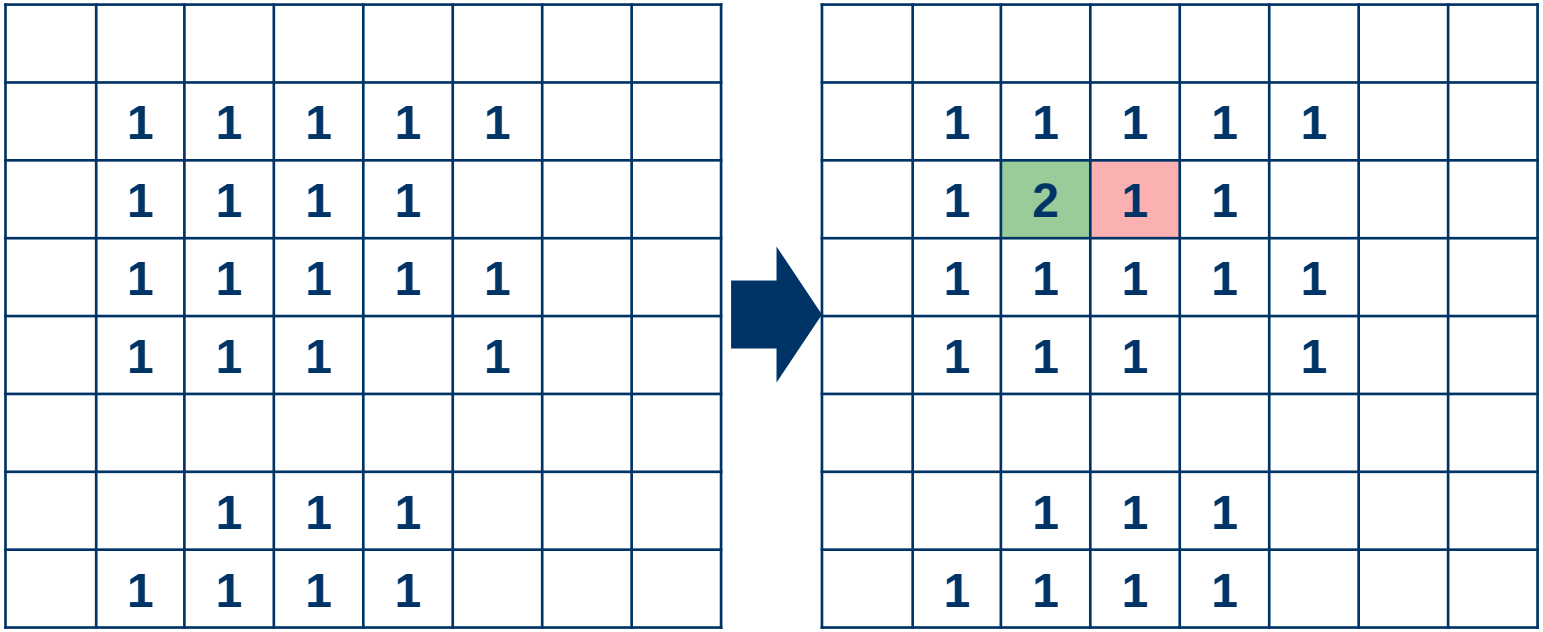
	1	1	1	1	1		
	1	1	1	1			
	1	1	1	1	1		
	1	1	1		1		
		1	1	1			
	1	1	1	1			

	1	1	1	1	1		
	1		1	1			
	1	1	1	1	1		
	1	1	1		1		
		1	1	1			
	1	1	1	1			

Source

Echter: met hetzelfde algoritme en dst = src

Edge (binary images)



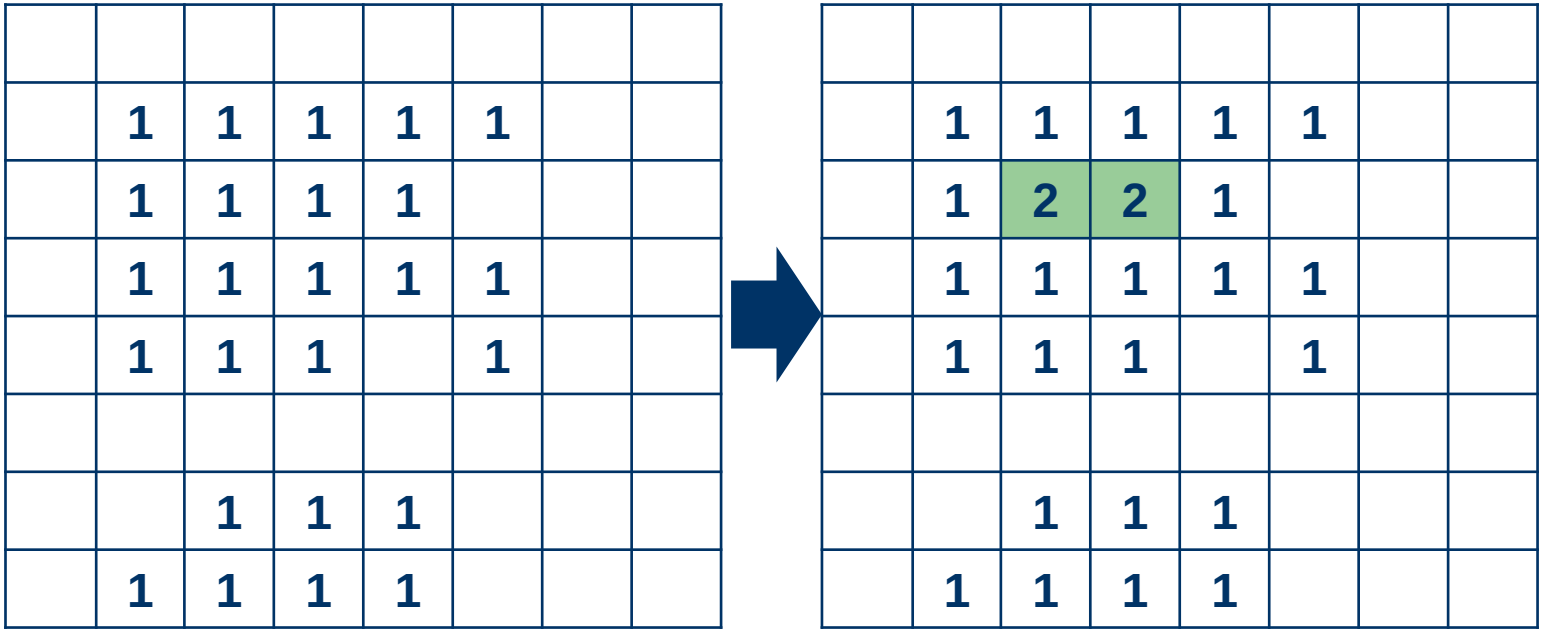
	1	1	1	1	1		
	1	1	1	1			
	1	1	1	1	1		
	1	1	1		1		
		1	1	1			
	1	1	1	1			

	1	1	1	1	1		
	1	2	1	1			
	1	1	1	1	1		
	1	1	1		1		
		1	1	1			
	1	1	1	1			

Source

Gebruik een marker!

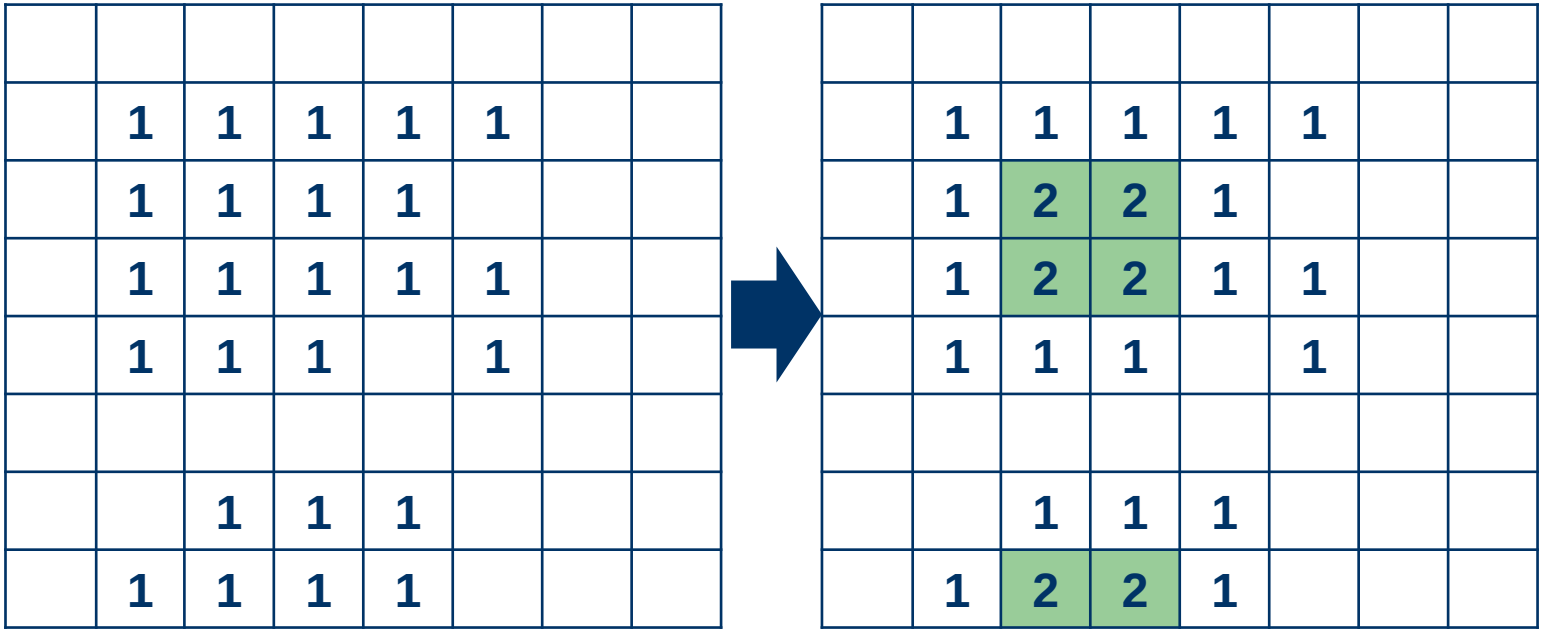
Edge (binary images)



Source

Gebruik een marker!

Edge (binary images)



Source **Destination**

Edge (binary images)

	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			

	1	1	1	1	1		
	1			1			
	1			1	1		
	1	1	1		1		
		1	1	1			
	1			1			

Source

Zet marker op 0

Edge (binary images)

Opdracht

Implementeer de functies:

- iNeighboursEqualOrHigher()
- vBinaryEdgeDetect()