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Section: Image Processing

Project: **Project 5 - Image Compression via 8 Connected**

Due Date: Oct 29th

Algorithm Steps

step 0:

inFile, outFile1, deBugFile ☐ open via argv[]

numRows, numCols, minVal, maxVal ☐ read from inFile

dynamically allocate ZFAry with extra 2 rows and 2 cols

dynamically allocate skeletonAry with extra 2 rows and 2 cols

Step 1: skeletonFileName <- argv [1] + “_skeleton.txt”

Step 2: skeletonFile <- open (skeletonFileName)

Step 3: deCompressedFileName <- argv [1] + “_deCompressed.txt”

Step 4: deCompressedFile <- open (deCompressedFileName)

Step 5: setZero (ZFAry)

setZero(skeletonAry)

Step 6: loadImage (inFile, ZFAry)

Step 7: Distance8 (ZFAry, outFile1, deBugFile) // Perform distance transform.

Step 8: imageCompression (ZFAry, skeletonAry, skeletonFile, outFile1, deBugFile) // Perform

lossless compression

Step 9: close skeletonFile

Step 10: reopen skeletonFile

Step 11: setZero (ZFary)

Step 12: loadSkeleton (skeletonFile, ZFary, debugFile)

Step 13: imageDeCompression (ZFary, outFile1, debugFile) // Perform decompression

Step 14: deCompressFile ← output numRows, numCols, newMinVal, newMaxVal

Step 15: threshold (ZFary, deCompressFile, 1)

Step 16: close all files

Video: <https://www.youtube.com/watch?v=kaJNpfPy-PE>

Source Code:

```
//  
//  main.cpp  
//  CS381_Image_Processing_Project5_Distance_Transform  
//  
//  Created by Jingshi Liu on Oct/28/2023.  
//  
  
#include <iostream>  
#include <fstream>  
  
using namespace std;  
namespace Util{  
    static int** getArray(int rows, int cols){
```

```
int** array = new int*[rows];
for(int i = 0; i < rows; i++){
    array[i] = new int[cols];
    for(int j = 0; j < cols; j++){
        array[i][j] = 0;
    }
}
return array;
}
```

```
static int min(int a, int b){
    return a < b ? a : b;
}
```

```
static int max(int a, int b){
    return a > b ? a : b;
}
```

```
static int findMin(int* array, int length){
    int min = array[0];
    for(int i = 0; i < length; i++){
        if(array[i] < min){
            min = array[i];
        }
    }
    return min;
}
```

```
static int findMax(int* array, int length){
    int max = array[0];
    for(int i = 0; i < length; i++){
        if(array[i] > max){
            max = array[i];
        }
    }
}
```

```

    }

    return max;
}

}

class ImageCompression{
public:
    int numRows,
        numCols,
        minVal,
        maxVal,
        newMinVal,
        newMaxVal;
    int** ZFAry;
    int** skeletonAry;

    ImageCompression(ifstream& inFile){
        inFile >> numRows >> numCols >> minVal >> maxVal;
        ZFAry = Util::getArray(numRows + 2 , numCols + 2);
        skeletonAry = Util::getArray(numRows + 2, numCols + 2);

        loadImage(inFile);
    }

    void setZero(int** array){
        for(int i = 0; i < numRows + 2; i++){
            for(int j = 0; j < numCols + 2; j++){
                array[i][j] = 0;
            }
        }
    }

    void loadImage(ifstream& inFile){
        int pixelVal;

```

```

    for(int i = 1; i < numRows + 1; i++){
        for(int j = 1; j < numCols + 1; j++){
            inFile >> pixelVal;
            ZFAry[i][j] = pixelVal;
        }
    }
}

```

```

void imageReformat(int** image, ofstream& outFile){
    outFile << numRows << " " << numCols << " " << newMinVal << " " << newMaxVal << '\n';
    string str;
    int curWidth,
        pixelWidth = to_string(newMaxVal).length();

    for(int r = 1; r < numRows + 1; r++){
        for(int c = 1; c < numCols + 1; c++){
            outFile << image[r][c];
            str = to_string(image[r][c]);
            curWidth = str.length();
            while(curWidth < pixelWidth){
                outFile<<' ';
                curWidth++;
            }
            outFile<<' ';
        }
        outFile << '\n';
    }
}

```

```

void loadSkeleton(istream& inFile){
    int row, col, pixelVal;
    while(inFile >> row >> col >> pixelVal){
        ZFAry[row][col] = pixelVal;
    }
}

```

```
}
```

```
void distance8(ofstream& outFile, ofstream& debugFile){  
    debugFile << "Entering distance8() method" << endl;  
    distance8Pass1(debugFile);  
  
    outFile<<"Distance Transform 8 Pass 1"<<endl;  
    imageReformat(ZFAry, outFile);  
    distance8Pass2(debugFile);  
  
    outFile<<"\n\nDistance Transform 8 Pass 2"<<endl;  
    imageReformat(ZFAry, outFile);  
    debugFile << "Exiting distance8() method" << endl;  
}
```

```
void distance8Pass1(ofstream& debugFile){  
    debugFile << "Entering distancePass1() method" << endl;  
    for(int i = 1; i < numRows + 1; i++){  
        for(int j = 1; j < numCols + 1; j++){  
            if (ZFAry[i][j] == 0) continue;  
            int neighbors[4] = {ZFAry[i - 1][j - 1],  
                                ZFAry[i - 1][j],  
                                ZFAry[i - 1][j + 1],  
                                ZFAry[i][j - 1]};  
            ZFAry[i][j] = 1 + Util::findMin(neighbors, 4);  
            newMaxVal = Util::max(ZFAry[i][j], newMaxVal);  
            newMinVal = Util::min(ZFAry[i][j], newMinVal);  
        }  
    }  
    debugFile << "Exiting distancePass1() method" << endl;  
}
```

```
void distance8Pass2(ofstream& debugFile){  
    debugFile << "Entering distancePass2() method" << endl;
```

```

newMaxVal = 0;
for(int i = numRows; i > 0; i--){
    for(int j = numCols; j > 0; j--){
        if (ZFary[i][j] == 0) continue;
        int neighbors[4] = {ZFary[i][j + 1],
                            ZFary[i + 1][j - 1],
                            ZFary[i + 1][j],
                            ZFary[i + 1][j + 1]};
        ZFary[i][j] = Util::min(ZFary[i][j], 1 + Util::findMin(neighbors, 4));
        newMaxVal = Util::max(ZFary[i][j], newMaxVal);
        newMinVal = Util::min(ZFary[i][j], newMinVal);
    }
}

debugFile << "Exiting distancePass2() method" << endl;
}

void imageCompression(ofstream& skeletonFile, ofstream& outFile, ofstream& debugFile){
    debugFile << "Entering imageCompression() method" << endl;
    computeLocalMaxima(debugFile);
    outFile<< "\n\nLocal Maxima Skeleton of the image" << endl;
    imageReformat(skeletonAry, outFile);
    extractSkeleton(skeletonFile, debugFile);
    debugFile << "Exiting imageCompression() method" << endl;
}

void computeLocalMaxima(ofstream& debugFile) {
    debugFile << "Entering computeLocalMaxima() method" << endl;
    for (int i = 1; i < numRows + 1; i++) {
        for (int j = 1; j < numCols + 1; j++) {
            if (ZFary[i][j] == 0) continue;
            int neighbors[8] = {ZFary[i - 1][j - 1],
                                ZFary[i - 1][j],
                                ZFary[i - 1][j + 1],
                                ZFary[i][j - 1],
                                ZFary[i][j],
                                ZFary[i][j + 1],
                                ZFary[i + 1][j - 1],
                                ZFary[i + 1][j],
                                ZFary[i + 1][j + 1]};
            ZFary[i][j] = Util::min(ZFary[i][j], 1 + Util::findMin(neighbors, 8));
        }
    }
    debugFile << "Exiting computeLocalMaxima() method" << endl;
}

```

```

        ZFAry[i][j + 1],
        ZFAry[i + 1][j - 1],
        ZFAry[i + 1][j],
        ZFAry[i + 1][j + 1]];

    int max = Util::findMax(neighbors, 8);
    if (ZFAry[i][j] >= max) {
        skeletonAry[i][j] = ZFAry[i][j];
    }
}

debugFile << "Exiting computeLocalMaxima() method" << endl;
}

}

void extractSkeleton(ofstream& skeletonFile, ofstream& debugFile){
    debugFile << "Entering extractSkeleton() method" << endl;
    for (int i = 1; i < numRows + 1; i++) {
        for (int j = 1; j < numCols + 1; j++) {
            if(skeletonAry[i][j] == 0) continue;
            skeletonFile<< i << " " << j << " " << skeletonAry[i][j] << endl;
        }
    }

    debugFile << "Exiting extractSkeleton() method" << endl;
}

void imageDecompression(ofstream &outFile, ofstream &debugFile){
    debugFile << "Entering imageDecompression() method" << endl;
    expansionPass1(debugFile);
    outFile<<"\n\nExpansion Pass 1"<<endl;
    imageReformat(ZFAry, outFile);

    expansionPass2(debugFile);
    outFile<<"\n\nExpansion Pass 2"<<endl;
    imageReformat(ZFAry, outFile);
    debugFile << "Exiting imageDecompression() method" << endl;
}

```



```
}
```

```
void expansionPass1(ofstream& debugFile){  
    debugFile << "Entering expansionPass1() method" << endl;  
    for(int i = 1; i < numRows + 1; i++){  
        for(int j = 1; j < numCols + 1; j++){  
            if(ZFAry[i][j] > 0) continue;  
            int neighbors[8] = {ZFAry[i - 1][j - 1],  
                                ZFAry[i - 1][j],  
                                ZFAry[i - 1][j + 1],  
                                ZFAry[i][j - 1],  
                                ZFAry[i][j + 1],  
                                ZFAry[i + 1][j - 1],  
                                ZFAry[i + 1][j],  
                                ZFAry[i + 1][j + 1]};  
            ZFAry[i][j] = Util::max(ZFAry[i][j], Util::findMax(neighbors, 8) - 1);  
        }  
    }  
    debugFile << "Exiting expansionPass1() method" << endl;  
}
```

```
void expansionPass2(ofstream& debugFile){  
    debugFile << "Entering expansionPass2() method" << endl;  
    for(int i = numRows; i > 0; i--){  
        for(int j = numCols; j > 0; j--){  
            int neighbors[8] = {ZFAry[i - 1][j - 1],  
                                ZFAry[i - 1][j],  
                                ZFAry[i - 1][j + 1],  
                                ZFAry[i][j - 1],  
                                ZFAry[i][j + 1],  
                                ZFAry[i + 1][j - 1],  
                                ZFAry[i + 1][j],  
                                ZFAry[i + 1][j + 1]};  
            ZFAry[i][j] = Util::max(ZFAry[i][j], Util::findMax(neighbors, 8) - 1);  
        }  
    }  
}
```

```

        }
    }
    debugFile << "Exiting expansionPass2() method" << endl;
}

void threshold(int threshold, ofstream &outFile){
    outFile << numRows << " " << numCols << " " << minVal << " " << threshold << '\n';
    for(int i = 1; i < numRows + 1; i++){
        for(int j = 1; j < numCols + 1; j++){
            if(ZFAry[i][j] >= threshold){
                outFile << 1 << " ";
            }else{
                outFile << 0 << " ";
            }
        }
        outFile<< '\n';
    }
}

};

// ----- Main Function-----//

int main(int argc, const char* argv[]){
    ifstream inFile(argv[1]);
    ofstream outFile(argv[2]),
        debugFile(argv[3]),
        skeletonFile((string)argv[1] + "_skeleton.txt"),
        decompressedFile((string)argv[1] + "_decompressed.txt");

```

```
// compress image and output to skeletonFile
ImageCompression* imageCompression = new ImageCompression(inFile);
imageCompression->distance8(outFile, debugFile);
imageCompression->imageCompression(skeletonFile, outFile, debugFile);
skeletonFile.close();

// load skeleton file and decompress
ifstream skeletonInFile((string)argv[1] + "_skeleton.txt");
imageCompression->setZero(imageCompression->ZFArray);
imageCompression->loadSkeleton(skeletonInFile);

imageCompression->imageDecompression(outFile, debugFile);
imageCompression->threshold(1, decompressedFile);

inFile.close();
outFile.close();
debugFile.close();
skeletonInFile.close();
decompressedFile.close();
return 0;
}
```

Program Output

Image 1 Input File

40 22 0 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 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 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 1 0 0 0 0 0 0 0

0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 0 0 0 0 0 0

0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0

0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0

0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0

0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0

0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0

0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0

0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 0 0 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 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 1 1 1 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 1 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 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 1 0 0 0 0 0 0 0

0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0

0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0

0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0

0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0

0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0

```
0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0
0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0
0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 1 1 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 1 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 1 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 1 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 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 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 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 0 0 0
```

Image 1 OutFile

Distance Transform 8 Pass 1

40 22 0 7

```
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 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 1 1 2 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 2 2 2 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0 0 0 0 0 0 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0 0 0 0 0 0 0
0 0 1 1 2 2 3 3 4 4 5 5 5 4 4 3 3 2 2 1 1 0 0 0 0 0 0 0
0 0 0 1 2 3 3 4 4 5 5 6 5 5 4 4 3 3 2 2 0 0 0 0 0 0 0 0
0 0 0 0 1 2 3 4 5 5 6 6 6 5 5 4 4 3 3 0 0 0 0 0 0 0 0 0 0 0
```

0 0 0 0 0 1 2 3 4 5 6 7 6 6 5 5 4 4 0 0 0 0
0 0 0 0 0 0 1 2 3 4 5 6 7 6 6 5 5 0 0 0 0 0
0 0 0 0 0 0 0 1 2 3 4 5 6 7 6 6 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 2 3 4 5 6 7 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 2 3 4 5 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 2 3 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 1 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 1 1 2 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0
0 0 1 1 2 2 3 3 4 4 5 5 5 4 4 3 3 2 2 1 1 0
0 0 0 1 2 3 3 4 4 5 5 6 5 5 4 4 3 3 2 2 0 0
0 0 0 0 1 2 3 4 5 5 6 6 6 5 5 4 4 3 3 0 0 0
0 0 0 0 0 1 2 3 4 5 6 7 6 6 5 5 4 4 0 0 0 0
0 0 0 0 0 0 1 2 3 4 5 6 7 6 6 5 5 0 0 0 0 0
0 0 0 0 0 0 0 1 2 3 4 5 6 7 6 6 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 2 3 4 5 6 7 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 2 3 4 5 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 2 3 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

Distance Transform 8 Pass 2

40 22 0 5

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 1 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0
0 0 1 1 2 2 3 3 4 4 5 5 5 4 4 3 3 2 2 1 1 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 2 1 1 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 1 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 1 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 1 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0
0 0 1 1 2 2 3 3 4 4 5 5 5 4 4 3 3 2 2 1 1 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 1 1 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 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

```

Local Maxima Skeleton of the image

```
40 22 0 5
```

```

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 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	2	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	3	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	4	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	5	0	0	0	0	0	0	0	0
0	0	1	0	2	0	3	0	4	0	5	5	5	0	4	0	3	0	2	0	1
0	0	0	0	0	0	0	0	0	0	0	0	5	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	4	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	3	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	2	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	1	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	2	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	3	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	4	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	5	0	0	0	0	0	0	0	0

```
0 0 1 0 2 0 3 0 4 0 5 5 5 0 4 0 3 0 2 0 1 0
0 0 0 0 0 0 0 0 0 0 0 0 5 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 4 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 3 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 2 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 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
```

Expansion Pass 1

40 22 0 5

```
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 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 1 2 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 2 2 2 1 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 2 3 2 1 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 3 3 3 2 1 0 0 0 0
0 0 0 0 0 0 0 0 0 0 2 3 4 3 2 1 0 0 0 0
0 0 0 0 0 0 0 0 0 1 2 4 4 4 3 2 1 0 0 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0
0 0 1 1 2 2 3 3 4 4 5 5 5 4 4 3 3 2 2 1 1 0
```

0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 1 1 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 1 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 1 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 2 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 2 2 2 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 2 3 2 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 3 3 3 2 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 2 3 4 3 2 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 2 4 4 4 3 2 1 0 0 0 0 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0
0 0 1 1 2 2 3 3 4 4 5 5 5 4 4 3 3 2 2 1 1 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 1 1 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 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
```

Expansion Pass 2

40 22 0 5

```
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 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 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0 0 0
0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0 0 0
0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0 0 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 1 1 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 1 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 1 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 1 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0
0 0 1 1 2 2 3 3 4 4 5 5 5 4 4 3 3 2 2 1 1 0
0 0 0 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 0 0
0 0 0 0 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 0 0 0
0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 2 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 1 1 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 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
```

Image 1 Skeleton File

2 12 1

4 12 2

6 12 3
8 12 4
10 12 5
11 3 1
11 5 2
11 7 3
11 9 4
11 11 5
11 12 5
11 13 5
11 15 4
11 17 3
11 19 2
11 21 1
12 12 5
14 12 4
16 12 3
18 12 2
20 12 1
21 12 1
23 12 2
25 12 3
27 12 4
29 12 5
30 3 1
30 5 2

30 7 3
30 9 4
30 11 5
30 12 5
30 13 5
30 15 4
30 17 3
30 19 2
30 21 1
31 12 5
33 12 4
35 12 3
37 12 2
39 12 1

Image 1 DecompressedFile

40 22 0 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 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 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 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 1 1 1 1 0 0 0 0 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0
0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0
0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0
0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0
0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 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 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 1 1 1 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 1 1 1 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 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0
0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0
0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0
0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0
0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0
0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0


```
0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 0 0 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
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 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
```

Image 1 debugFile

Entering distance8() method

Entering distancePass1() method

Exiting distancePass1() method

Entering distancePass2() method

Exiting distancePass2() method

Exiting distance8() method

Entering imageCompression() method

Entering computeLocalMaxima() method

Exiting computeLocalMaxima() method

Exiting computeLocalMaxima() method

Exiting computeLocalMaxima() method

Exiting computeLocalMaxima() method

Exiting computeLocalMaxima() method

Exiting computeLocalMaxima() method

Exiting computeLocalMaxima() method

Exiting computeLocalMaxima() method

Exiting computeLocalMaxima() method

[illegible]

Exiting imageDecompression() method

[illegible]

[illegible]

Image 2 OutFile

Distance Transform 8 Pass 1

49 64 0 9

[illegible]

[illegible]

[illegible]

49 64 0 6

[illegible]

[illegible]

```
4 31 1
6 31 2
8 31 3
10 31 4
12 31 5
13 22 1
```

13 24 2

13 26 3

13 28 4

13 30 5

13 31 5

13 32 5

13 34 4

13 36 3

13 38 2

13 40 1

14 31 5

16 31 4

18 31 3

19 51 6

19 52 6

19 53 6

19 54 6

19 55 6

19 56 6

19 57 6

20 31 2

21 9 6

21 10 6

21 11 6

21 12 6

21 13 6

21 14 6

21 15 6

22 31 1

22 49 4

22 50 4

22 58 4

22 59 4

23 31 1

23 49 4

23 59 4

25 31 2

25 48 3

25 49 3

25 59 3

25 60 3

26 48 3

26 60 3

27 31 3

28 47 2

28 48 2

28 60 2

28 61 2

29 31 4

29 47 2

29 61 2

31 31 5

31 46 1

31 47 1

31 61 1

31 62 1

32 22 1

32 24 2

32 26 3

32 28 4

32 30 5

32 31 5

32 32 5

32 34 4

32 36 3

32 38 2

32 40 1

32 46 1

32 62 1

33 31 5

35 31 4

37 31 3

39 31 2

41 31 1

Image 2 DecompressedFile

49 64 0 1

[illegible]

[illegible]

Exiting computeLocalMaxima() method
Exiting computeLocalMaxima() method
Exiting computeLocalMaxima() method
Exiting computeLocalMaxima() method
Entering extractSkeleton() method
Exiting extractSkeleton() method
Exiting imageCompression() method
Entering imageDecompression() method
Entering expansionPass1() method
Exiting expansionPass1() method
Entering expansionPass2() method
Exiting expansionPass2() method
Exiting imageDecompression() method