



Digital image processing #5 Basic neighborhood operations

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Filtrations



- Task #35
 - Load color image
 - Perform blurring operations: mean blur, gaussian blur and median blur
 - Discuss diferences between results
- Task #37
 - Load color image
 - Perform gaussian blurring with changing sigma value and compare it with mean blurring
- Task #37
 - Load color image
 - Use unsharp mask filter on loaded image

Filtrations



```
Task #35
        cv :: Mat img = cv :: imread ("lena.bmp");
        cv::Mat gaussian result, mean result, median result;
        cv::GaussianBlur(img, gaussian result, cv::Size(5, 5), 1, 1);
        cv::blur(img. mean result. cv::Size(5.5)):
        cv:: medianBlur(img, median_result,5);
//Task #36
        cv::Mat img = cv::imread("lena.bmp");
        cv::Mat gaussian result, mean result;
        cv::blur(img, mean result, cv::Size(5, 5));
        for (int i=0: i<100: i++)
   cv::GaussianBlur(img, gaussian result, cv::Size(5, 5),0.1*i, 0.1*i);
   cv::imshow("Gaussian", gaussian_result);
   cv::imshow("Mean", mean_result);
   cv :: waitKey (30);
 //Task #37
        cv::Mat img = cv::imread("lena.bmp");
        cv:: Mat gaussian result, unsharp mask;
        double alpha = 1:
        cv::GaussianBlur(img, gaussian result, cv::Size(5, 5), 1, 1);
        cv::addWeighted(img, 1 + alpha, gaussian result, -alpha, 0, unsharp mask);
```



Task #38

0 sum filtrations

- Load image
- Calculate Sobel derivatives of image
- Task #39
 - Load image
 - Calculate Laplacian of image. What is Laplacian and why it is good for edge detection?

Complex transformations



```
//Task #38

cv::Mat img = cv::imread("lena.bmp");
cv::Mat tmp, result;
cv::Sobel(img, tmp, CV_16S, 1, 0, 3, 1, 0);
cv::normalize(tmp, tmp, -255, 256, cv::NORM_MINMAX);
tmp.convertTo(result, CV_8U);

//Task #39

cv::Mat img = cv::imread("lena.bmp");
cv::Mat tmp, result;
cv::Laplacian(img, tmp, CV_16S, 3, 1, 0);
cv::normalize(tmp, tmp, -255, 256, cv::NORM_MINMAX);
tmp.convertTo(result, CV_8U);
```

Basic neighborhood operations Own kernel filtrations



- Task #40
 - Load image
 - Use own kernel in orged to perform filtration operation.

Complex transformations



```
//Task #39

cv::Mat img = cv::imread("lena.bmp");
cv::Mat result, tmp;
cv::Mat kernel = (cv::Mat_<double>(3, 3) << -2, -1, 0, -1, 0, 1, 0, 1, 2);

cv::filter2D(img, tmp, CV_16S, kernel);
cv::normalize(tmp, tmp, -255, 256, cv::NORM_MINMAX);
tmp.convertTo(result, CV_8U);
```



- Task #41
 - Load color image
 - Perform erosion and dilation on image
- Task #42
 - Load color image
 - Perform open and close operations on image
- Task #43
 - Load color image
 - Perform morphological gradient, top hat and black hat operations



```
//Task #41
        cv::Mat img = cv::imread("lena.bmp"):
        cv:: Mat gray, binary;
        cv::cvtColor(img, gray, CV_BGR2GRAY);
        cv::threshold(gray, binary, 100, 255, CV_THRESH_BINARY);
        cv::Mat eroded, dilated;
        cv::erode(binary, eroded, cv::Mat()); //default kernel
        cv::Mat customKernel = cv::getStructuringElement(CV_SHAPE_CROSS, cv::Size(5,5));
        cv::dilate(binary, dilated, customKernel); //custom kernel
//Task #42
        cv::Mat img = cv::imread("lena.bmp");
        cv:: Mat gray, binary, open, close;
        cv::cvtColor(img. grav. CV BGR2GRAY):
        cv::threshold(gray, binary, 100, 255, CV_THRESH_BINARY);
        cv::Mat eroded, dilated;
        cv::erode(binary, eroded, cv::Mat());
        cv::dilate(eroded,open,cv::Mat());
        cv::dilate(binary, dilated, cv::Mat());
        cv::erode(dilated, close, cv::Mat());
//Task #43
        cv::Mat img = cv::imread("lena.bmp");
        cv:: Mat gray, binary;
        cv::cvtColor(img, gray, CV_BGR2GRAY);
        cv::threshold(gray, binary, 100, 255, CV_THRESH_BINARY);
        cv::Mat blackhat, tophat, gradient;
        cv::morphologyEx(img. blackhat. cv::MORPH BLACKHAT. cv::Mat()):
        cv::morphologyEx(img, tophat, cv::MORPH_TOPHAT, cv::Mat());
        cv::morphologyEx(img, gradient, cv::MORPH GRADIENT, cv::Mat());
```

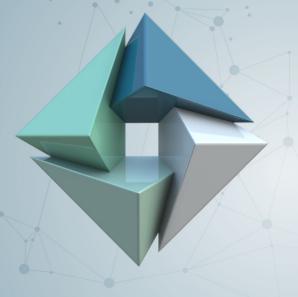


- Task #44
 - Load color image
 - Perform own morphological operation using custom kernel (e.g. hit-or-miss)



```
//Task #40
cv::Mat gray, binary;
cv::CvtColor(img, gray, CV_BGR2GRAY);
cv::threshold(gray, binary, 100, 255, CV_THRESH_BINARY);
cv::threshold(gray, binary, 100, 255, CV_THRESH_BINARY);
cv::Mat hitmiss;

cv::Mat kernel = (cv::Mat_<double>(5, 5) << 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1;
cv::morphologyEx(img, hitmiss, cv::MORPH_HITMISS, kernel);
```



The end

http://ztrw.mchtr.pw.edu.pl