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Roberts operator with threshold = 12

Navigate the points surround the pixel in the boundary, if the position is out of range, padding it.

Calculate the gradient magnitude = sqrt((bottom_right – origin)^2 + (bottom – right)^2), if the value >= threshold, make the pixel value 0, else 255.

Roberts operator with threshold = 30

Prewitt edge detector with threshold = 24

Calculate the gradient magnitude = sqrt(p1^2 +p2^2), if the value >= threshold, make the pixel value 0, else 255.

Sobel edge detector with threshold = 38

Calculate the gradient magnitude = sqrt(s1^2 +s2^2), if the value >= threshold, make the pixel value 0, else 255.

Frei and Chen gradient operator with threshold = 30

Calculate the gradient magnitude = sqrt(f1^2 +f2^2), if the value >= threshold, make the pixel value 0, else 255.

Kirsch compass operator with threshold = 135

Calculate the gradient magnitude =max(k0 to k7), if the value >= threshold, make the pixel value 0, else 255.

Robinson compass operator with threshold = 43

Calculate the gradient magnitude =max(r0 to r7), if the value >= threshold, make the pixel value 0, else 255.

Nevatia-Babu 5×5 operator threshold = 12500

Calculate the gradient magnitude =max(N0 to N5), if the value >= threshold, make the pixel value 0, else 255.