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Project Due Date: 3/10/2022

Algorithm Steps for ComputeDilation given an input 2D Array, an output 2D array of the same size, the size of the frame, and the size of the arrays:

0. $i \leftarrow \text{rowSizeFrame}$
1. $j \leftarrow \text{colSizeFrame}$
2. if $\text{input}[i][j] > 0$:
3. $\text{onePixelDilation}(i, j, \text{input}, \text{output})$
4. end-if
5. $j++$
6. repeat 2 – 5 while $j < \text{colSize} - \text{colFrameSize}$
7. $i++$
8. repeat 2 – 7 while $i < \text{rowSize} - \text{rowFrameSize}$

Algorithm Steps for ComputeErosion given an input 2D Array, an output 2D array of the same size, the size of the frame, and the size of the arrays:

0. $i \leftarrow \text{rowSizeFrame}$
1. $j \leftarrow \text{colSizeFrame}$
2. if $\text{input}[i][j] > 0$:
3. $\text{onePixelErosion}(i, j, \text{input}, \text{output})$
4. end-if
5. $j++$
6. repeat 2 – 5 while $j < \text{colSize} - \text{colFrameSize}$
7. $i++$
8. repeat 2 – 7 while $i < \text{rowSize} - \text{rowFrameSize}$

Algorithm Steps for OnePixelErosion given a pixel location (i,j), an input 2D Array, an output 2D array, a Structured Element 2D array, and an origin location for the Structured Element:

1. $iOffset \leftarrow i - \text{rowOrigin}$
2. $jOffset \leftarrow j - \text{colOrigin}$
3. $\text{matchFlag} \leftarrow \text{true}$
4. $r \leftarrow 0$
5. $c \leftarrow 0$
6. if $(\text{struct}[r][c] > 0) \text{ and } (\text{input}[iOffset + r][jOffset + c] \leq 0)$
7. $\text{matchFlag} \leftarrow \text{false}$
8. End-if
9. $c++$
10. repeat 6 – 9 while $(\text{matchFlag} == \text{true}) \text{ and } (c < \text{numStructCols})$
11. $r++$
12. repeat 6 – 11 while $(\text{matchFlag} == \text{true}) \text{ and } (r < \text{numStructRows})$

Algorithm Steps for ComputeClosing given an input 2D array, a temp array of the same size, an output array, and all variables required for erosion and dilation:

0. ComputeDilation(input, temp)
1. ComputeErosion(temp, output)

Algorithm Steps for ComputeOpening given an input 2D array, a temp array of the same size, an output array, and all variables required for erosion and dilation:

0. ComputeErosion(input, temp)
1. ComputeDilation(temp, output)

Main.java

```
import java.io.*;
import java.util.Scanner;

public class Main {
    public static void main(String[] args) {
        Scanner imgFile, structFile;
        BufferedWriter dialateOutFile, erodeOutFile, closingOutFile;
        BufferedWriter openingOutFile, prettyPrintFile;
        Morphology morphology;
        try{
            imgFile = new Scanner(new BufferedReader(new FileReader(args[0])));
            structFile = new Scanner(new BufferedReader(
                new FileReader(args[1])));
            dialateOutFile = new BufferedWriter(new FileWriter(args[2]));
            erodeOutFile = new BufferedWriter(new FileWriter(args[3]));
            closingOutFile = new BufferedWriter(new FileWriter(args[4]));
            openingOutFile = new BufferedWriter(new FileWriter(args[5]));
            prettyPrintFile = new BufferedWriter( new FileWriter(args[6]));

            //Constructor loads file info into the object
            morphology = new Morphology(imgFile, structFile);

            prettyPrintFile.write("Initial Zero Framed 2D Array: \n");
            Morphology.prettyPrint(morphology.zeroFramedAry, prettyPrintFile);
            prettyPrintFile.write("Initial Structured Element 2D Array: \n");
            Morphology.prettyPrint(morphology.structAry, prettyPrintFile);

            Morphology.zero2DAry(morphology.morphAry, morphology.rowSize,
                                morphology.colSize);
            morphology.computeDilation(morphology.zeroFramedAry,
                                    morphology.morphAry);
            Morphology.aryToFile(morphology.morphAry, dialateOutFile);
            prettyPrintFile.write("Dilation Operation Output: \n");
            Morphology.prettyPrint(morphology.morphAry, prettyPrintFile);

            Morphology.zero2DAry(morphology.morphAry, morphology.rowSize,
                                morphology.colSize);
            morphology.computeErosion(morphology.zeroFramedAry,
                                    morphology.morphAry);
            Morphology.aryToFile(morphology.morphAry, erodeOutFile);
            prettyPrintFile.write("Erosion Operation Output: \n");
```

```
Morphology.prettyPrint(morphology.morphAry, prettyPrintFile);

Morphology.zero2DAry(morphology.morphAry, morphology.rowSize,
                    morphology.colSize);
morphology.computeOpening(morphology.zeroFramedAry,
                        morphology.morphAry,
                        morphology.tempAry);
Morphology.aryToFile(morphology.morphAry, openingOutFile);
prettyPrintFile.write("Opening Operation Output:\n");
Morphology.prettyPrint(morphology.morphAry, prettyPrintFile);

Morphology.zero2DAry(morphology.morphAry, morphology.rowSize,
                    morphology.colSize);
morphology.computeClosing(morphology.zeroFramedAry,
                        morphology.morphAry,
                        morphology.tempAry);
Morphology.aryToFile(morphology.morphAry, closingOutFile);
prettyPrintFile.write("Closing Operation Output: \n");
Morphology.prettyPrint(morphology.morphAry, prettyPrintFile);

imgFile.close();
structFile.close();
dilateOutFile.close();
erodeOutFile.close();
closingOutFile.close();
openingOutFile.close();
prettyPrintFile.close();

} catch (FileNotFoundException e) {
    System.out.println(e.getMessage());
    System.exit(1);
}
catch (IOException e) {
    System.out.println(e.getMessage());
    System.exit(1);
}

}
}
```

Morphology.java

```
import java.io.*;
import java.util.Scanner;

public class Morphology {
    public int numImgRows, numImgCols, imgMin, imgMax;
    public int numStructRows, numStructCols, structMin, structMax;
    public int rowOrigin, colOrigin;
    public int rowFrameSize, colFrameSize;
    public int extraRows, extraCols, rowSize, colSize;
    public int[][] zeroFramedAry, morphAry, tempAry, structAry;

    public Morphology(Scanner img, Scanner struct){
        numImgRows = img.nextInt();
        numImgCols = img.nextInt();
        imgMin = img.nextInt();
        imgMax = img.nextInt();

        numStructRows = struct.nextInt();
        numStructCols = struct.nextInt();
        structMin = struct.nextInt();
        structMax = struct.nextInt();
        rowOrigin = struct.nextInt();
        colOrigin = struct.nextInt();

        rowFrameSize = numStructRows / 2;
        colFrameSize = numStructCols / 2;

        extraRows = rowFrameSize*2;
        extraCols = colFrameSize*2;

        rowSize = numImgRows + extraRows;
        colSize = numImgCols + extraCols;

        zeroFramedAry = new int[rowSize][colSize];
        morphAry = new int[rowSize][colSize];
        tempAry = new int[rowSize][colSize];
        structAry = new int[numStructRows][numStructCols];

        Morphology.zero2DAry(zeroFramedAry, rowSize, colSize);
        loadImg(img, zeroFramedAry);

        Morphology.zero2DAry(structAry, numStructRows, numStructCols);
        loadStruct(struct, structAry);
    }
}
```

```
}

public static void zero2DAry(int[][] ary, int nRows, int nCols){
    for(int i = 0; i < nRows; ++i){
        for(int j = 0; j < nCols; ++j){
            ary[i][j] = 0;
        }
    }
}

private void loadImg(Scanner imgFile, int[][] zeroFramedArray){
    int rowEnd = rowSize - rowFrameSize, colEnd = colSize - colFrameSize;
    for(int i = rowFrameSize; i < rowEnd; ++i){
        for(int j = colFrameSize; j < colEnd; ++j){
            zeroFramedArray[i][j] = imgFile.nextInt();
        }
    }
}

private void loadStruct(Scanner structFile, int[][] structArray){
    for(int i = 0; i < numStructRows; ++i){
        for(int j = 0; j < numStructCols; ++j){
            structArray[i][j] = structFile.nextInt();
        }
    }
}

public void computeDilation(int[][] inAry, int[][] outAry){
    for(int i = rowFrameSize; i < rowSize - rowFrameSize; ++i){
        for(int j = colFrameSize; j < colSize - colFrameSize; ++j){
            if(inAry[i][j] > 0){
                //do we need the inAry? seems irrelevant
                onePixelDilation(i, j, inAry, outAry);
            }
        }
    }
}

public void computeErosion(int[][] inAry, int[][] outAry){
    for(int i = rowFrameSize; i < rowSize - rowFrameSize; ++i){
        for(int j = colFrameSize; j < colSize - colFrameSize; ++j){
            if(inAry[i][j] > 0){
                onePixelErosion(i, j, inAry, outAry);
            }
        }
    }
}
```

```
    }
    }
}

public void computeOpening(int[][] inAry, int[][] outAry, int [][] temp){
    computeDilation(inAry, tempAry);
    computeErosion(tempAry, outAry);
}

public void computeClosing(int[][] inAry, int[][] outAry, int [][] temp){
    computeErosion(inAry, tempAry);
    computeDilation(tempAry, outAry);
}

public void onePixelDilation(int i, int j, int[][] inAry, int[][] outAry){
    int iOffset = i - rowOrigin, jOffset = j - colOrigin;

    for(int r = 0; r < numStructRows; ++r){
        for(int c = 0; c < numStructCols; ++c){
            if(structAry[r][c] > 0){
                outAry[iOffset + r][jOffset + c] = 1;
            }
        }
    }
}

public void onePixelErosion(int i, int j, int[][] inAry, int[][] outAry){
    boolean matchFlag = true;
    int iOffset = i - rowOrigin, jOffset = j - colOrigin;

    for(int r = 0; r < numStructRows && matchFlag; ++r){
        for(int c = 0; c < numStructCols && matchFlag; ++c){
            if(structAry[r][c] > 0 && inAry[iOffset + r][jOffset + c] <= 0){
                matchFlag = false;
            }
        }
    }
    if(matchFlag){
        outAry[i][j] = 1;
    }
    else{
        outAry[i][j] = 0;
    }
}
```

```
public static void aryToFile(int[][] ary, BufferedWriter outfile){
    try{
        int r = ary.length, c = 0;
        for(int i = 0; i < r; ++i){
            c = ary[i].length;
            for(int j = 0; j < c; ++j){
                outfile.write(Integer.toString(ary[i][j]) + " ");
            }
            outfile.write("\n");
        }
        outfile.write("\n\n");
    }
    catch(IOException e){
        System.out.println(e.getMessage());
        System.exit(1);
    }
}

public static void prettyPrint(int[][] ary, BufferedWriter outfile){
    try{
        int r = ary.length, c = 0;
        for(int i = 0; i < r; ++i){
            c = ary[i].length;
            for(int j = 0; j < c; ++j){
                if(ary[i][j] == 0){
                    outfile.write(". ");
                }
                else{
                    outfile.write("1 ");
                }
            }
            outfile.write("\n");
        }
        outfile.write("\n\n");
    }
    catch(IOException e){
        System.out.println(e.getMessage());
        System.exit(1);
    }
}

}
```



```
Image 1, Structured Element 1
*****
Initial Zero Framed 2D Array:
```

[illegible]

Initial Structured Element 2D Array:

1 1 1

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

Image 1, Structured Element 2

Initial Zero Framed 2D Array:

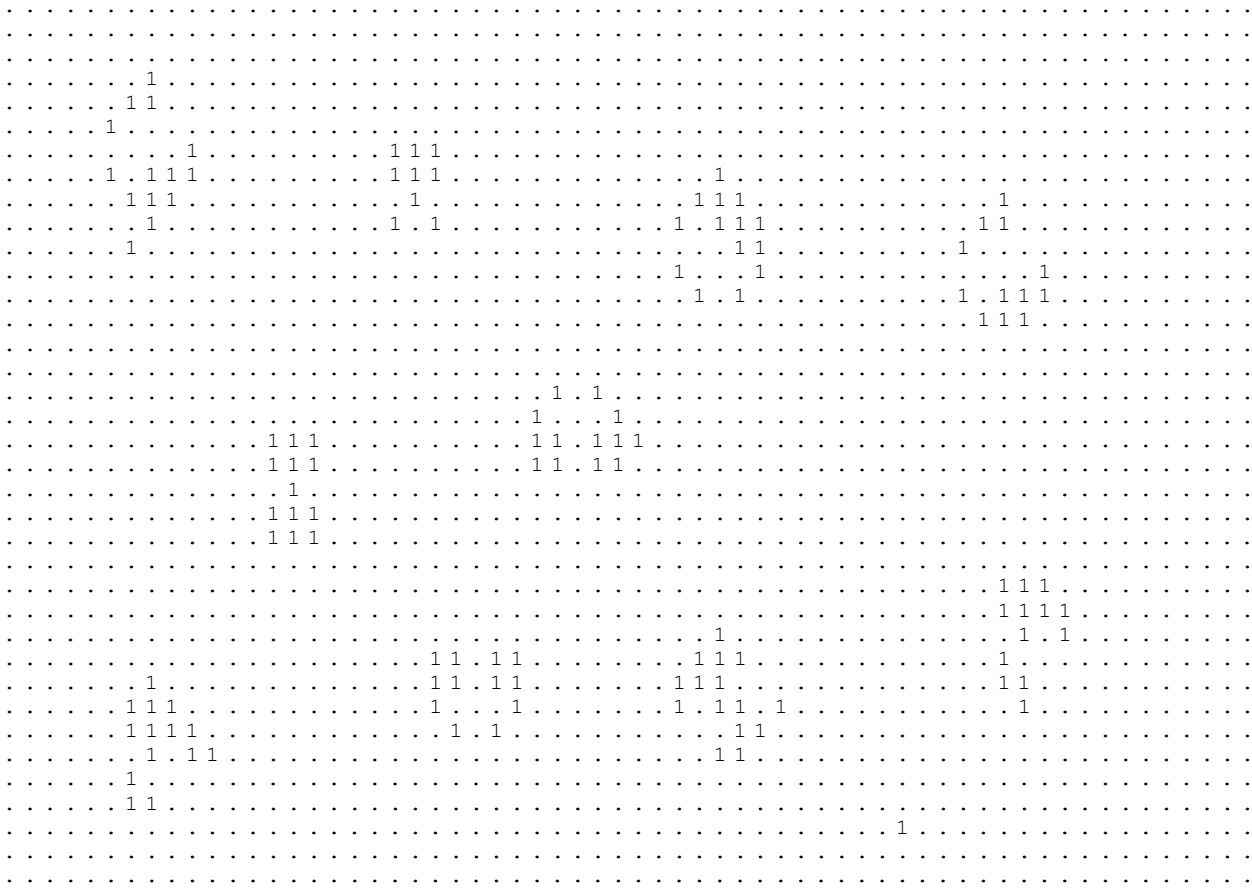
```
. . . . .
. . . . .
. . . . .
. 1 1 1 . . 1 1 1 . . . . . 1 . . . 1 1 . . . . .
. 1 1 1 . . 1 1 1 . . . . . 1 . . . 1 1 . 1 1 1 . . 1 1 . . . . . 1 . . . . . 1 . . . . .
. . . 1 . 1 1 1 1 1 . . . . . 1 . . . . . 1 . . . . . 1 . . . . . 1 . . . . . 1 . . . . .
. . . . 1 1 1 1 . 1 1 . . 1 1 . . . 1 1 1 . . 1 . 1 . . . 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 . 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 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 . . . 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 . . . . . 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 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 . 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 . 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 . . . . . 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 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 . . . . .
```

Initial Structured Element 2D Array:

```
. 1 .
1 1 1
. 1 .
```

[illegible]

Erosion Operation Output:



[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

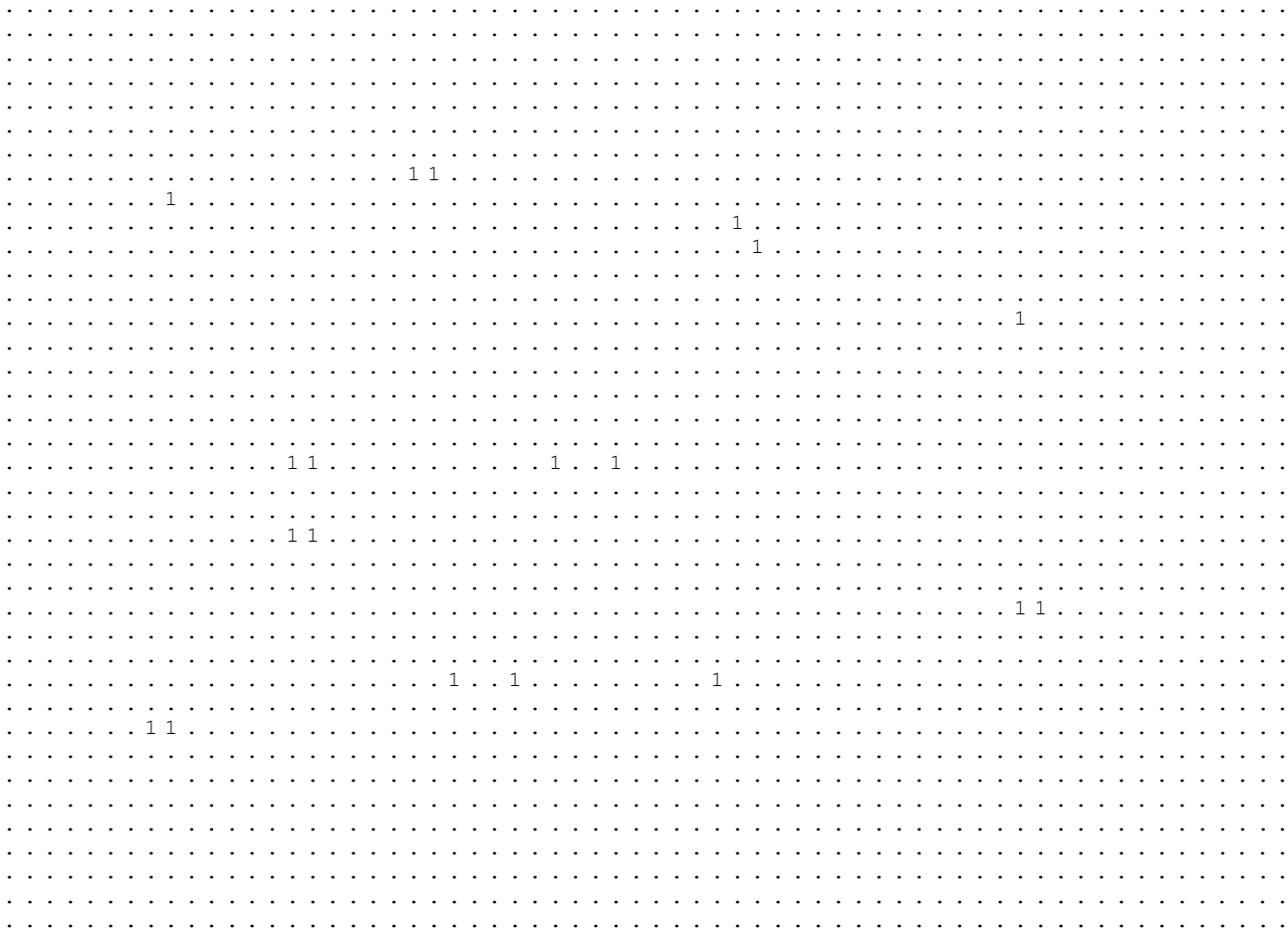
Initial Zero Framed 2D Array:

Initial Structured Element 2D Array:

$$\begin{array}{cccc} . & 1 & 1 & . \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ . & 1 & 1 & . \end{array}$$

[illegible]

Erosion Operation Output:



[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

Image 2, Structured Element 1

Initial Zero Framed 2D Array:

```
.....
...1.....1...11.....
.111...111.....1...11.1111...11.....1.....1.....
...1.111111.....1.....1...1...1.....1.....1.....
...11111.11...11...1111.1...1...1.11.....1.....
...1.11.11111...11...111111...1...1...1.1...1.1.....
...1111111.....11111111.....1.111.....1.11.1.11.1.....
...1...111111.....1.1111.1111.....1.11111.1.11.1.....
...1...111.....11111111...1...11111111.....11111.1...1.....
...111111.11.....1.11.11.11...1...11.1111.11.1.1.....
...1.11.1...1.1...1.1.1...11...11111.....11111111.1111.....
.....1...1.1.....1.111.....1...11111.1.....
.....1.....111.....111.....111.....1.....1.....
.....1.....111.....111.111.....11.....1.....11...
.....1.....111111.....11111111.....1.....1...11...
.....1...1...1.111.1.....1...11.11.....1.....1.1.....
.111...1.11.1111111.....1...111.1111...11.1.....1.....
...1.1...1.11111.1.....1...1...1...11...1.1...1.1.....
...1...1.1...1111.....11...1.1...1.11.....1...111.....
...1.111.1.....1.1111111.....111111.1.....11111.1.1.....
...1...1.....1...11111111.....11111.....11111.111...1.....
...11.111.1.....1.11111111.....111111.1.....11111.1.1.....
...111111.....1...1...111.111.....11111111.....1...1.111.1.....
...1.1111111.1.....1.1.11111.....11.1111.....1...1.1.1.....
...1.1111111.1.....1.....111.....11111.....1...1.11.1.....
...1111.111.....1...1...1.1...1.....111.....1.1.1.....
...11111.1...1.....1.....1.....1...11.111.....
...111.....11.....1.....1.....1.....111.....
.....111.....11.....1.....1.....1.....
```

Initial Structured Element 2D Array:
1 1 1

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

Image 2, Structured Element 2

Initial Zero Framed 2D Array:

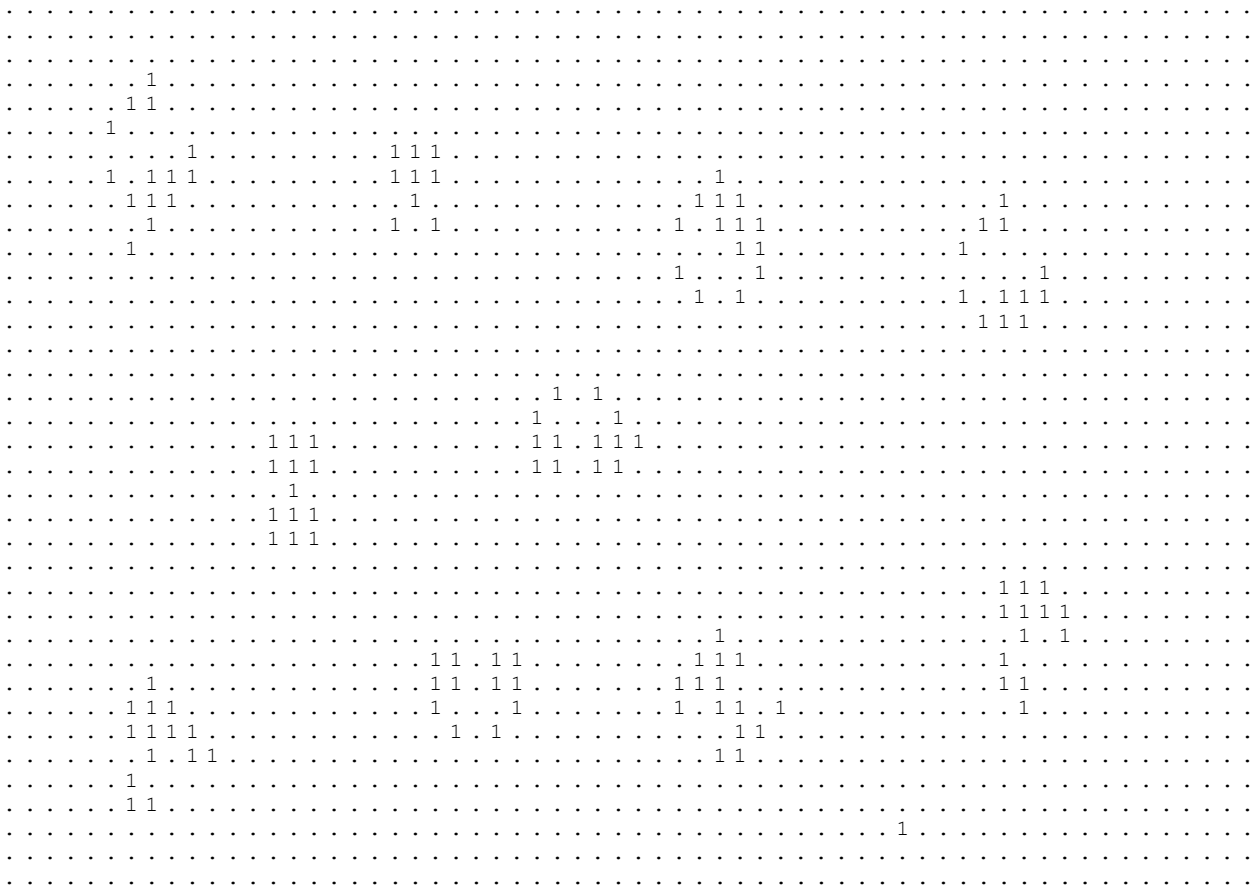
```
.....
.....
.....1.....1.....11.....
.111...111.....1...11.1111...11.....1.....1.....
...1.111111.....1.....1.....1.....1.....1.....
...11111.11...11...1111.1.....1.1.....11.....1.....
...1111111.....1111111.....1.111.....1.11.1.11.1.....
...1...11111.....1.111.111.....1.11111.....1.11.1.....
...1...11.....1111111.....1.....1111111.....11111.1.....
...11111.11.....1.11.11.11.1.....11111.11.1.1.....
...1.11.1.1.....1.1.1.1.1.....11.....11111.....1111.....
.....1...1.1.....1.1.....1.111.....1.....11111.1.....
.....1.....111.....111.....1.....1.....1.....1.....
.....1.....111.....111.111.....11.....1.....1.....11...
.....1.....11111.....11111111.....1.....1.....1.11...
.....1...1...1.111.1.....1...11.11.....1.....1.1.....
.111...1.11.1111111.....1...111.1111.....11.1.....1.....
...1.1...1.11111.....1.....1.....1.....11.....1.1.....
...1...1.1...111.....11.....1.1.....1.....111.....1.....
...1.11.....1.....1.....1.....1.....1.....1.....11111.1.....
.....1.....1.....11111111.....11111.....11111.111.....
...11.1111.1.....1.11111111.....111111.1.....11111.1.....
.....11111.....1.....1...111.111.....11111111.....1...1.111.1.....
...11111111.1.....1.1.1.11111.....11.1111.11.1.....1.....
...1...111111.1.....1.....111.....11111.....1.....1.11.1.....
...1111.11.....1.....1.1.....1.....111.....1.1.1.....111.....
.....11111.1...1.....1.....1.....1.....1.....11.111.....
.....111.....11.....1.....1.....1.....1.....111.....
.....1.....1.....1.....1.....1.....1.....1.....
.....
.....
```

Initial Structured Element 2D Array:

```
. 1 .
1 1 1
. 1 .
```

[illegible]

Erosion Operation Output:



[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

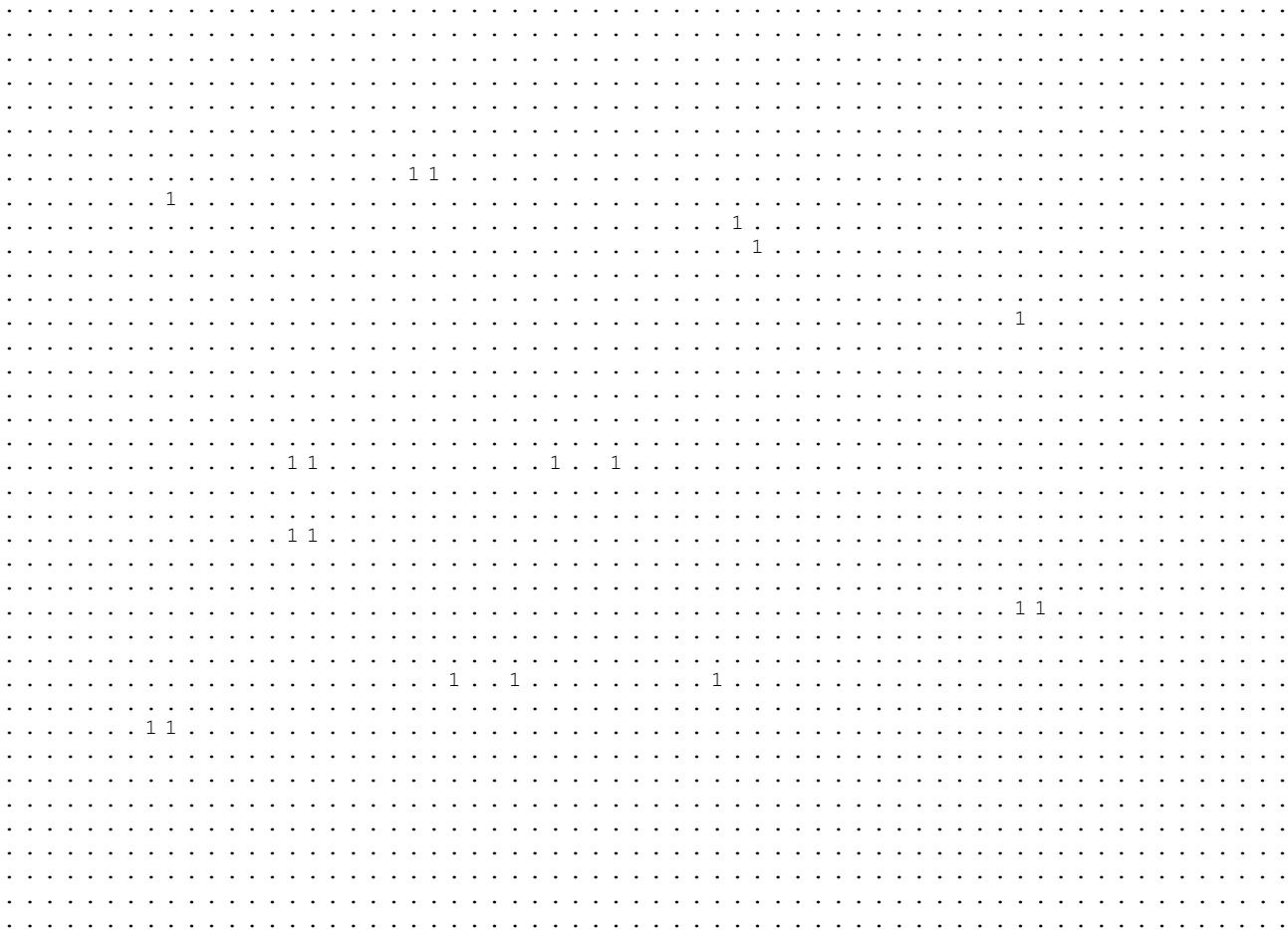
Initial Zero Framed 2D Array:

Initial Structured Element 2D Array:

$$\begin{array}{cccc} . & 1 & 1 & . \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ . & 1 & 1 & . \end{array}$$

[illegible]

Erosion Operation Output:



[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]