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Algorithm Steps for ComputeGauss given a frameArray, maskArray, gaussArray, and a weight:

0. newMin \leftarrow 9999 ; newMax \leftarrow 0
1. $i \leftarrow 2$
2. $j \leftarrow 2$
3. gaussArray[i,j] \leftarrow (int)(convolution5x5(i,j,frameArray,maskArray) / weight)
4. if newMin > gaussArray[i,j]
5. newMin \leftarrow gaussArray[i,j]
6. end-if
7. if newMax < gaussArray[i,j]
8. newMax \leftarrow gaussArray[i,j]
9. end-if
10. j++
11. repeat 3 to 10 while j < numCols + 2
12. i++
13. repeat 3 to 12 while i < numRows + 2

```
#include <iostream>
#include <fstream>
#include <string>

using namespace std;

class imageProcessing{
public:
    int numRows, numCols, minVal, maxVal;
    int newMin, newMax;
    int maskRows, maskCols, maskMin, maskMax;
    int thr;
    int **frameArray, **gaussArray, **thrArray, **maskArray;
    int weight;

    imageProcessing(int* imH, int* mskH, int t);
    ~imageProcessing();
    void loadImage(ifstream& in, int** ary);
    void mirrorFraming();
    int loadMask(ifstream& in);
    int convolutions5x5(int i, int j, int** fArray, int** mArray);
    void computeGaus(int** fArray, int** mArray, int** gArray, int w);
    void threshold(int** ary, int** tAry, int t);
    void imageReformat(int** inAry, int newMin, int newMax, ofstream&
output);
    void prettyPrint(int** ary, ofstream& out);
};

int main(int argc, char** argv){
    string inputFileName = argv[1], maskFileName = argv[2], outputFileName =
argv[4];
    int threshold = atoi(argv[3]);

    ifstream input(inputFileName), mask(maskFileName);
    ofstream output(outputFileName);
    int inputHeader[4], maskHeader[4];
    for(int i = 0; i < 4; ++i){
        input >> inputHeader[i];
        mask >> maskHeader[i];
    }
    imageProcessing imageprocessing(inputHeader, maskHeader, threshold);
    imageprocessing.loadImage(input, imageprocessing.frameArray);
    imageprocessing.weight = imageprocessing.loadMask(mask);
    imageprocessing.imageReformat(imageprocessing.frameArray,
imageprocessing.minVal, imageprocessing.maxVal, output);
```

```
        imageprocessing.computeGaus(imageprocessing.frameArray,
imageprocessing.maskArray, imageprocessing.gaussArray, imageprocessing.weight);
        imageprocessing.imageReformat(imageprocessing.gaussArray,
imageprocessing.newMin, imageprocessing.newMax, output);
        imageprocessing.threshold(imageprocessing.gaussArray,
imageprocessing.thrArray, imageprocessing.thr);
        imageprocessing.imageReformat(imageprocessing.thrArray,
imageprocessing.newMin, imageprocessing.newMax, output);
        imageprocessing.prettyPrint(imageprocessing.thrArray, output);

        input.close();
        output.close();
        mask.close();
    }

imageProcessing::imageProcessing(int* imH, int* mskH, int t){
    numRows = imH[0];
    numCols = imH[1];
    minVal = imH[2];
    maxVal = imH[3];
    maskRows = mskH[0];
    maskCols = mskH[1];
    maskMin = mskH[2];
    maskMax = mskH[3];
    thr = t;

    frameArray = new int*[numRows + 4];
    gaussArray = new int*[numRows + 4];
    thrArray = new int*[numRows + 4];
    maskArray = new int*[maskRows];

    for(int i = 0; i < numRows + 4; ++i){
        frameArray[i] = new int[numCols + 4]{0};
        gaussArray[i] = new int[numCols + 4]{0};
        thrArray[i] = new int[numCols + 4]{0};
    }
    for(int i = 0; i < maskRows; ++i){
        maskArray[i] = new int[maskCols]{0};
    }
}

imageProcessing::~imageProcessing(){
    int frameSizeRows = numRows + 4;
```

```
        for(int i = 0; i < frameSizeRows; ++i){
            delete[] frameArray[i];
            delete[] gaussArray[i];
            delete[] thrArray[i];
        }

        delete[] frameArray;
        delete[] gaussArray;
        delete[] thrArray;

        for(int i = 0; i < maskRows; ++i){
            delete[] maskArray[i];
        }
        delete[] maskArray;
    }

void imageProcessing::loadImage(ifstream& in, int** ary){
    int rows = numRows+2, cols = numCols + 2;
    for(int i = 2; i < rows; ++i){
        for(int j = 2; j < cols; ++j){
            in >> frameArray[i][j];
        }
    }
    mirrorFraming();
}

void imageProcessing::mirrorFraming(){
    int frameRows = numRows + 4, frameCols = numCols + 4;

    //mirror top then bottom
    for(int i = 0; i < 2; ++i){
        for(int j = 2; j < numCols+2; ++j){
            frameArray[i][j] = frameArray[3-i][j];
        }
    }
    for(int i = frameRows- 2; i < frameRows; ++i){
        for(int j = 2; j < numCols + 2; ++j){
            frameArray[i][j] = frameArray[2*frameRows-5 - i][j];
        }
    }

    //mirror left then right
    for(int i = 2; i < frameRows-2; ++i){
```

```
        for(int j = 0; j < 2; ++j){
            frameArray[i][j] = frameArray[i][3-j];
        }
    }
    for(int i = 2; i < frameRows - 2; ++i){
        for(int j = frameCols-2; j < frameCols; ++j){
            frameArray[i][j] = frameArray[i][2*frameCols-5-j];
        }
    }

    //mirror corners, reflected over appropriate corner
    frameArray[0][0] = frameArray[3][3];
    frameArray[1][1] = frameArray[2][2];
    frameArray[0][1] = frameArray[2][3];
    frameArray[1][0] = frameArray[3][2];
    frameArray[0][frameCols-2] = frameArray[2][frameCols-4];
    frameArray[0][frameCols-1] = frameArray[3][frameCols-4];
    frameArray[1][frameCols-2] = frameArray[2][frameCols-3];
    frameArray[1][frameCols-1] = frameArray[3][frameCols-3];
    frameArray[frameRows-2][0] = frameArray[frameRows-4][2];
    frameArray[frameRows-2][1] = frameArray[frameRows-3][2];
    frameArray[frameRows-1][0] = frameArray[frameRows-4][3];
    frameArray[frameRows-1][1] = frameArray[frameRows-3][3];
    frameArray[frameRows-2][frameCols-2] = frameArray[frameRows-3][frameCols-3];
    frameArray[frameRows-2][frameCols-1] = frameArray[frameRows-4][frameCols-3];
    frameArray[frameRows-1][frameCols-2] = frameArray[frameRows-3][frameCols-4];
    frameArray[frameRows-1][frameCols-1] = frameArray[frameRows-4][frameCols-4];
}

int imageProcessing::loadMask(ifstream& in){
    int w = 0;
    for(int i = 0; i < maskRows; ++i){
        for(int j = 0; j < maskCols; ++j){
            in >> maskArray[i][j];
            w += maskArray[i][j];
        }
    }
    return w;
}

int imageProcessing::convolutions5x5(int i, int j, int** fArray, int** mArray){
    int retVal = 0;
    for(int rows = i-2; rows <= i + 2; ++rows){
```

```
        for(int cols = j-2; cols <= j+2; ++cols){
            retVal += mArray[rows-i+2][cols-j+2]*fArray[rows][cols];
        }
    }
    return retVal;
}

void imageProcessing::computeGaus(int** fArray, int** mArray, int** gArray, int w){
    newMin = 99999;
    newMax = 0;
    for(int i = 2; i < numRows + 2; ++i){
        for(int j = 2; j < numCols + 2; ++j){
            gArray[i][j] = (int) (convolutions5x5(i, j, fArray, mArray) / w);
            newMin = newMin > gArray[i][j] ? gArray[i][j] : newMin;
            newMax = newMax < gArray[i][j] ? gArray[i][j] : newMax;
        }
    }
}

void imageProcessing::threshold(int** ary, int** tAry, int t){
    for(int i = 0; i < numRows+4; ++i){
        for(int j = 0; j < numCols + 4; ++j){
            tAry[i][j] = ary[i][j] >= t ? 1 : 0;
        }
    }
}

void imageProcessing::imageReformat(int** inAry, int newMin, int newMax, ofstream& output){
    output << numRows << " ";
    output << numCols << " ";
    output << newMin << " ";
    output << newMax << "\n";
    string str = to_string(newMax);
    int width = str.length();
    int r = 0, c = 0, ww = 0;

    for(int r = 0; r < numRows+4; ++r){
        for(int c = 0; c < numCols+4; ++c){
            output << inAry[r][c];
            str = to_string(inAry[r][c]);
```

```
        output << " ";
        for(ww = str.length(); ww < width; ++ww){
            output << " ";
        }
        output << "\n";
    }
    output << "\n\n";
}

void imageProcessing::prettyPrint(int** ary, ofstream& out){
    for(int i = 2; i < numRows + 2; ++i){
        for(int j = 2; j < numCols + 2; ++j){
            if(ary[i][j] > 0){
                out << "1 ";
            }
            else{
                out << ". ";
            }
        }
        out << "\n";
    }
    out << "\n\n";
}
```

[illegible]

