

Matric No: G1923437

[illegible]

Open

ANSWER

Question 1 and 2: Refer to GitHub

Question 3:

- Firstly, the coloured image is converted to grayscale image, in order to have only one channel image. The image is then binarized through thresholding process using Adaptive Gaussian Thresholding method. This method using threshold value that is weighted sum of neighbourhood values where weights are a gaussian window.
- In the morphological processing, kernel size of 12 x 12 is chosen for Dilation and Erosion operation. Both using single iteration to adequately form relevant connected regions of the same object while providing sufficient gaps between each object to form separate regions.
- The image is then smoothen using Median Blurring to remove salt-and-pepper noise. It computes the median of all the pixels under the kernel window and the central pixel is replaced with this median value. Without this filter, the total object count resulted to be additional 1 object due to salt-and-pepper noise.
- Next, the connected components of the image are labelled and return total number of labels which is equivalent to the total number of objects.
- Finally, the original and after processed image are displayed with result of the total number of objects counted in the original image which is 20 objects.



Final Results:

