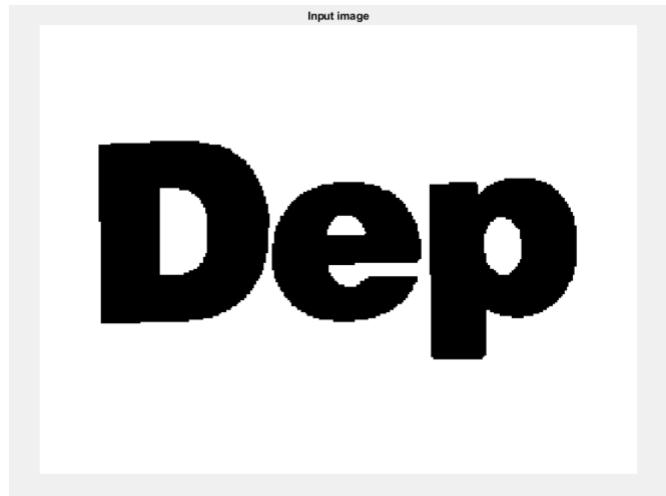


**ECE 415 – Computer Vision I**  
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**Homework – 6**

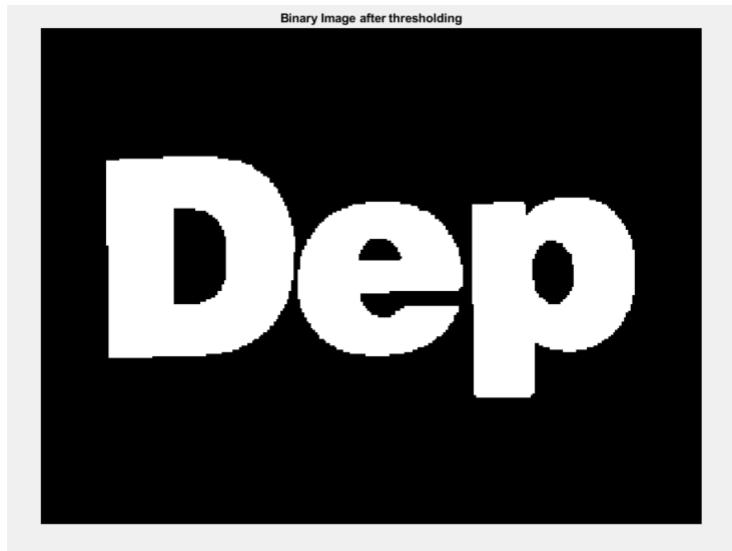
**Problem 1)**

**1). The input image is:**



**2).** Thresholding is performed using **Global thresholding**. A value below the threshold is assigned 1 and a value above the threshold is assigned 0.

The binary image after thresholding is:



3). Applying the 4 connectivity 2-pass algorithm to find the connected components we see in the resulting image that there is a total of 7 connected components in it.

4). By applying full dynamic range for the connected components image, we get:



From the image, we see that there is a total of 7 connected components having different gray levels.

## Problem-2

Given, 8x8 image:

1).

connected component 1

1	1	1	1	0	0	0	0
1	1	0	0	0	1	1	1
1	1	0	0	1	1	0	1
0	0	0	0	1	0	0	1
0	0	0	0	1	1	1	1
1	1	1	0	0	0	0	0
1	0	1	0	0	0	1	1
1	1	1	0	1	1	1	1

→ connected component 2

connected component 3

→ connected component 4

∴ There are 4 connected components in the binary image.

- a). • Area of connected component 1 is : 8
- Area of connected component 2 is : 12
- Area of connected component 3 is : 8
- Area of connected component 4 is : 6.

3). The smaller image is :

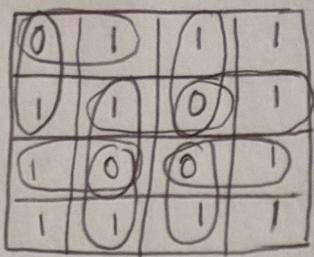
0	1	1	1
1	1	0	1
1	0	0	1
1	1	1	1

4). What dilation is given by:  $\hat{g}(x,y) = \begin{cases} 1 & , c(x,y) \geq 1 \\ 0 & , \text{otherwise.} \end{cases}$

The 3x3 box filter is :

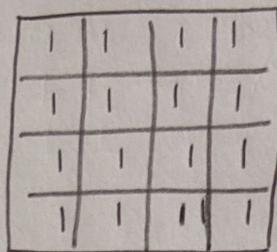
structuring element is padded with '0'.

1	1	1
1	1	1
1	1	1



∴ after 1<sup>st</sup> pass we get,

the filtered  
image.



∴ Only 1 pass of the dilation operator is required  
to remove the black hole within the white object.

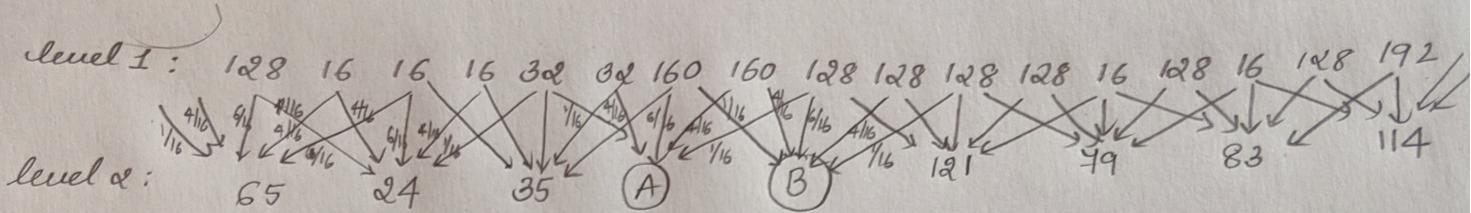
Problem 3)

Given, Binomial Kernel =  $\frac{1}{16} \begin{bmatrix} 1 & 4 & 6 & 4 & 1 \end{bmatrix}$

decimation factor = 2.

We know that, a Gaussian pyramid is created by smoothing using a Binomial kernel and down sampling by half.

∴ Following the same process we can calculate the values of A, B, C and D.



∴ A can be calculated as:

$$A = \frac{1}{16} \begin{bmatrix} 1 & 4 & 6 & 4 & 1 \end{bmatrix} * \begin{bmatrix} 32 & 32 & 160 & 160 & 128 \end{bmatrix} = \frac{1}{16} [1 \times 32 + 4 \times 32 + 6 \times 160 + 4 \times 160 + 1 \times 128]$$

$$\begin{bmatrix} 32 \\ 160 \\ 160 \\ 128 \end{bmatrix} = \frac{1}{16} [32 + 128 + 960 + 640 + 128]$$

$$\therefore A = \frac{1}{16} [1888] = 118 \quad | A=118$$

∴ B can be calculated as:

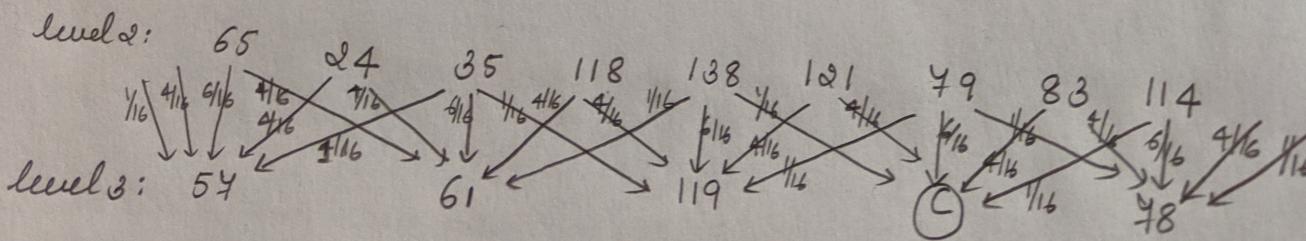
$$B = \frac{1}{16} \begin{bmatrix} 1 & 4 & 6 & 4 & 1 \end{bmatrix} * \begin{bmatrix} 160 & 160 & 128 & 128 & 128 \end{bmatrix} = \frac{1}{16} [1 \times 160 + 4 \times 160 + 6 \times 128 + 4 \times 128 + 1 \times 128]$$

$$= \frac{1}{16} [160 + 640 + 768 + 512 + 128]$$

$$= \frac{1}{16} [2208]$$

$$= 138.$$

$$\therefore B=138$$



• C can be calculated as:

$$C = \frac{1}{16} [1 \boxed{4} \boxed{6} \boxed{4} \boxed{1}] * [\boxed{138} \boxed{121} \boxed{49} \boxed{83} \boxed{114}]$$

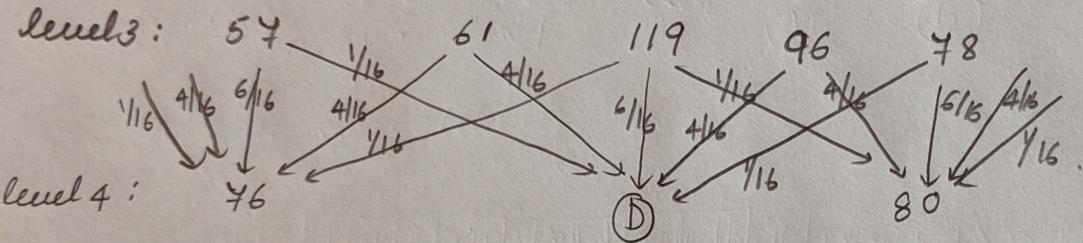
$$= \frac{1}{16} [1 \times 138 + 4 \times 121 + 6 \times 49 + 4 \times 83 + 1 \times 114]$$

$$= \frac{1}{16} [138 + 484 + 294 + 332 + 114]$$

$$= \frac{1}{16} [1542]$$

$$= 96.345.$$

$$\therefore \boxed{C = 96}$$



• D can be calculated as:

$$D = \frac{1}{16} [1 \boxed{4} \boxed{6} \boxed{4} \boxed{1}] * [\boxed{57} \boxed{61} \boxed{119} \boxed{96} \boxed{78}]$$

$$= \frac{1}{16} [1 \times 57 + 4 \times 61 + 6 \times 119 + 4 \times 96 + 1 \times 78]$$

$$= \frac{1}{16} [57 + 244 + 414 + 384 + 78]$$

$$= \frac{1}{16} [1477]$$

$$D = 92.3125.$$

$$\therefore \boxed{D = 92}$$