Homework 6

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1 First Answer

Matlab Code

```
1 clc;
2 close all;
з clear all;
  fidcamera99 = fopen('camera99.bin', 'r');
  [camera99, junk] = fread (fidcamera99, [256, 256], 'uchar');
  camera99 = camera99; % for trasnpose of the image
  figure (1); colormap (gray (256));
  image(camera99);
  title ('Original camera 99 Image');
  axis off;
  axis ('image');
   print (figure (1), 'laa', '-dpng'); % writing out image for LaTeX
      purpose
  I=camera99;
13
14
  %Selecting the size for window
15
  size = 256;
   windowsize = 3;
17
  %windowsize2=floor (windowsize/2);
  Window=zeros (windowsize);
  Median=zeros(size);
  Erode=zeros(size);
  Dilate=zeros (size);
  Open=zeros(size);
  Close=zeros(size);
27 %Performing Erode, Medain and Dilate
<sub>28</sub> for i=2:255
```

```
for j = 2:255
29
            Window=I (i-1:i+1,j-1:j+1);
30
            Median (i, j)=median (median (Window));
31
            Erode(i, j) = min(min(Window));
32
            Dilate (i, j) = \max(\max(\text{Window}));
33
       end
34
   end
35
  %Performing Open and Close
37
   for i = 3:254
38
        for j = 3:254
39
            Window=Erode (i-1:i+1,j-1:j+1);
40
            Open (i, j) = \max(\max(Window));
41
            Window=Dilate (i-1:i+1,j-1:j+1);
42
            Close (i, j) = \min(\min(Window));
43
       end
44
   end
45
46
  %Displaying the Results
   figure (2);
   colormap(gray(256));
   image(Median);
   title ('Median filtered Camera 99 Image');
51
   axis off;
52
   axis ('image');
   print (figure (2), 'lab', '-dpng'); % writing out image for LaTeX
      purpose
55
   figure (3);
56
   colormap (gray (256));
   image (Open);
   title ('Open Camera 99 Image');
   axis off;
60
   axis ('image');
   print (figure (3), 'lac', '-dpng'); % writing out image for LaTeX
      purpose
63
   figure (4);
64
   colormap(gray(256));
  image(Close);
   title ('Close Camera 99 Image');
   axis off;
  axis ('image');
```

```
70 print (figure(4), '1ad', '-dpng'); %writing out image for LaTeX
purpose
```

Discussion:

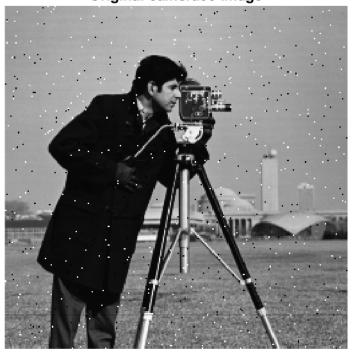
Results: The Camera 99.bin Image contains salt and pepper noise.

Median Filter: After applying the median filter we can see that the salt and pepper noise is removed from the image but the image appears to be little bit noisy i.e. the image is not as clear and lost some details. Although, there is some loss in details of the image, the image is acceptable as the salt and pepper noise is removed completely.

Open: The result of applying the open operation to camera 99. bin can be seen. After applying the open operation we can see that white spots are removed from the image, but still there are black spots on the image.

Close: The result of applying the close operation to camera 99.bin can be seen. After applying the operation we can see that the result is complementary as to that of Open. In close operation the white spots are preserved and the black spots are removed from the image.

Original camera99 Image



Median filtered Camera 99 Image



Open Camera 99 Image



Close Camera 99 Image



2 Second Answer

Matlab Code

```
clc;
  close all;
  clear all;
  fidcamera9 = fopen('camera9.bin','r');
  [camera9, junk] = fread (fidcamera9, [256, 256], 'uchar');
  camera9 = camera9; % for trasnpose of the image
  figure (1); colormap (gray (256));
  image(camera9);
  title ('Original camera Image');
  axis off;
  axis ('image');
11
  print (figure (1), '2aa', '-dpng'); % writing out image for LaTeX
      purpose
  I=camera9;
13
14
  %Selecting the size for window
15
  size = 256;
  windowsize=3;
17
  %windowsize2=floor (windowsize/2);
19
  Window=zeros (windowsize);
  Median=zeros(size);
21
  Erode=zeros (size);
  Dilate=zeros (size);
  Open=zeros(size);
  Close=zeros(size);
25
26
  %Performing Erode, Medain and Dilate
27
  for i = 2:255
28
       for j = 2:255
29
           Window=I (i-1:i+1,j-1:j+1);
30
           Median (i, j)=median (median (Window));
31
           Erode(i,j)=min(min(Window));
32
            Dilate (i, j) = \max(\max(\text{Window}));
33
       end
34
  end
35
36
  %Performing Open and Close
  for i = 3:254
       for i = 3:254
39
```

```
Window=Erode (i-1:i+1,j-1:j+1);
40
           Open (i, j) = \max(\max(Window));
41
           Window=Dilate (i-1:i+1,j-1:j+1);
42
            Close (i, j) = \min(\min(Window));
43
       end
44
  end
45
46
  %Displaying the Results
  figure (2);
48
  colormap(gray(256));
49
  image (Median);
  title ('Median filtered Camera 9 Image');
  axis off;
  axis ('image');
   print (figure (2), '2ab', '-dpng'); % writing out image for LaTeX
      purpose
55
  figure(3);
56
  colormap(gray(256));
57
  image(Open);
  title ('Open Camera 9 Image');
  axis off;
  axis ('image');
  print (figure (3), '2ac', '-dpng'); % writing out image for LaTeX
62
63
  figure(4);
64
  colormap(gray(256));
  image (Close);
  title ('Close Camera 9 Image');
  axis off;
  axis ('image');
  print (figure (4), '2ad', '-dpng'); % writing out image for LaTeX
      purpose
```

Results: The Camera 9. bin Image contains salt and pepper noise

Discussion:

Median Filter: After applying the median filter we can see that the salt and pepper noise is removed from the image but the image appears to be little bit noisy i.e. the image is not as clear and lost some details. Although, there is some loss in details of the image, the image is acceptable as the salt and pepper noise is removed completely.

Open:The result of applying the open operation to camera 9. bin can be seen. After applying the open operation we can see that white spots (positive spikes) are removed from the image, but still there are black spots on the image.

Close: The result of applying the close operation to camera 9.bin can be seen. After applying the operation we can see that the result is complementary as to that of Open. In close operation the white spots are preserved and the black spots (negative spikes) are removed from the image.

Original camera9 Image



Median filtered Camera 9 Image



Open Camera 9 Image



Close Camera 9 Image

