

# Visual Recognition

## Assignment1

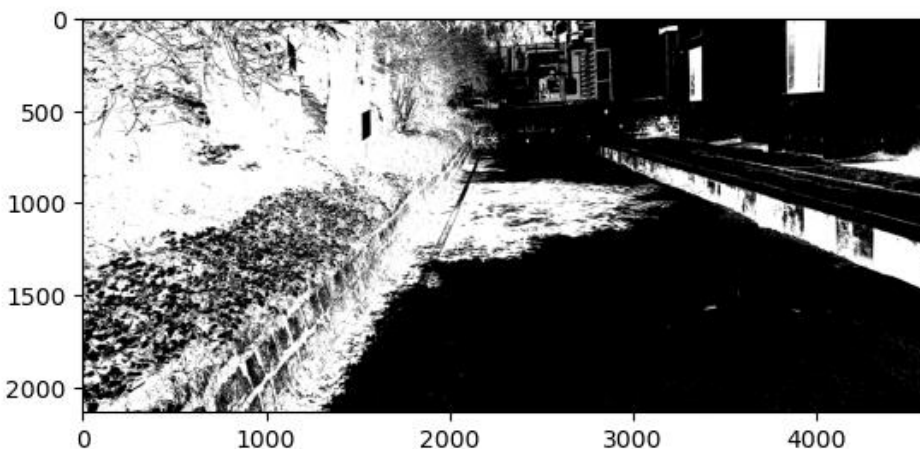
### Q1b. Shadow Detection & Inpainting:

#### Used Image:



#### Pre Processing

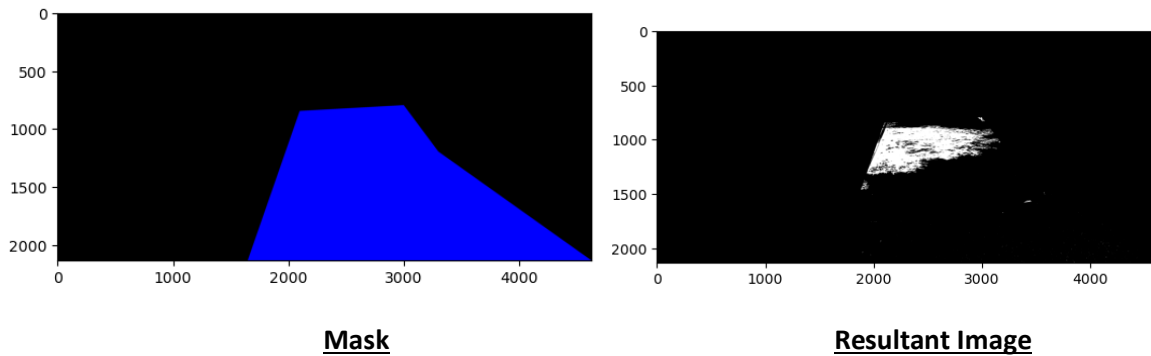
- First, I converted this image into RGB color scheme as openCV by default uses BGR color scheme.
- Then I converted this image into gray scale image and then into binary image named 'im' using  $\text{thresh} = 70$  and  $\text{maxval} = 255$ .
- Then created im2 (i.e.  $255 - \text{im}$ ) and saved it as 'cb.jpg'.



cb.jpg

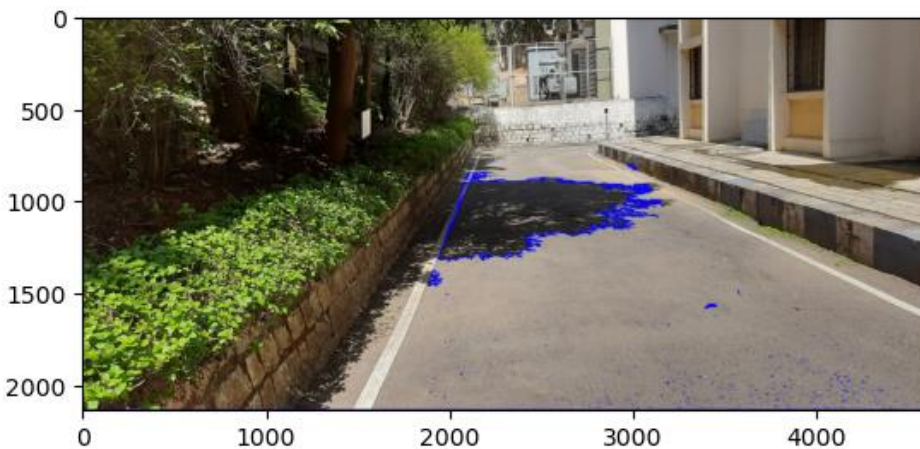
- Here I first create an array of zeros which has the shape of the source image. Then I drew a polygon whose 6 corners' co-ordinates were (2100, 850), (1650, height of the source

image),(3700,height of the source image ), (width of the source image, height of the source image),(3300,1200),(3000,800). This was the mask. Then I did bitwise\_and between 'cb.jpg' and mask and then converted the resultant image into gray scale & basically got the below image.



- Resultant Image basically gives us the shadow region (white area 255 valued pixels) in the source image.

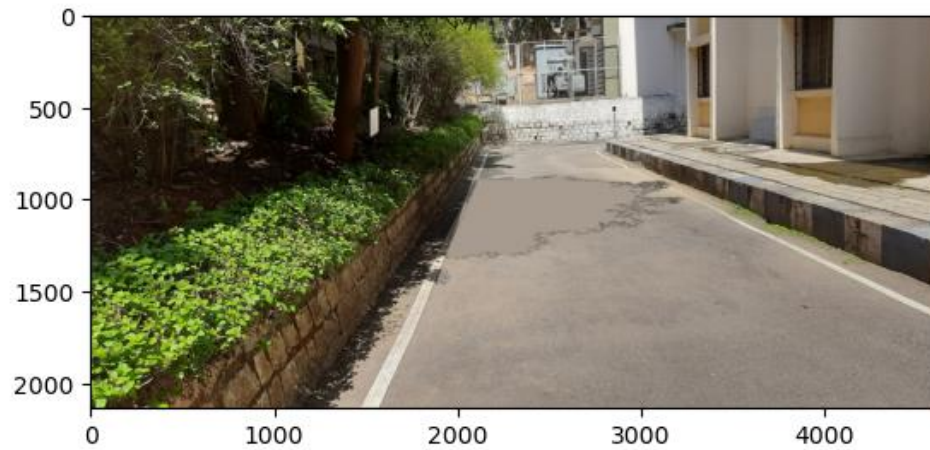
**Shadow Detection:** Then I used `cv2.findContours()` on the resultant image and got list of 1172 contours in the image (Each individual contour is a Numpy array of (x,y) coordinates of boundary points of the object.) and stored them into a variable named contours. Then using `cv2.drawContours()` and contours variable as argument in it I detected the shadow region in the source image.



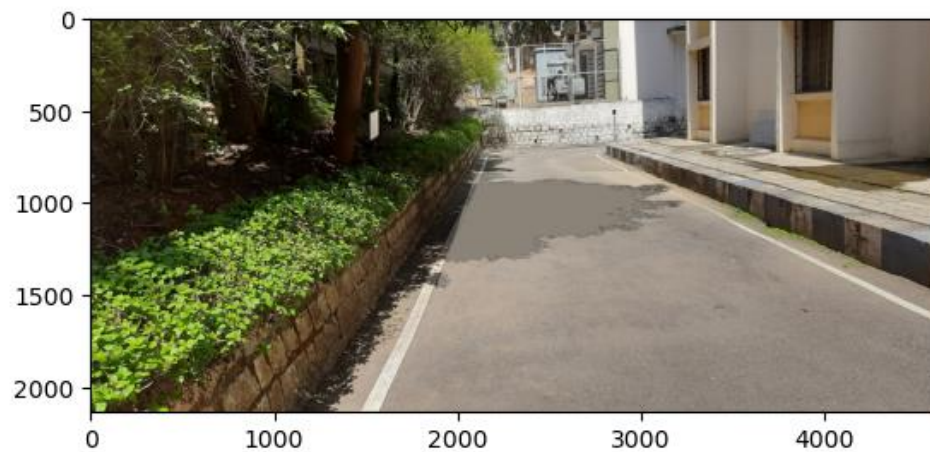
### **Shadow Removal:**

After shadow detection for shadow removal, I basically used four methods. Two of them I did **manually** and I two of them I did using `cv2.inpaint()` function.

- In first manual method I cropped the road area without shadows of the image and took the average pixel value of that area and replaced those values in the shadow area's pixels using `cv2.fillPoly()` function.

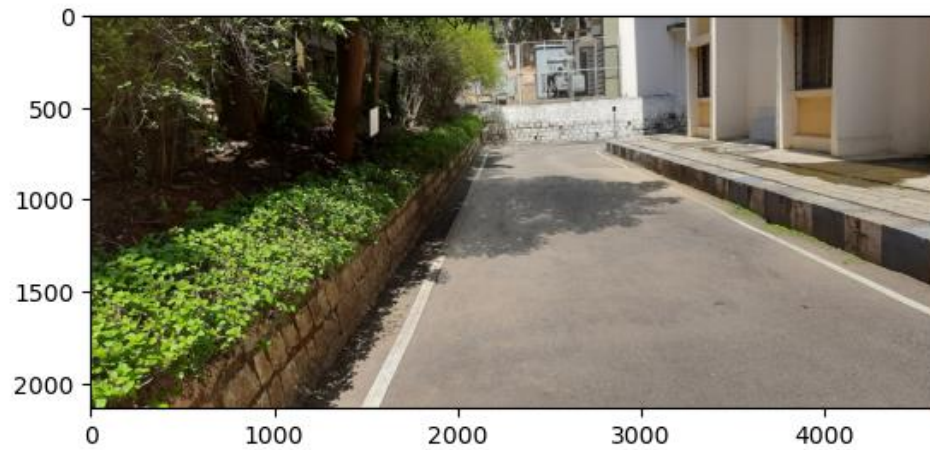


- In second manual method I replaced the shadow region's pixel with a road pixel.

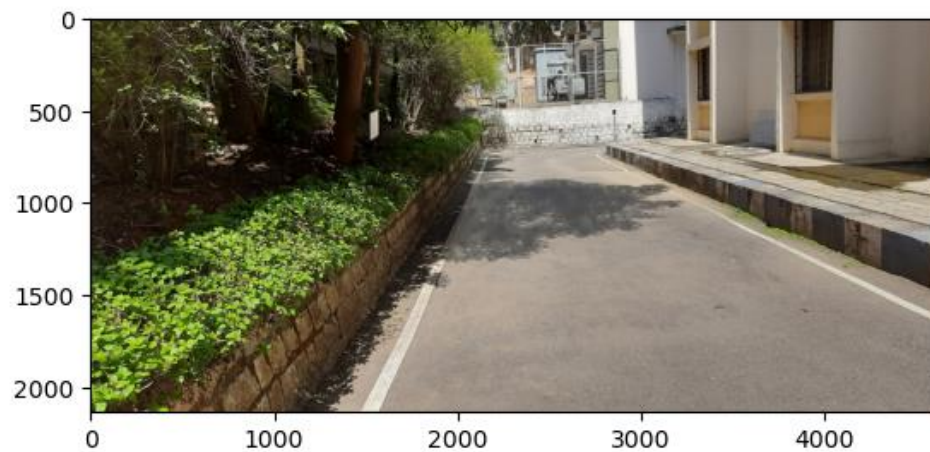


Using Inpainting,

- In this method at first, I used `cv2.inpaint()` with `cv2.INPAINT_TELEA` algorithm and `inpaintRadius` as 50 using resultant image as the mask with the original source image and got the below image as output.



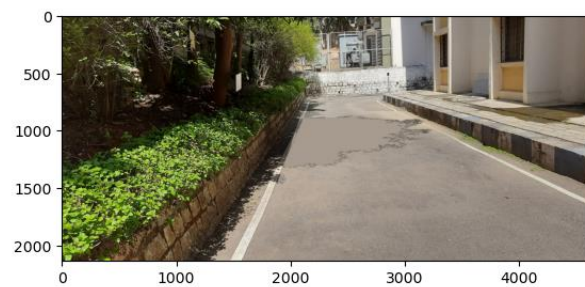
- In this method at first, I used `cv2.inpaint()` with `cv2.INPAINT_NS` algorithm and `inpaintRadius` as 50 using resultant image as the mask with the original source image and got the below image as output.



## **Results:**



Original

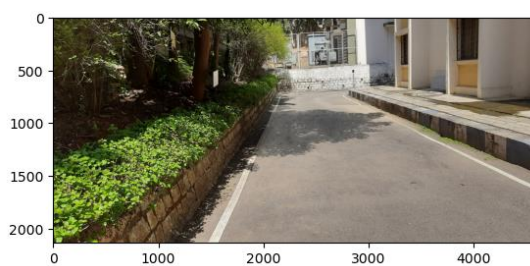


Method1

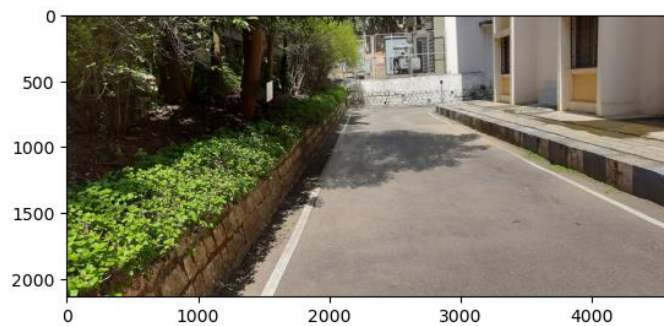




Method2



Method 3



Method 4