

# 電腦視覺 HW4

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source code : `src/img_process.py`

using language : python

using material : numpy, PIL

\* following images are resized to fit in the page

**(a). Dilation**



`src/dil.png`

**(b). Erosion**



`src/ero.png`

**(c). Opening**



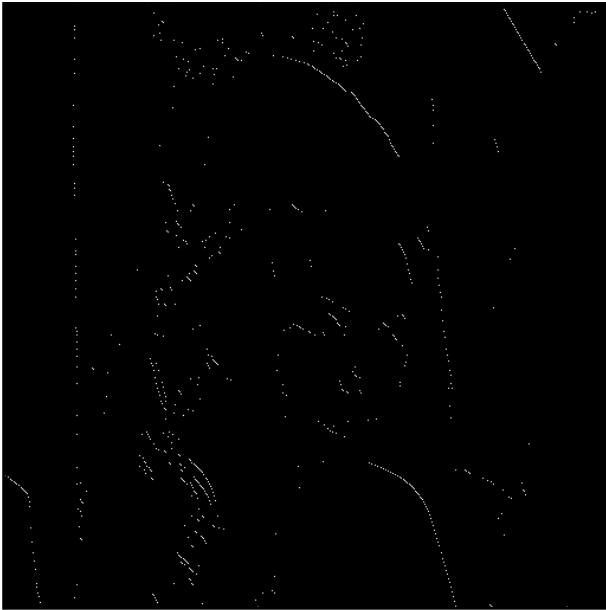
`src/open.png`

**(d). Closing**



`src/close.png`

### (e). Hit-and-Miss



src/HnM.png

The dilation algorithm in (a):

```
Dilation(img, kernel):
    Dil_img = new black canvas
    for white_pixel in img:
        for offset in kernel:
            if(position(white_pixel) + offset inside canvas):
                Dil_img[position(white_pixel) + offset] = white_pixel
    return Dil_img
```

(b) to (d) use the same material:

Erosion(img, kernel) = invert(Dilation(invert(img), transpose(kernel)))

Opening(img, kernel) = Erosion(Dilation(img, kernel), kernel)

Closing(img, kernel) = Dilation(Erosion(img, kernel), kernel)

(e) :

```
Hit_and_Miss(img, J_kernel, K_kernel) =
    IN = Erosion(img, J_kernel)
    OUT = Erosion(invert(img), K_kernel)
    logical = IN AND OUT          // done by np.logical_and
    return logical
```

ALL of the array was transformed into boolean array, since its easier to compute in this form.

Additions: Function improvements from previous homework.

Binary functions (threshold function) now has less steps, significantly improved in speed, also it operates in boolean style now.

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