

# Computer Vision HW9 Report

B01902044 Steven Lin

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# 1 Source Code

This part of the report will go through some important snippets of my source code. For source code file, please check out the `hw9.py` file in the directory submitted.

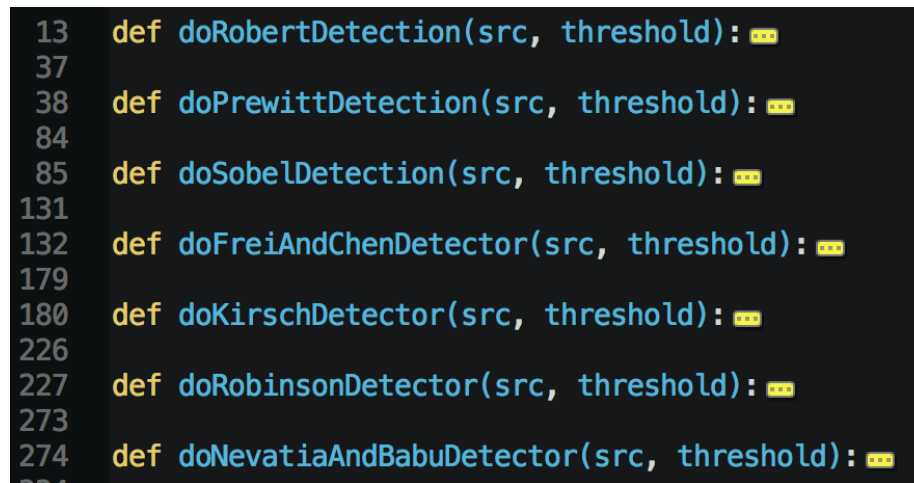
## 1.1 Principle Code Sneak Peek

First, we will take a look at the overall structure of my code. And furthermore we will have some brief explanation for the implementation of the 7 operators in this homework.

### 1.1.1 Functions Overview

In this homework, we are asked to implement 7 different kinds of edge detection methods. And for every method, I created a function for it.

The following snapshot shows a list of 7 functions corresponding to one of the detection methods respectively.



```
13  def doRobertDetection(src, threshold): ...
37
38  def doPrewittDetection(src, threshold): ...
84
85  def doSobelDetection(src, threshold): ...
131
132 def doFreiAndChenDetector(src, threshold): ...
179
180 def doKirschDetector(src, threshold): ...
226
227 def doRobinsonDetector(src, threshold): ...
273
274 def doNevatiaAndBabuDetector(src, threshold): ...
```

Figure 1: Essential Functions Overview

All of the functions above take 2 parameters: `src` and `threshold`. For more information about these two required parameters, please see to the description in the following list.

**src**

The source image for the functions to detect edges.

threshold

The threshold for the operator with regard to the specific edge detection method.

### 1.1.2 Common Gradient Magnitude

The most common type of edge detection process uses a gradient operator which calculate the gradient magnitude  $g(x, y)$  from the intensity values of neighboring pixels. Mathematically, it is computed this way:

$$g(x, y) \cong (\Delta x^2 + \Delta y^2)^{\frac{1}{2}}$$

and the gradient direction would thus be:

$$\theta(x, y) \cong \text{atan}\left(\frac{\Delta y}{\Delta x}\right)$$

**Detection methods of this type** Robert's, Prewitt's, Sobel's, Frei and Chen's.

For this type of operators, I first created two empty 2D matrices with each of them representing  $\Delta x$  and  $\Delta y$ , and after the completion of computing both of the matrices, I utilize the code fragment as in the figure below to determine the final gradient value.

```
# create new image, set the value, and return it
newImage = Image.new(src.mode, src.size)
newImagePixels = newImage.load()
for i in range(src.size[0]):
    for j in range(src.size[1]):
        # if > threshold: black; otherwise, white.
        newImagePixels[i, j] = 0 if sqrt(Gx[i][j]**2 + Gy[i][j]**2) > threshold else 255
return newImage
```

Figure 2: Common Gradient Calculation

### 1.1.3 Maximum Magnitude Type

The other type of magnitude calculation involves multiple (usually greater than two) masks. With convolving every one of the masks respectively, we determine the final gradient value  $g(x, y)$  by this formula:

$$g(x, y) = \max_{i=1 \dots N} (\text{convolved\_value}(\text{mask}_i))$$

where N is the number of masks defined/used this operator.

**Detection methods of this type** Kirsch's, Robinson's, Nevatia-Babu 5x5 Operator.

As for this type of operators, when calculating  $g(x, y)$  for every pixel on the source image, I first retrieve the intensity values of its neighbors that are required according to the definition of the operator. I will then have two `list` (i.e., array), one for intensity values needed, and the other for coefficient defined by the operator. The gradient value will therefore be computed this way:

$$g(x, y) = \max_{i=1..N} (compasses_i)$$
$$compasses_i = coeff_i \cdot neighbors$$

where N is the number of masks (i.e., compasses), `coeff` is the coefficient array, `neighbors` is the array storing intensity values of neighbors needed. The actual implementation of these equations are as shown in the following code snippet.

```
# compute the 8 compasses
for k in range(8):
    compasses[k] = sum([coefficientList[k][tmp] * neighborList[tmp] for tmp in range(9)])
# put the max of 8 compasses into gradientMap
gradientMap[i][j] = max(compasses)
```

Figure 3: Max Gradient Calculation

## 1.2 Parameters (Threshold)

### Robert's Operator

my threshold = 30

### Prewitt's Edge Detector

my threshold = 24

### Sobel's Edge Detector

my threshold = 38

### Frei and Chen's Gradient Operator

my threshold = 30

### Kirsch's Compass Operator

my threshold = 135

### Robinson's Compass Operator

my threshold = 43

### Nevatia-Babu 5x5 Operator

my threshold = 12500

## 2 Results

All the resulted images are properly saved and submitted along with this report document. You may go check them out if you'd like to.

### 2.1 Robert's Operator



Figure 4: Robert's with threshold=30

## 2.2 Prewitt's Edge Detector



Figure 5: Prewitt's with threshold=24

### 2.3 Sobel's Edge Detector



Figure 6: Sobel's with threshold=38



## 2.4 Frei and Chen's Gradient Operator



Figure 7: Frei and Chen's with threshold=30

## 2.5 Kirsch's Compass Operator



Figure 8: Kirsch's with threshold=135

## 2.6 Robinson's Compass Operator



Figure 9: Robison's with threshold=43

## 2.7 Nevatia-Babu 5x5 Operator



Figure 10: Nevatia-Babu's with threshold=12500