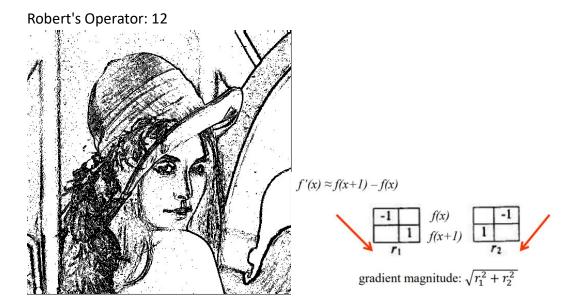
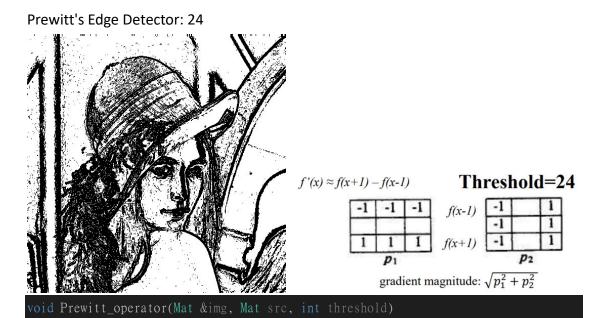
Report

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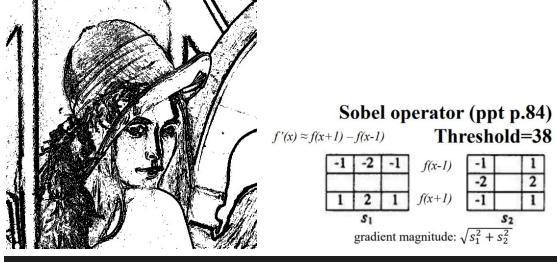
void Roberts_operator(Mat &img, Mat src, int threshold)

Use the above way to count and threshold is 12.



Use the above way to count and threshold is 24

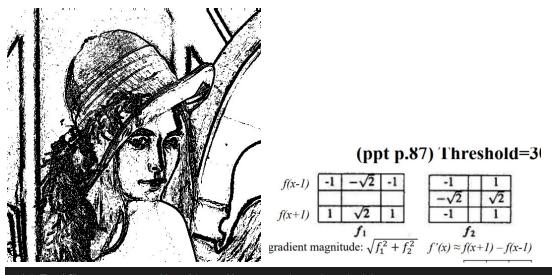
Sobel's Edge Detector: 38



void Sobel_operator(Mat &img, Mat src, int threshold)

Like Prewitt's Edge Detector just only change the matrix. Threshold is 38.

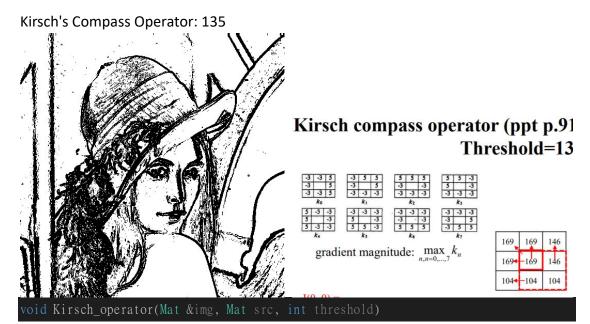
Frei and Chen's Gradient Operator: 30



void FreiChen_operator(Mat &img, Mat src, int threshold)

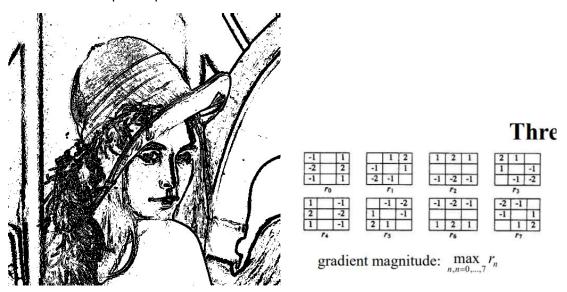
Like Prewitt's Edge Detector and Sobel's Edge Detector.

Also change the 3X3matrix. Threshold is 30.



The 3x3 matrix to find max, this function is force to count the 3x3 matrix and find the max result. Threshold is 135.

Robinson's Compass Operator: 43



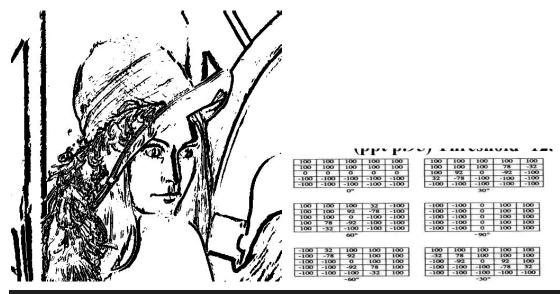
void Robinson_operator(Mat &img, Mat src, int threshold)

The 3x3 matrix to find max, this function I use following way.

```
int r[8] = { 0, 0, 0, 1, 2, 2, 2, 1 };
int c[8] = { 0, 1, 2, 2, 2, 1, 0, 0 };
```

And then use a loop to count max. Threshold is 43.

Nevatia-Babu 5x5 Operator: 12500



void NevatiaBabu_operator(Mat &img, Mat src, int threshold)

The 5x5 matrix I use 6 arrays to store and the image's 5x5 matrix I force to count by following way.

| 169 | 169 | 169 | 146 | 153 |
|-----|-----|------|-----|-----|
| 169 | 169 | 169 | 146 | 153 |
| 169 | 169 | 169 | 146 | 153 |
| 104 | 104 | -104 | 104 | 97 |
| 130 | 130 | 130 | 120 | 95 |

Threshold is 12500.