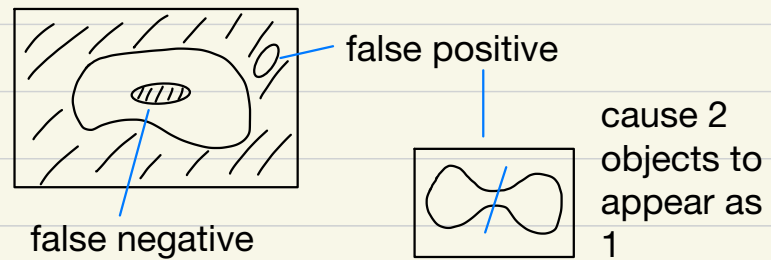


morphological image processing
operate on a binary image (e.g after thresholding)

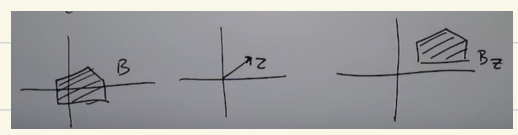


morphological operations take a set of pixels
—produce—> set of pixels
key element: “structuring element”
a small pixel template that helps produce the new image from the old one
a set of pixels is just a list of (x,y) coordinates (integers)

simple operations on a set B:
Bz: translation of B by a vector z

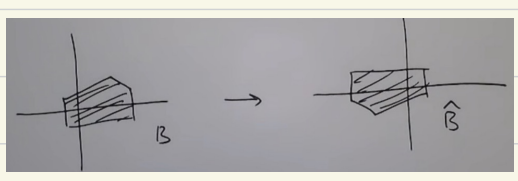
$$\{c \mid c = b + z, b \in B\}$$

$$= \{(x+z, y+z) \mid (x,y) \in B\}$$



\hat{B} reflection of B

$$\{c \mid c = -b, b \in B\} = \{(-x, -y) \mid (x,y) \in B\}$$



structuring element: small binary array

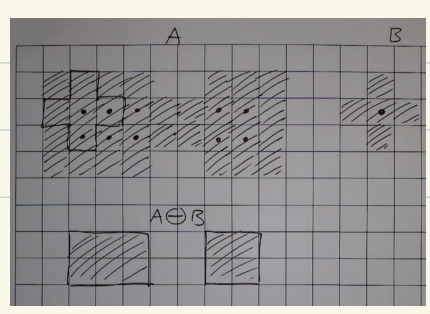
0	1	0
1	1	1
0	1	0

basic operation: erosion

$$A \ominus B = \{z \mid B_z \subseteq A\}$$

original set structuring element

set of points z such that strel translate by z fits fully inside A



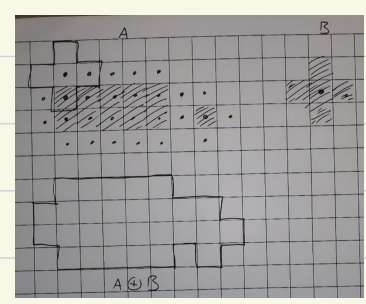
erosion removes thin lines, isolated dots, leaves gross details
“peeling away” layers

$$A \ominus B \subseteq A$$

dilation: kind of opposite, fatter up

$$A \oplus B = \{z \mid \hat{B}_z \cap A \neq \emptyset\}$$

find pixels such that shifted strel has any overlap with A



what we'd like:
operator that bridge gaps/fill holes but don't change the overall size of object

opening: $A \circ B = (A \ominus B) \oplus B$

erode, then dilate

break narrow bridges, eliminate thin structure

closing: $A \bullet B = (A \oplus B) \ominus B$

dilate, then erode

fuses narrow breaks, eliminates small holes

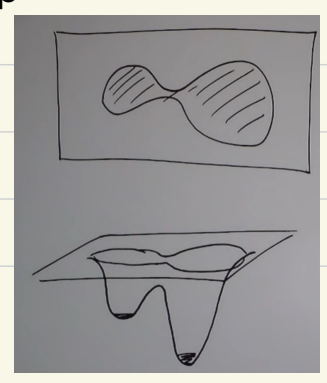
there are many combinations of erosion and dilation,

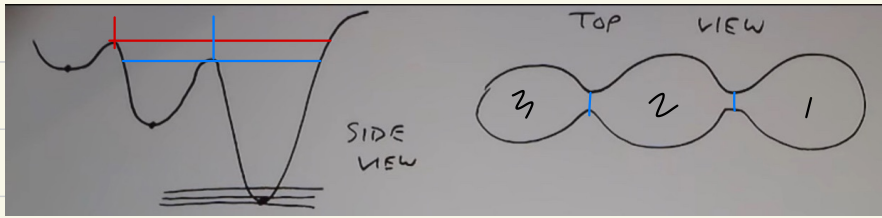
e.g boundary extraction

$$\partial A = A - A \ominus B$$

flood fill/ hole filling

one application is called watershed segmentation: grayscale image, darkish spots on a light BG. think of this as a height map





- 1) find local minimum
- 2) imagine punching a hole in each one
- 3) start rising the water level from the bottom, one kind of unit a time
- 4) keep track of which points are associated with which minimum
- 5) at the moment, two basins are about to merge, build a single-pixel wide “dam” to keep them separate