# Exercise 2: Convolution & Edge Detection

Due date: 28.4.2022

The purpose of this exercise is to help you understand the concept of the convolution and edge detection by performing simple manipulations on images.

This exercise covers:

- Implementing convolution on 1D and 2D arrays
- Performing image derivative and image blurring
- Edge detection
- Hough Circles
- Bilateral filter

## 1 Convolution 10 pt

Write two functions that implement convolution of 1 1D discrete signal and 2D discrete signal. The two functions should have the following interfaces:

```
def conv1D(in_signal: np.ndarray, k_size: np.ndarray) -> np.ndarray:
    """
    Convolve a 1-D array with a given kernel
    :param in_signal: 1-D array
    :param k_size: 1-D array as a kernel
    :return: The convoluted array
    """

def conv2D(in_image: np.ndarray, kernel: np.ndarray) -> np.ndarray:
```

Convolve a 2-D array with a given kernel :param in\_image: 2D image :param kernel: A kernel :return: The convoluted image

The result of conv1D should match np.convolve(signal, kernel, 'full') (link) and conv2D should match cv.filter2D (link) with option 'border Type'=cv.BORDER\_REPLICATE.

## 2 Image derivatives & blurring 20 pt

### 2.1 Derivatives 10 pt

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Write a function that computes the magnitude and the direction of an image gradient. You should derive the image in each direction separately (rows and column) using simple convolution with  $[1,0,-1]^T$  and [1,0,-1] to get the two image derivatives. Next, use these derivative images to compute the magnitude and direction matrix and also the x and y derivatives.

```
def convDerivative(in_image: np.ndarray) -> (np.ndarray, np.ndarray):
    """
    Calculate gradient of an image
    :param in_image: Gray scale image
    :return: (directions, magnitude)
```

Reminder:

$$Mag_G = ||G|| = \sqrt{I_x^2 + I_y^2}$$
 (1)

$$Direction_G = \tan^{-1} \left( \frac{I_y}{I_x} \right) \tag{2}$$

#### **2.2** Blurring: 10 pt

You should write two functions that performs image blurring using convolution between the image f and a Gaussian kernel g. The functions should have the following interface:

```
def blurImage1(in_image: np.ndarray, k_size: int) -> np.ndarray:
```

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```
Blur an image using a Gaussian kernel
```

:param in\_image: Input image
:param k\_size: Kernel size
:return: The Blurred image

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 ${\tt def~blurImage2(in\_image:~np.ndarray,~k\_size:~int)~->~np.ndarray:}$ 

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Blur an image using a Gaussian kernel using Open CV built-in functions

:param in\_image: Input image
:param k\_size: Kernel size
:return: The Blurred image

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blurImage1 should be fully implemented by you, using your own implementation of convolution (conv2D) and Gaussian kernel. blurImage2 should be implemented by using pythons internal functions: filter2D and getGaussianKernel.

#### Comments:

• In your implementation, the Gaussian kernel g should contain approximation of the Gaussian distribution using the binomial coefficients. A consequent 1D convolutions of [1 1] with itself is an elegant way for obtaining a row of the binomial coefficients. Explore how you can get a 2D Gaussian approximation using the 1D binomial coefficients. Remember:

$$\sum_{i,j} kernel_{i,j} = 1$$

.

- The border of the images should be padded same as in the 'Convolution' section (cv.BORDERREPLICATE).
- The size of the Gaussian' kernelSize, should always be an odd number.

# 3 Edge detection 10 pt

 $\label{eq:condition} \mbox{You should implement } edgeDetectionZeroCrossingLOG \mbox{ OR } edgeDetectionZeroCrossingSimple \mbox{ } \mbo$ 

```
    def edgeDetectionZeroCrossingSimple(img: np.ndarray) -> np.ndarray:
        """
            Detecting edges using "ZeroCrossing" method
            :param img: Input image
            :return: Edge matrix
            """
            def edgeDetectionZeroCrossingLOG(img: np.ndarray) -> np.ndarray:
            """
            Detecting edges using "ZeroCrossingLOG" method
            :param img: Input image
            :return: Edge matrix
            """
```

For simple zero-crossing use a simple image like the 'codeMonkey', and for LoG zero-crossing try something more challenging like 'boxMan', adjust the image/Gaussian kernel size to get good results. You can find the description of each of the methods at https://docs.opencv.org/4.0.0/.

# 4 Hough Circles 30 pt

You should implement the Hough circles transform.

I is the intensity image,  $min_radius$ ,  $max_radius$  should positive numbers and  $min_radius < max_radius$ . Use the Canny Edge detector as the edge detector, you can use the function: cv.Canny() (link). The functions should return a list of all the circles found, each circle will be represented by:(x,y,radius). Circle center x, Circle center y, Circle radius.

\* This function is costly in run time, be sure to keep the min/max Radius values close and the images small.

### 5 Bilateral filter 30 pt

You should implement the Bilateral filter, compare your implementation with Open CV implementation cv.bilateralFilter() (link).

```
def bilateral_filter_implement(in_image: np.ndarray, k_size: int, sigma_color: float, sigma_sp
> (np.ndarray, np.ndarray):
    """
    :param in_image: input image
    :param k_size: Kernel size
    :param sigma_color: represents the filter sigma in the color space.
    :param sigma_space: represents the filter sigma in the coordinate.
    :return: Open CV implementation, my implementation
```

### 6 Important Comments

- Self-submission
- The input of all the above functions will be gray-scale images.
- Your edges should be reasonable, but don't worry if they are not as good as OpenCV's.
- Don't wast your time on input validation.
- Do not have any plots in ex2\_utils.py!

#### 7 Submission

You should submit a zip file ,under the name "Ex2", containing:

• ex2\_utils.py - This file will have all the functions above.

- ex2\_main.py This file will be the main file that executes all the functions, including your thresholds which gave you the best results. The program should print your ID at the beginning.
- $\bullet\,$  All the images you used in ex2\_main.py

# 8 Good Luck