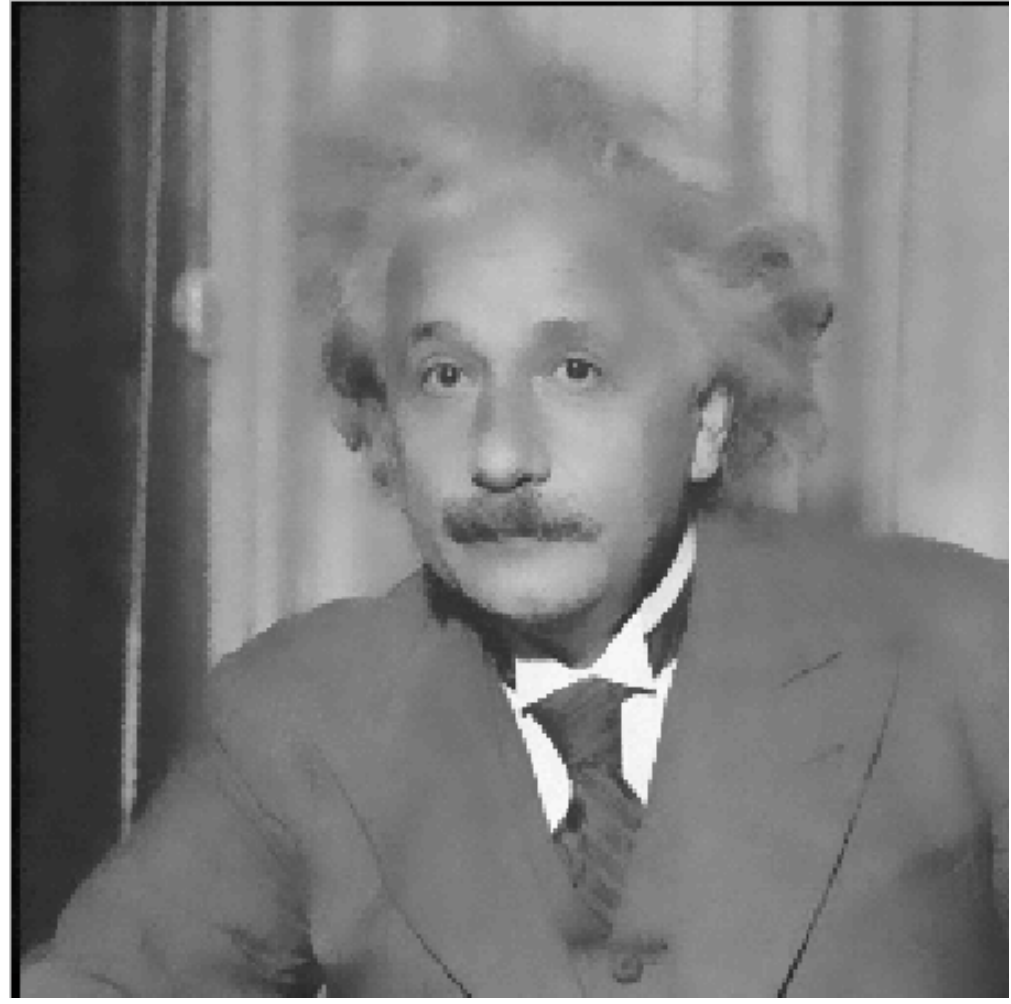
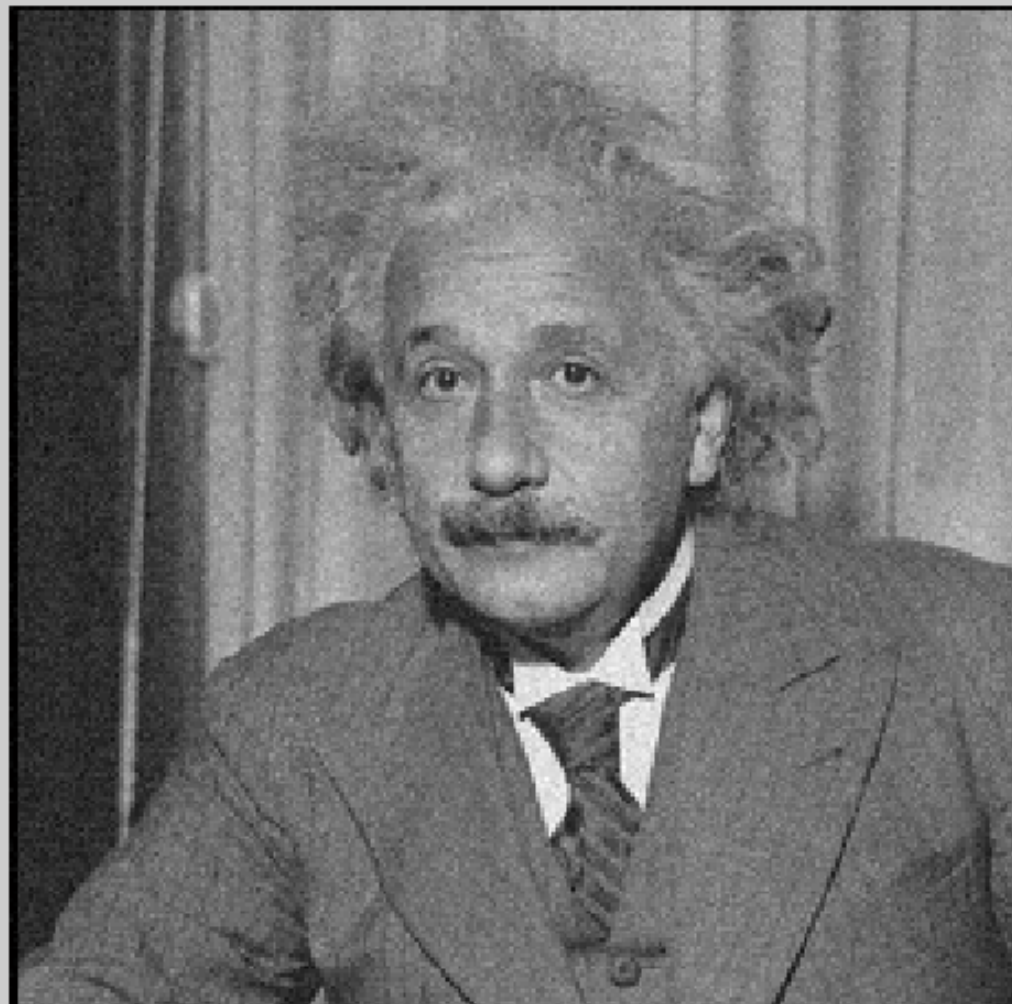


# Detekcia hrán

Cvičenia z Počítačového Videnia I.

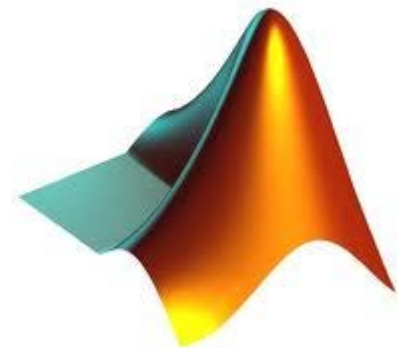
# Bilaterálny filter

- Nelineárny vyhladzovací filter ktorý zachováva hrany v obraze



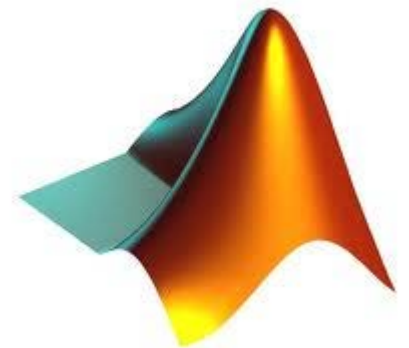
# Bilaterální filter (ukážka)

- Mathworks
- <http://www.mathworks.com/matlabcentral/fileexchange/12191-bilateral-filtering>



# Bilaterálny filter

```
I=imread('cajka.jpg');  
Gr = double(rgb2gray(I))/255;  
J = imnoise(Gr, 'gaussian');  
w = 5;  
sigma = [3 0.2];  
B = bfilter2(J,w,sigma);
```



# Gaussovské vyhladenie (porovnanie)

```
G = fspecial('gaussian',[5 5],2);
```

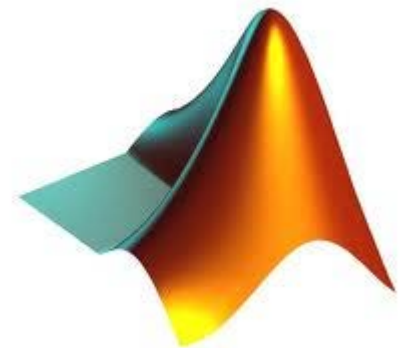
```
Ig = imfilter(J,G,'same');
```

```
figure, imshow(J);
```

```
figure, imagesc(B);
```

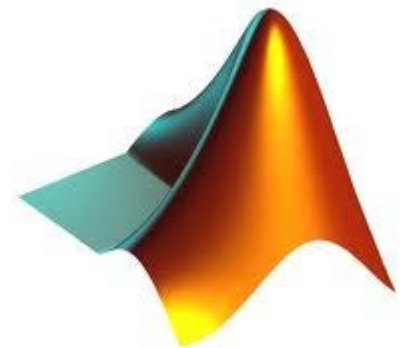
```
axis off; axis image; colormap gray;
```

```
figure, imshow(Ig);
```



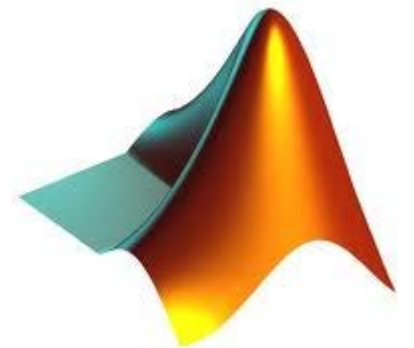
# Gradient

- Smer gradientu udáva najväčšiu zmenu intenzity
- **Sila (dôležitosť) hrany** = veľkosť gradientu
- **Smer hrany** = smer gradientu –  $90^\circ$



# Gradient I.

```
I=imread('apple.jpg');  
figure, imshow(I);  
Z=double(rgb2gray(I));  
[m n]=size(Z);  
[X,Y] = meshgrid(1:n,1:m);  
[DX,DY] = gradient(Z);
```



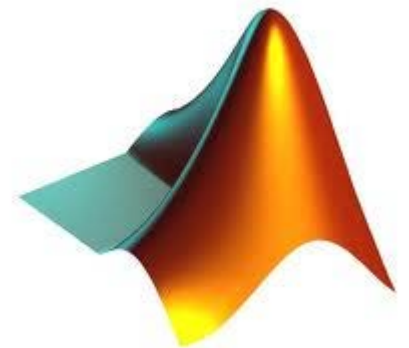
# Gradient I.

```
figure, contour(X,Y,Z,10);
```

```
hold on
```

```
quiver(X(1:10:end),Y(1:10:end),DX(1:10:100:end),DY(1:10:100:end))
```

```
hold off
```

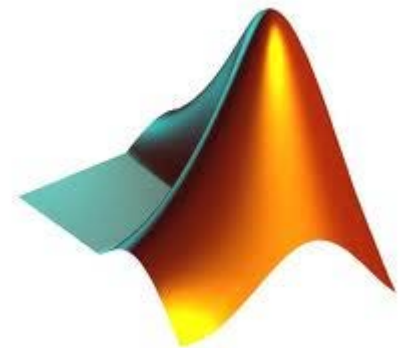




# Dôležité

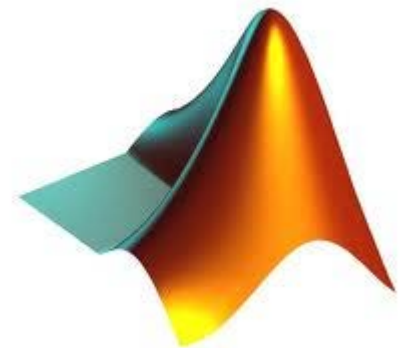
- osi
  - obrázok (imshow) má 0,0 vľavo hore
  - plot (contour, quiver, ...) vľavo dole

```
figure, imagesc(flipud(Z));  
colormap(gray);
```



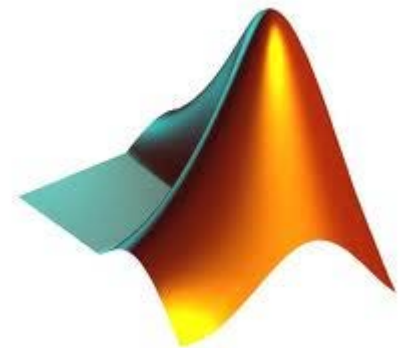
# Gradient I.

- meshgrid
- contour
  - kde je veľa kontúr blízko seba, tam je veľký gradient
- quiver
  - (1:10:end) - každý 10. prvok poľa



# Gradient II.

```
h = fspecial('sobel');  
SX=conv2(Z,h','same');  
SY=conv2(Z,h,'same');  
SX(1,:)=0;  
SX(end,:)=0;  
SY(:,1)=0;  
SY(:,end)=0;
```



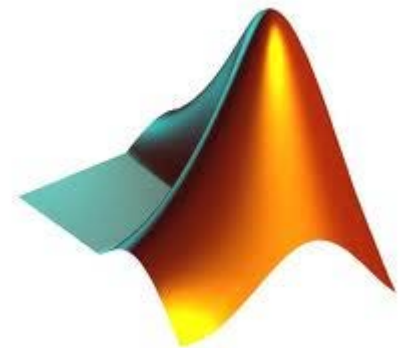
# Gradient II.

```
figure
```

```
contour(X,Y,Z,10)
```

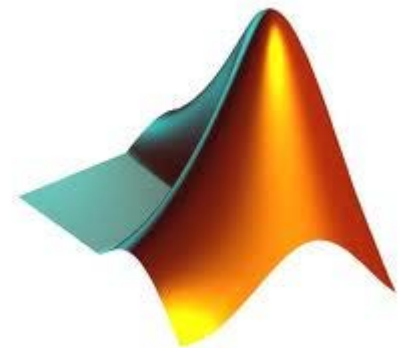
```
hold on
```

```
quiver(X(1:10:end),Y(1:10:end),SX(1:10:100:end),SY(1:10:100:end))
```



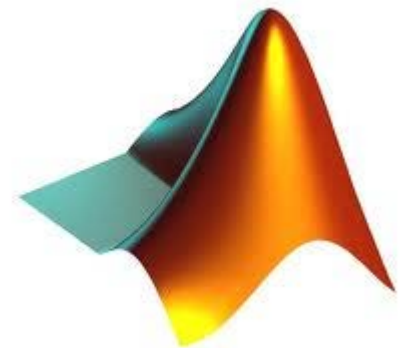
# Šum a jeho odstránenie

- Šum
  - Gaussovský
  - Salt & Pepper
- Odstránenie šumu
  - Median
  - Mean
  - Gaussovský filter
  - Wiener



# Šum a jeho odstránenie

```
I=imread('cajka.jpg');  
Gr = double(rgb2gray(I))/255;  
S1 = imnoise(Gr, 'gaussian');  
S2 = imnoise(Gr, 'salt & pepper');
```



# Ktorý filter je najlepší, prečo?

```
h = fspecial('average',5);
```

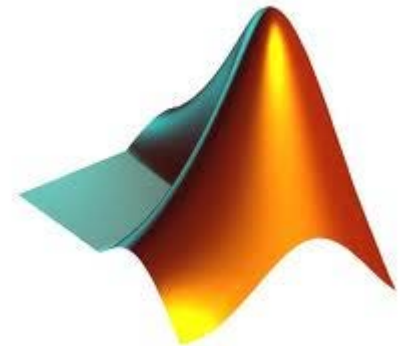
```
I11 = imfilter(S1,h);
```

```
I12 = medfilt2(S1,[5,5],'symmetric');
```

```
G = fspecial('gaussian',[5 5],2);
```

```
I13 = imfilter(S1,G,'same');
```

```
I14 = wiener2(S1,[5 5]);
```



# Ktorý filter je najlepší, prečo?

```
h = fspecial('average',5);
```

```
I21 = imfilter(S2,h);
```

```
I22 = medfilt2(S2,[5,5],'symmetric');
```

```
G = fspecial('gaussian',[5 5],2);
```

```
I23 = imfilter(S2,G,'same');
```

```
I24 = wiener2(S1,[5 5]);
```

