

CS332 Visual Processing in Computer and Biological Vision Systems

Edge Detection Software

This document summarizes some MATLAB software for analyzing intensity changes in 1D and 2D images. This software is available in M-Files stored in the following subdirectory on the CS file server: `/home/cs332/download/edges`. The following notes provide the name of each M-File, the format for calling each function, and brief comments describing the function. Keep in mind that the names of the input and output variables specified in actual function calls will change depending on the context.

Analyzing 1D intensity profiles

gauss1D.m

```
g = gauss1D(sigma);
```

`gauss1D` returns a 1D matrix of samples of a Gaussian function. The size of the matrix is $8*\sigma+1$ and the Gaussian function is computed for values of x from $-4*\sigma$ to $+4*\sigma$.

d2g.m

```
dg = d2g(sigma);
```

`d2g` returns a 1D matrix of samples of the second derivative of a Gaussian function. The size of the matrix is $8*\sigma+1$ and the function is computed for values of x from $-4*\sigma$ to $+4*\sigma$.

conv1D.m

```
conv = conv1D(profile, operator);
```

`conv` convolves the input 1D intensity profile with the input 1D convolution operator and returns a 1D matrix of the same size that contains the convolution result. No convolution values are computed for regions at the beginning and end of the profile that are half the operator size.

zeros1D.m

```
zc = zeros1D(conv);
```

`zeros1D` returns a 1D matrix of the zero-crossings of the input 1D matrix of convolution results. The derivative (dx) of the convolution is stored at each zero-crossing location.

plot4.m

```
plot4(profile, smooth, conv, zcs);
```

`plot4` is a special-purpose plotting function that creates a single figure with graphs of the four 1D input matrices that are assumed to correspond to an intensity profile, the result of smoothing the profile with a Gaussian function, the result of convolution with a second derivative of a Gaussian, and the zero-crossings.

1D and 2D image processing

getRange.m

```
[minv maxv] = getRange(image, border);
```

`getRange` returns the minimum and maximum values in a central region of an input 1D or 2D image that excludes a border around the outer edge of the image.

Analyzing 2D images

gauss2D.m

```
g = gauss2D(sigma);
```

gauss2D returns a 2D matrix of samples of the 2D Gaussian function. The size of the matrix is $(8*\sigma+1)\times(8*\sigma+1)$ and the Gaussian function is computed for values of x and y that range from $-4*\sigma$ to $+4*\sigma$.

laplacian.m

```
lap = laplacian(w);
```

laplacian returns a 2D matrix of samples of a Laplacian-of-Gaussian function with a diameter of w for the central positive region. The matrix is of size $(4*w+1)\times(4*w+1)$ and the function is computed for values of x and y that range from $-2*w$ to $+2*w$.

conv2D.m

```
conv = conv2D(image, operator);
```

conv convolves the input 2D image with the input 2D convolution operator and returns a 2D matrix of the same size as the image, containing the convolution result. No convolution values are computed for a border around the outer edge of the image that is half the operator size.

zeros2D.m

```
zc = zeros2D(conv);
```

zeros2D returns a 2D matrix of the slopes of the zero-crossings of the input 2D matrix of convolution results. A value of 0 is placed at locations that do not correspond to zero-crossings.

zcMap.m

```
zc = zcMap(zeros2D, threshold);
```

zcMap returns a 2D 8-bit matrix that contains the value 255 at the location of each zero-crossing in the input zeros2D matrix, and 0 elsewhere. The input threshold is a fraction between 0.0-1.0. Only zero-crossings whose slope is larger than this fraction of the maximum slope are preserved. If the threshold is 0.0, all zero-crossings are preserved.

zcs.m

```
zc = zcs(conv);
```

zcs returns a 2D double-type matrix that contains the value 1.0 at the locations of zero-crossings in the input convolution result, and 0.0 elsewhere.

overlayZC.m

```
newImage = overlayZC(image, zcMap);
```

overlayZC returns a 2D 8-bit matrix of the same size as the input 2D 8-bit image that contains white zero-crossing contours (stored in the input zcMap) superimposed on a low-contrast version of the original image.

displayImage.m

```
displayImage(image, border);
```

displayImage is a short-cut function for invoking `imshow` on an image with the range of values that are contained within a central region that excludes a border around the outer edge of the image.