CS724: Topics in Algorithms Matrices and Images (supplement) Slide Set 3s

Prof. Dan A. Simovici



Binary matrices can be used to encode black and white images in the binary format using the Image Processing toolbox. The function imshow(A) displays the binary image of a matrix A in a figure such that pixels with the value 0 (zero) are displayed as black and pixels with value 1 as white.



Example

Consider the matrix $A \in \{0,1\}^{8 \times 8}$ defined as

```
A = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0; \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 & 1; \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0; \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 & 1; \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0; \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 & 1; \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0; \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 & 1]; \\ \end{array}
```

which represents the pattern of squares of a chess board.



The squares themselves are specified using the matrix

>> B=ones(50,50);

and the board is generated as the Kronecker product of the matrices ${\tt A}$ and ${\tt B}$:

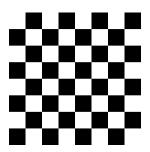


Chessboard generated in MATLAB

Using the function imshow as in

>> imshow(C,'Border','tight')

the result can be saved as a pdf file shown below:





The pgm format (an acronym of "Portable Gray Map") is the simplest gray scale graphic image representation. The content of this file is shown in the next slide. On its first row P2 identifies the file type. The digit image has been discretized in a 10×10 matrix and the format of this matrix is shown next; the next line contains the maximum gray value and the rest of the file contains the matrix $A\in\mathbb{R}^{10\times 10}$ (having non-negative integers as entries).



A discretized representation of 4 is included in the file four.pgm:

```
P2
  four.pgm
10 10
16
16
     16
          16
               16
                     16
                            4
                                 14 16
                                          16
                                                 16
                            3
16
     16
          16
               14
                                 12 16
                                          16
                                                 16
                            3
16
     16
           13
                1
                                     16
                                          16
                                                 16
                2
                            4
16
     14
           1
                     15
                                     16
                                          16
                                                 16
16
      8
           0
                       0
                            0
                                     16
                                          16
                                                 16
      3
16
           0
                0
                       0
                            0
                                          12
                                                 16
16
     16
          16
               16
                       3
                            3
                                 16
                                    16
                                          16
                                                 16
16
     16
          16
               16
                       5
                            5
                                 16
                                    16
                                          16
                                                 16
16
     16
          16
               16
                       5
                            9
                                 16
                                    16
                                          16
                                                 16
16
     16
          16
               16
                      16
                           16
                                 16 16
                                          16
                                                 16
```



The digitized representation of 4 is absorbed using

```
imdata = imread('four.pgm')
```

and is diplayed using the visualization function imshow(imdata)),

