Subject: Re: Thinning image morphological operator
Posted by Karsten Rodenacker on Fri, 30 Jun 2006 06:45:34 GMT
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Ja, you are right. The idl implementation THIN seems to result from times where connectivity was an unfamiliar term. The routine is comparingly quick but not connectivity preserving. Maybe a closing (MORPH_CLOSE) might help in some cases.

Unluckily the implementation of EROSION and DILATION is likewise not just satisfying. I had a long fruitless discussion about that with RSI. At least they add some more documentation concerning the unusual border behaviour. Possibly critical remarks might help to convince VTT that there is some necessity to train somebody in mathematical morphology. In terms of math. morph and connectivity my reference is a very old program from Ecole de Mines, Fontainebleau, France, microMORPH, unluckily not freeware, where connectivity and border behaviour are implemented consistently.

Regards
Karsten

Am Fri, 30 Jun 2006 00:15:04 +0200 schrieb Tom S. <twslankard@gmail.com>:

> I had a question about the THIN function in IDL. I was under the
> impression that this operation was supposed to preserve connectivity.
> Am I mistaken? The IDL implementation does not seem to do so.
>
> The image linked below is output from a program I wrote. It simply
> takes the image on the left and applies the THIN function, yielding the
> image on the right. (Note the gap that forms toward the bottom.)
>
> http://twslankard.googlepages.com/fluke.jpg
>
> Is this a problem with my understanding of the thinning operation or is
> it a problem with the THIN function? Any assistance is greatly
> appreciated!
>
> Regards,
> Tom S.
>

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