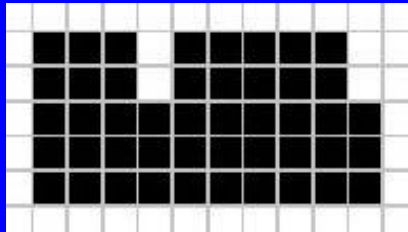


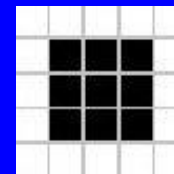
Question

The boundary of a set A of object pixels, denoted $\beta(A)$, can be obtained by first eroding A by the structure element B , and then performing the set difference between A and its erosion. That is, $\beta(A) = A / (A \odot B)$

A:



B:



- a) Apply this algorithm and present the intermediate result $A \odot B$ and the final result $\beta(A)$