

21.08.2020

Digital Image Processing (CSE/ECE 478)

Lecture-3: Recap/Discussion

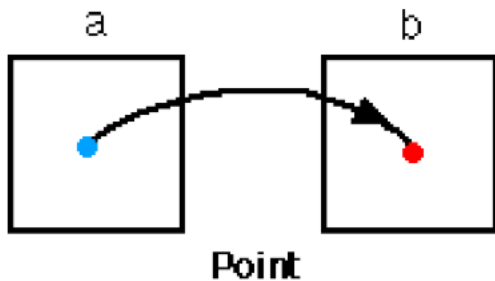
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Spatial Domain Processing

- ▶ Manipulating Pixels Directly in Spatial Domain
- ▶ 3 approaches
- ▶ 1. Point to Point



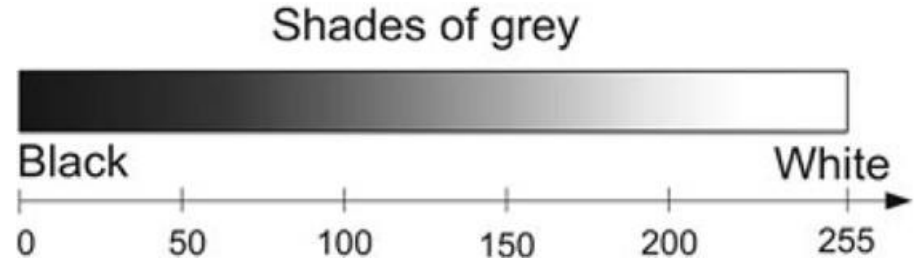
Linear Intensity Transforms

► $T(z) = z + K$

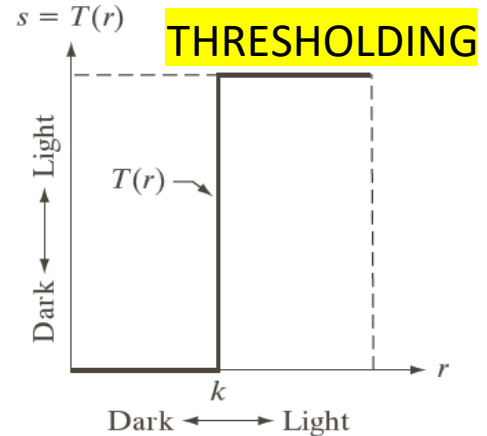
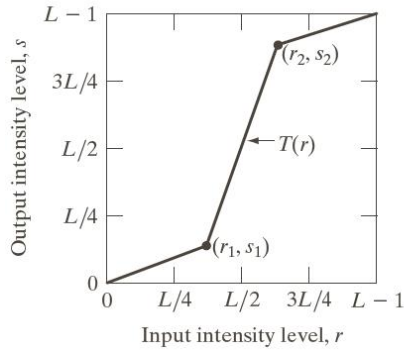
► $T(z) = z - K$

► $T(z) = Kz$

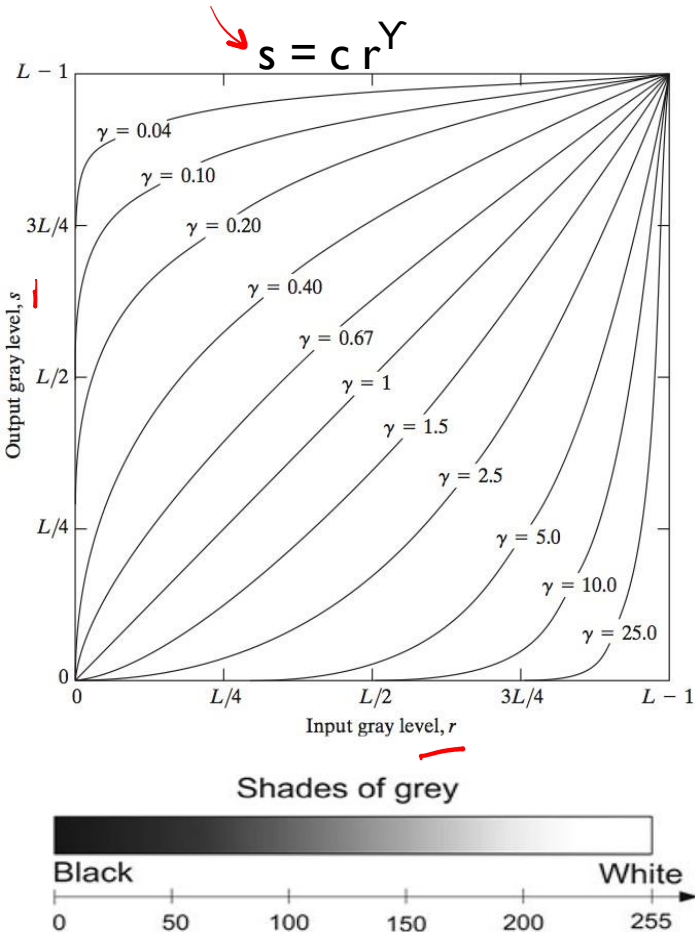
► $T(z) = K_1z + K_2$



Piecewise-Linear Transformations



Power-Law Transformations

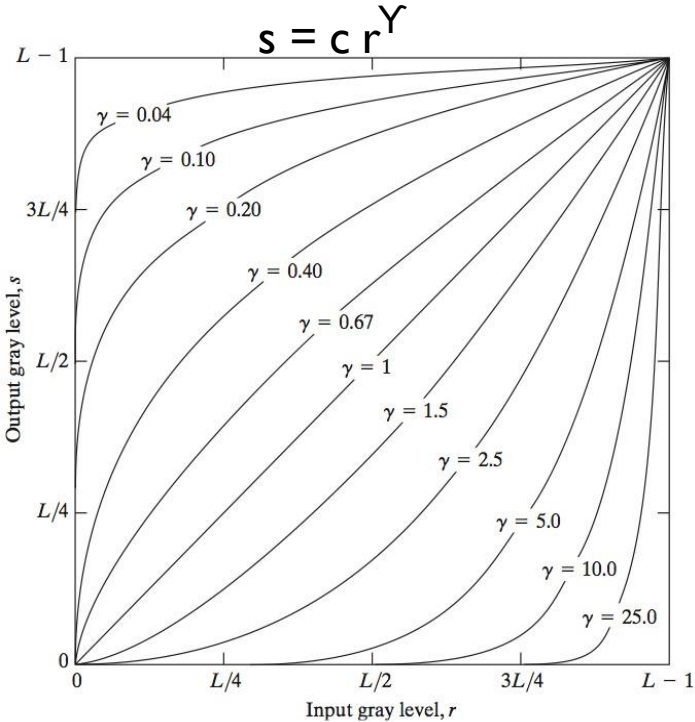


a b
c d

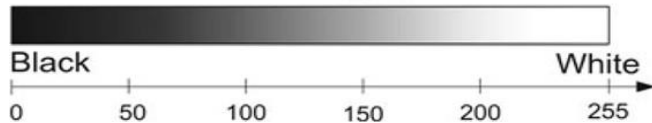
FIGURE 3.9
(a) Aerial image.
(b)–(d) Results of
applying the
transformation in
Eq. (3.2-3) with
 $c = 1$ and
 $\gamma = 3.0, 4.0$, and
 5.0 , respectively.
(Original image
for this example
courtesy of
NASA.)



Power-Law Transformations



Shades of grey



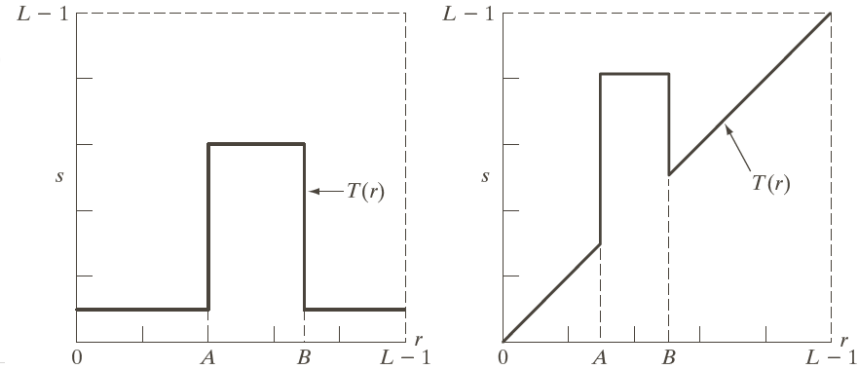
Demo:

<https://colab.research.google.com/drive/11qL0VKleZnONtPuxAryAf9WkUC7kEMI#scrollTo=aU5WQaqOpSCr&line=12&uniqifier=1>

Intensity Slicing

a b

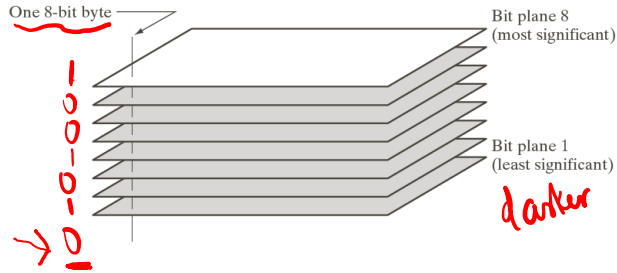
FIGURE 3.11 (a) This transformation highlights intensity range $[A, B]$ and reduces all other intensities to a lower level. (b) This transformation highlights range $[A, B]$ and preserves all other intensity levels.



a b c

Bit plane slicing

8-bit



brighter

darker

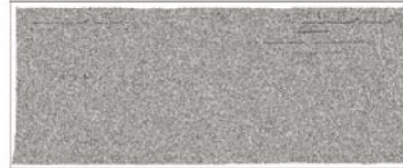
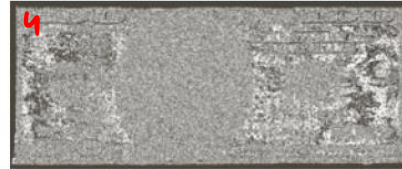


0 0 0 0 0 0 0

0 1 0 0 0 0

1 0 0 0 0 0

↓ ↓ 0 0 0 0 0



a	b	c
d	e	f
g	h	i

128

1 bit

256

FIGURE 3.14 (a) An 8-bit gray-scale image of size 500×1192 pixels. (b) through (i) Bit planes 1 through 8, with bit plane 1 corresponding to the least significant bit. Each bit plane is a binary image.

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Lecture-4: Histogram Processing

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Piecewise-Linear Transformations



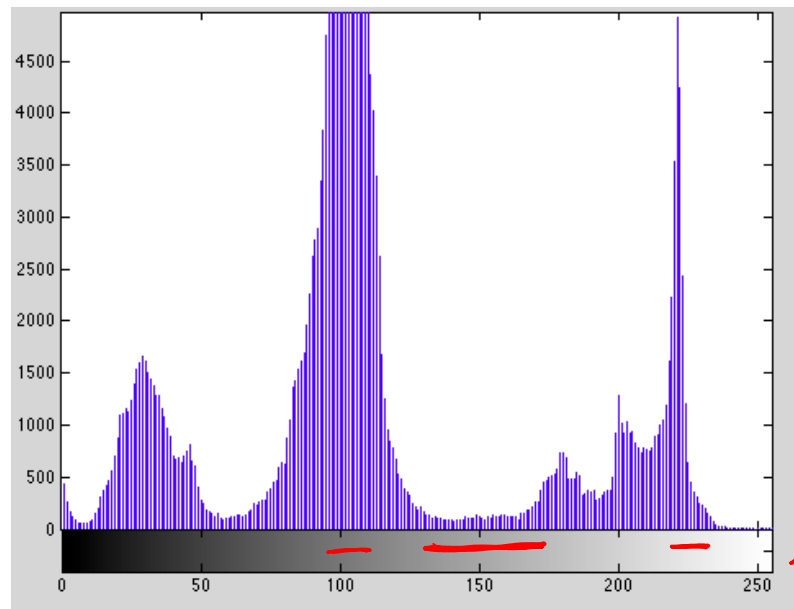
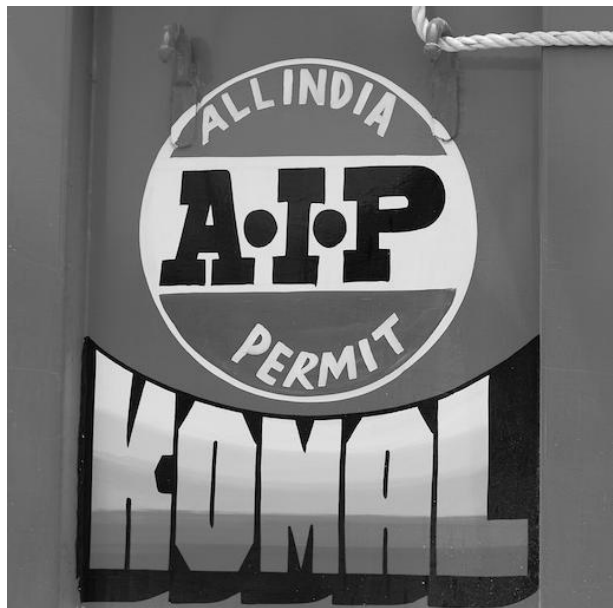
Histogram: An image representation + visualization

$$h_r(\underline{i}) = n_i$$

$i \rightarrow$ intensity value, range $[0, L-1]$

$n_i \rightarrow$ number of pixels with intensity i

I



← 256
int

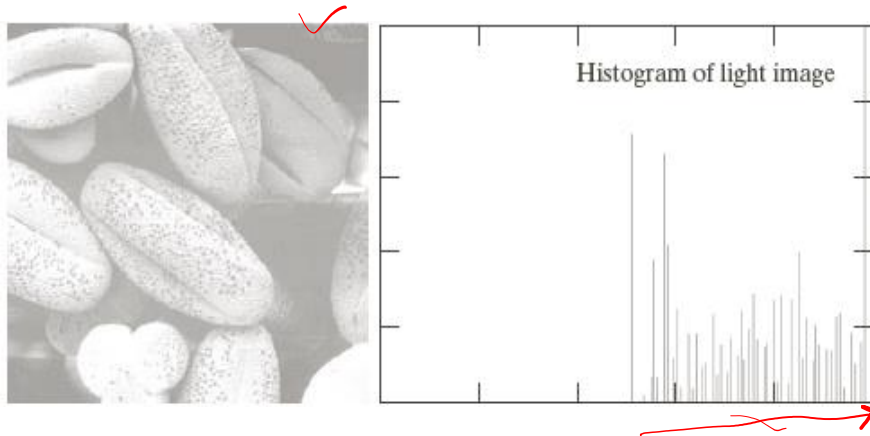
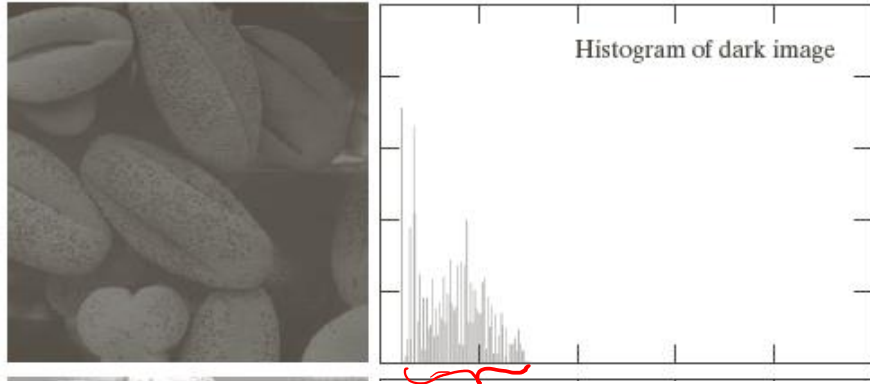
Histograms

- ▶ What can we infer from histograms?



Histogram viewing standard in most DSLR cameras

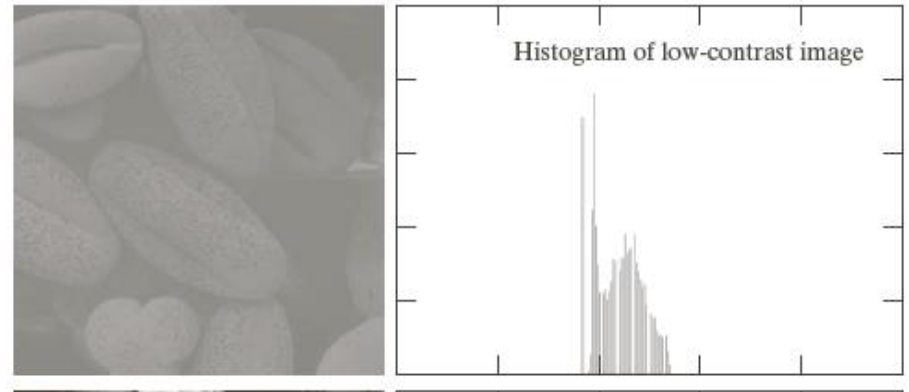
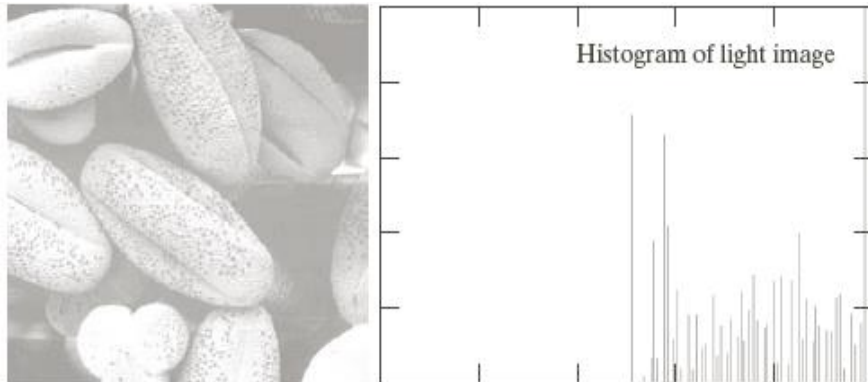
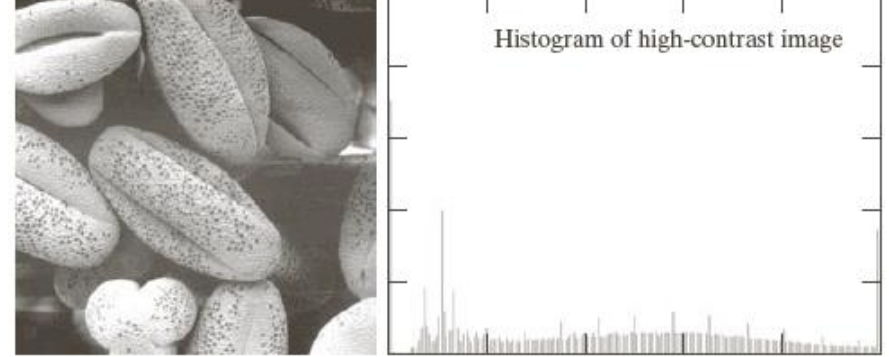
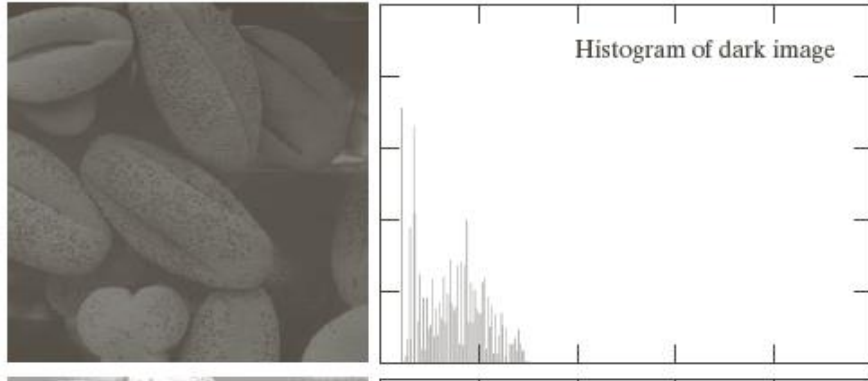
Histograms and Contrast



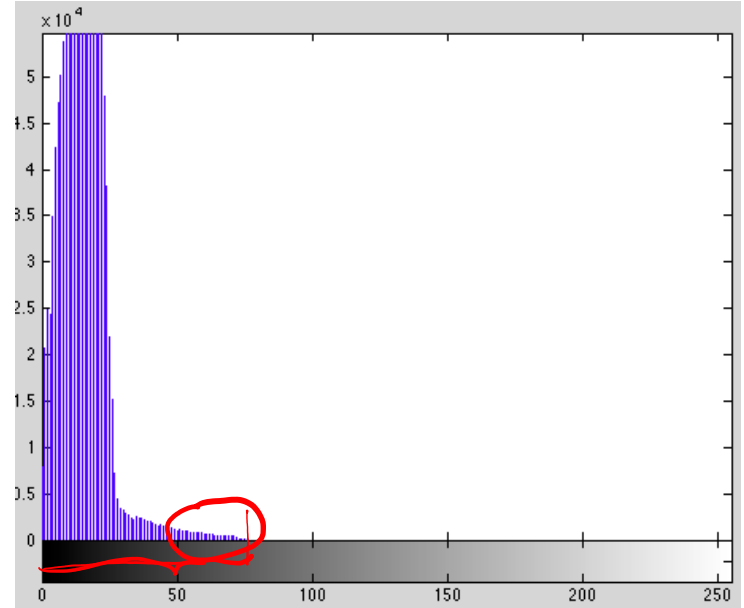
$$\text{Contrast} = \frac{I_{\max} - I_{\min}}{\underbrace{I_{\max} + I_{\min}}}$$

Red arrows point to I_{\max} and I_{\min} in the numerator. The denominator $I_{\max} + I_{\min}$ is underlined in red.

Histograms and Contrast

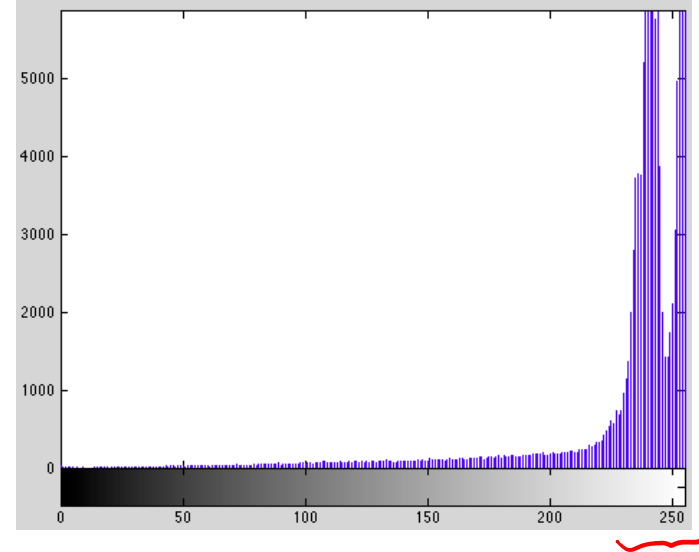


Histograms



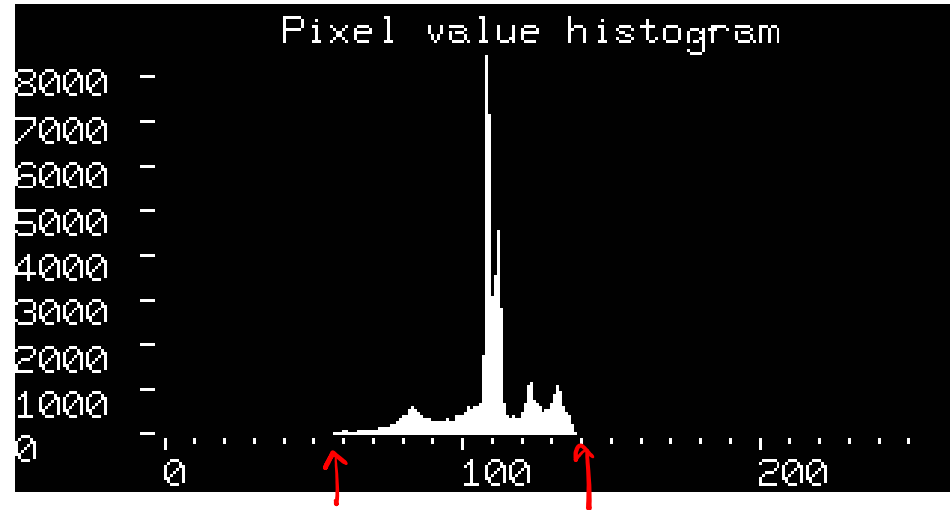
Under exposure

Histograms

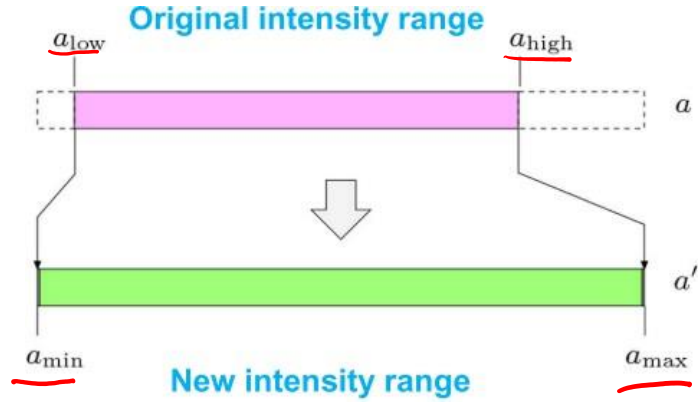


Over exposure

A low-contrast image and its histogram



Contrast Stretching



$$f_{\text{ac}}(a) = a_{\text{min}} + (a - a_{\text{low}}) \cdot \frac{a_{\text{max}} - a_{\text{min}}}{a_{\text{high}} - a_{\text{low}}}$$

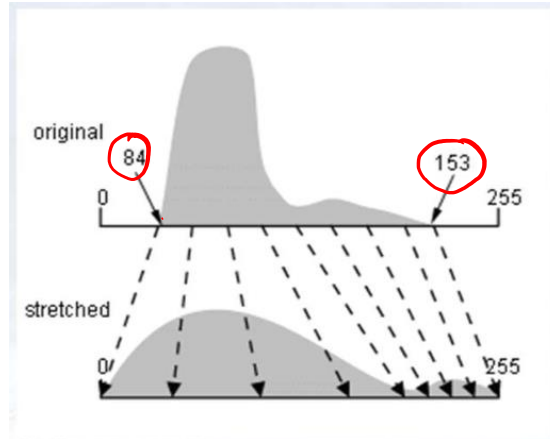
Contrast Stretching

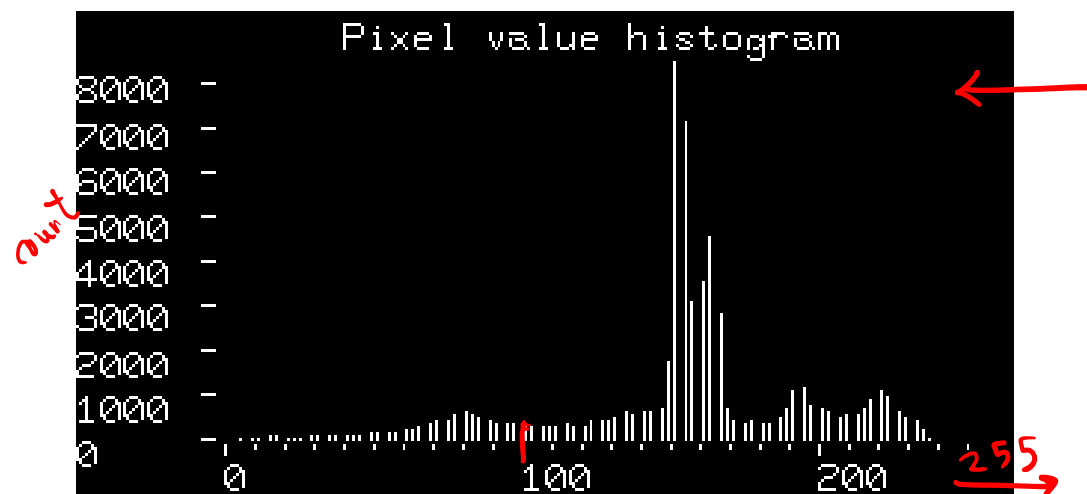
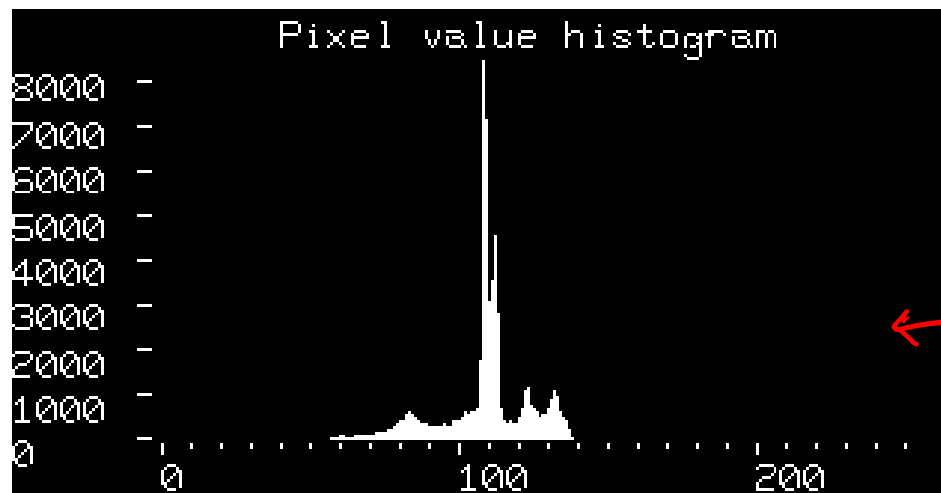


$$f_{ac}(a) = a_{min} + (a - a_{low}) \cdot \frac{a_{max} - a_{min}}{a_{high} - a_{low}}$$

If $a_{min} = 0$ and $a_{max} = 255$

$$f_{ac}(a) = (a - a_{low}) \cdot \frac{255}{a_{high} - a_{low}}$$





Contrast Stretching

Suppose we have a single pixel with intensity 255 in the original intensity range.

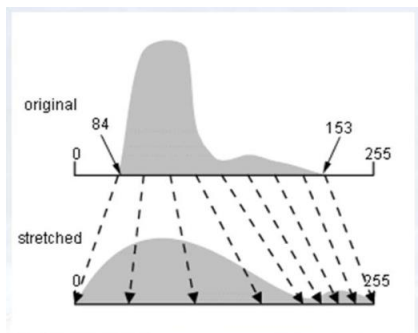
What happens ?



$$f_{\text{ac}}(a) = a_{\text{min}} + (a - a_{\text{low}}) \cdot \frac{a_{\text{max}} - a_{\text{min}}}{a_{\text{high}} - a_{\text{low}}}$$

If $a_{\text{min}} = 0$ and $a_{\text{max}} = 255$

$$f_{\text{ac}}(a) = (a - a_{\text{low}}) \cdot \frac{255}{a_{\text{high}} - a_{\text{low}}}$$



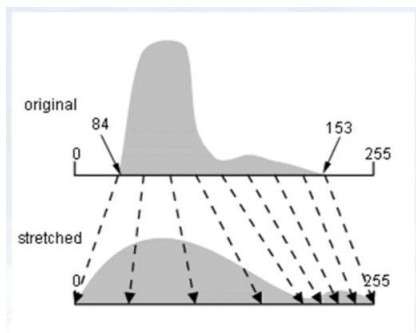
Contrast Stretching



$$f_{ac}(a) = a_{\min} + (a - a_{\text{low}}) \cdot \frac{a_{\max} - a_{\min}}{a_{\text{high}} - a_{\text{low}}}$$

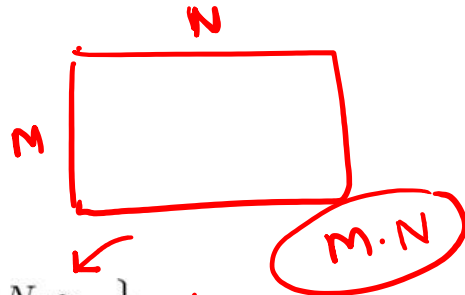
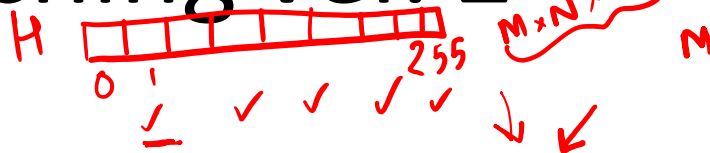
If $a_{\min} = 0$ and $a_{\max} = 255$

$$f_{ac}(a) = (a - a_{\text{low}}) \cdot \frac{255}{a_{\text{high}} - a_{\text{low}}}$$



Suppose we have a single pixel with intensity 0 in the original intensity range.
What happens?

Contrast Stretching ver. 2

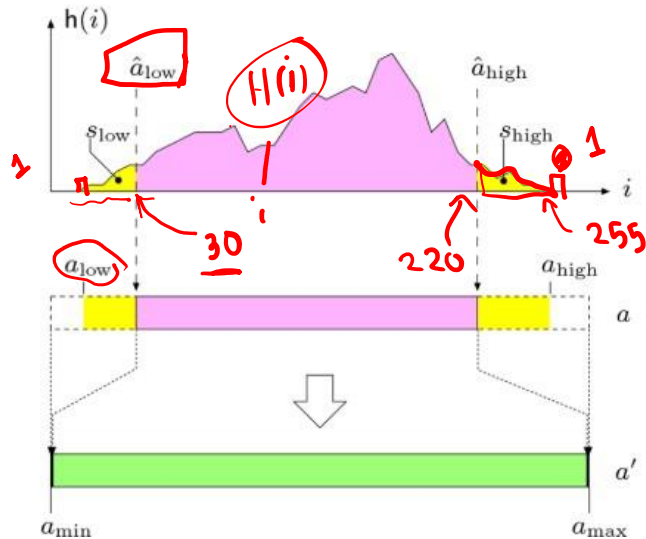


$$\hat{a}_{low} = \min \{ i \mid H(i) \geq M \cdot N \cdot s_{low} \}$$

Handwritten notes: 5% → 0.05, 3% → 0.03

$$\hat{a}_{high} = \max \{ i \mid H(i) \leq M \cdot N \cdot (1 - s_{high}) \}$$

Handwritten note: s_{high}

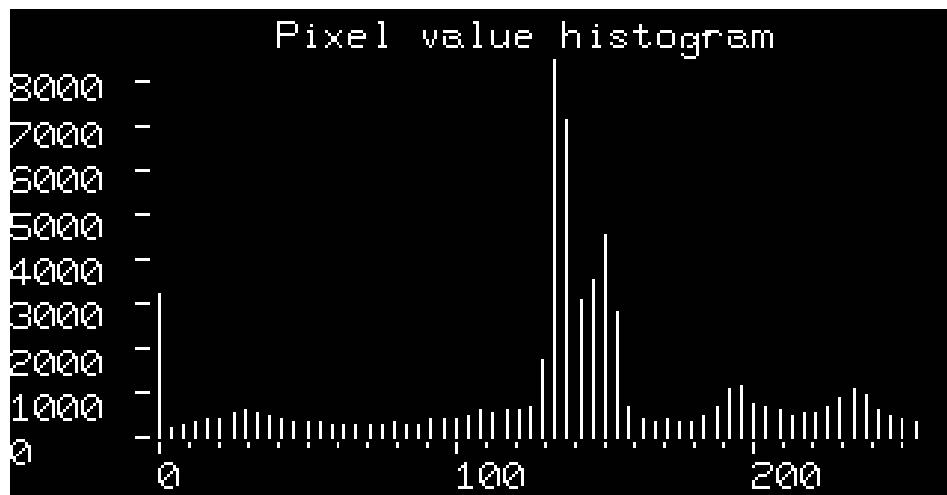


$$f_{mac}(a) = \begin{cases} a_{min} & \text{for } a \leq \hat{a}_{low} \\ a_{min} + (a - \hat{a}_{low}) \cdot \frac{a_{max} - a_{min}}{\hat{a}_{high} - \hat{a}_{low}} & \text{for } \hat{a}_{low} < a < \hat{a}_{high} \\ a_{max} & \text{for } a \geq \hat{a}_{high} \end{cases}$$

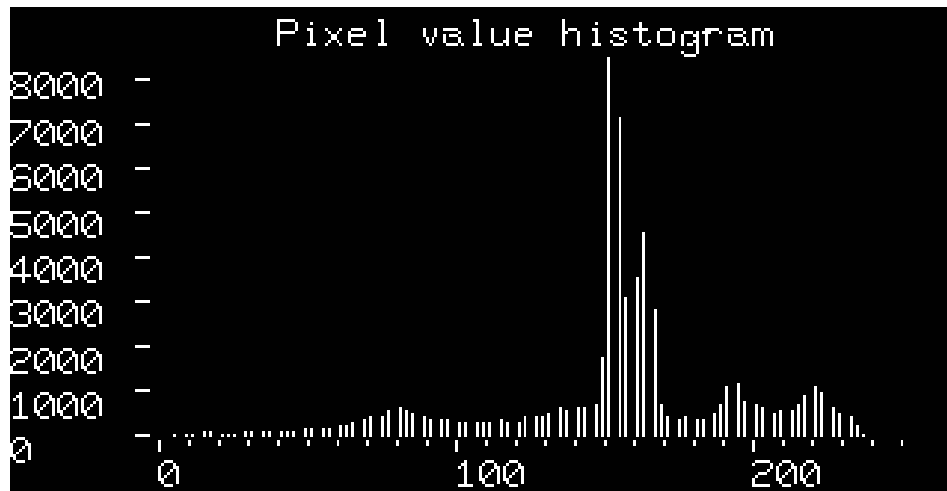
Handwritten notes: a_{min} , a_{max} , 255

s_{low} s_{high}

Ver. 2

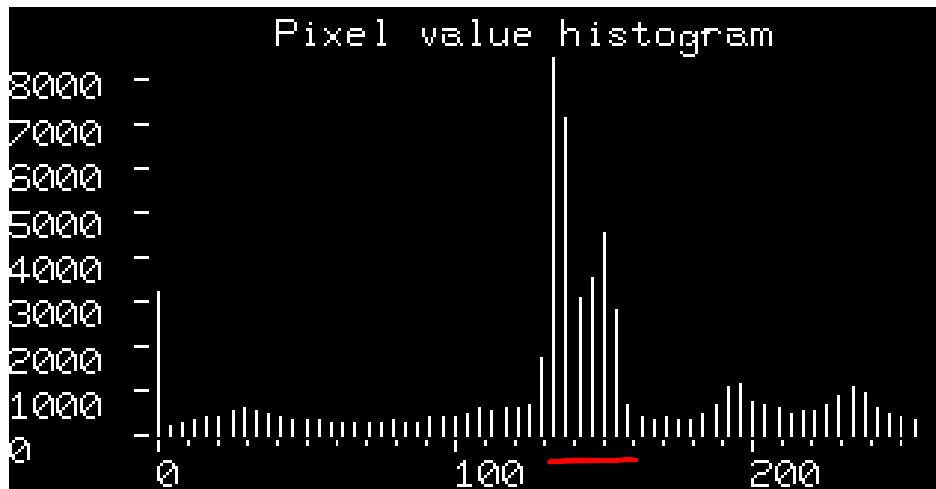


Ver 1



Are all intensities well represented ?

Ver. 2

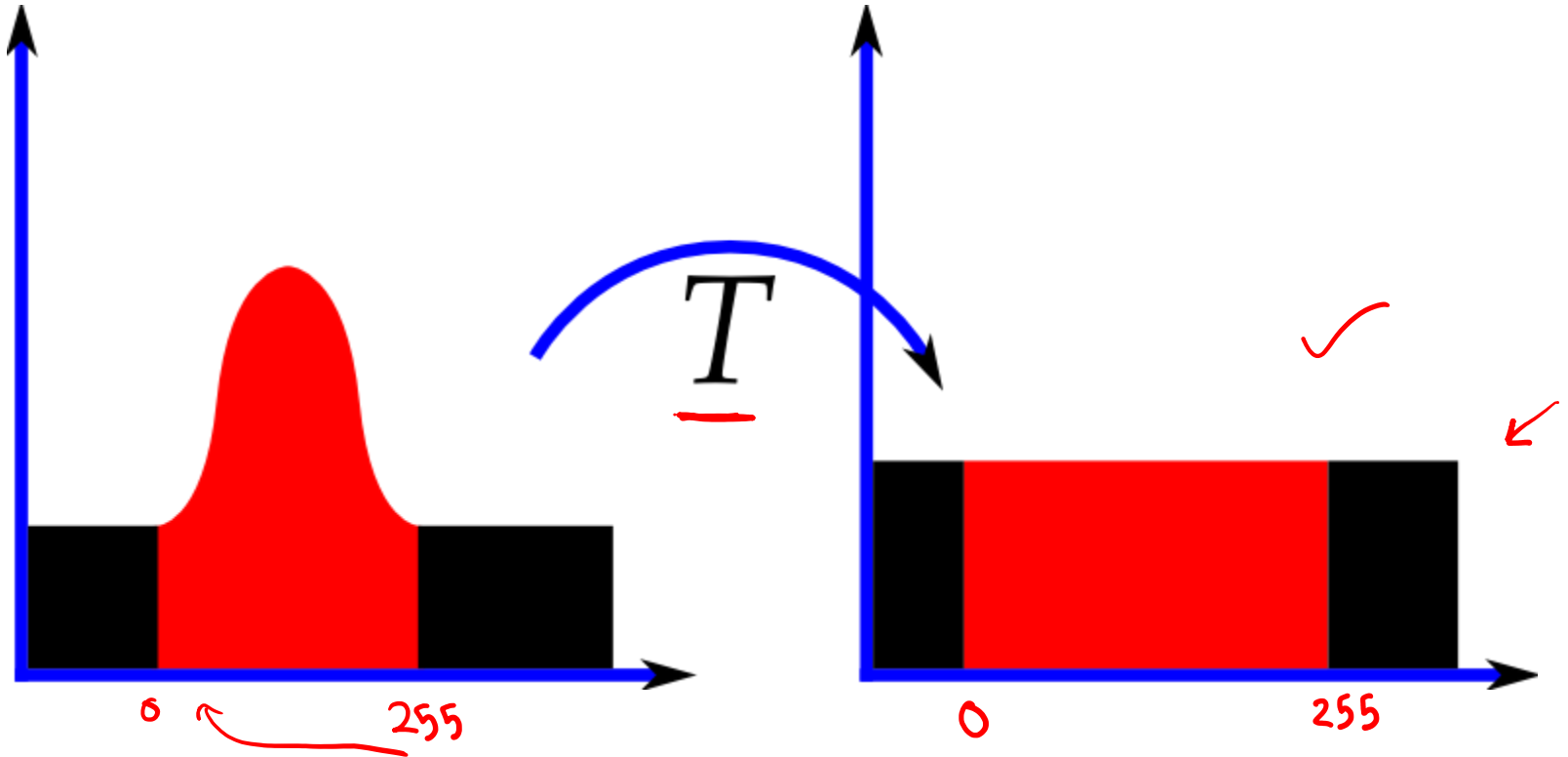




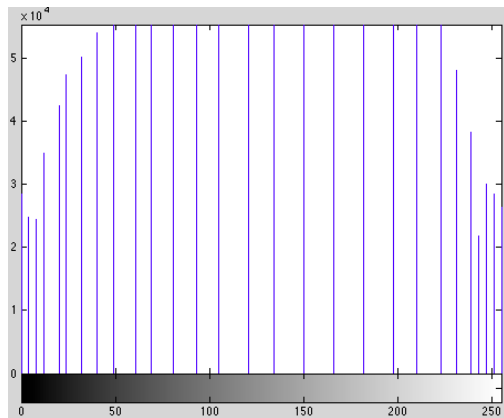
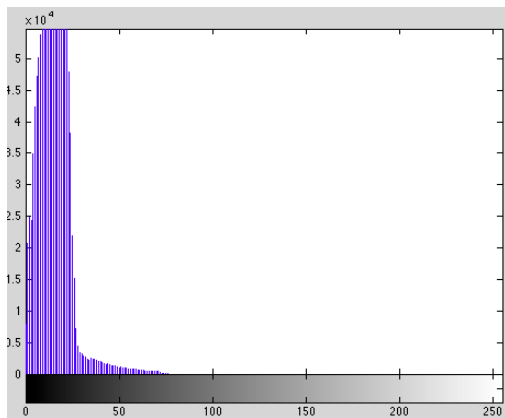
ALL INTENSITIES

MATTER

Histogram Equalization



Histogram Equalization



The issue with contrast stretching

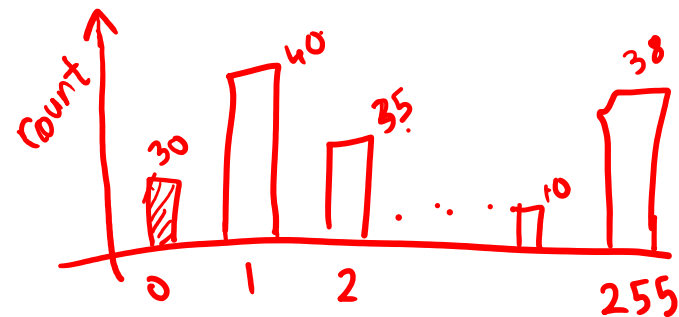


$$f_{\text{ac}}(a) = a_{\text{min}} + (a - a_{\text{low}}) \cdot \frac{a_{\text{max}} - a_{\text{min}}}{a_{\text{high}} - a_{\text{low}}}$$

If $a_{\text{min}} = 0$ and $a_{\text{max}} = 255$

$$f_{\text{ac}}(a) = (a - a_{\text{low}}) \cdot \frac{255}{a_{\text{high}} - a_{\text{low}}}$$

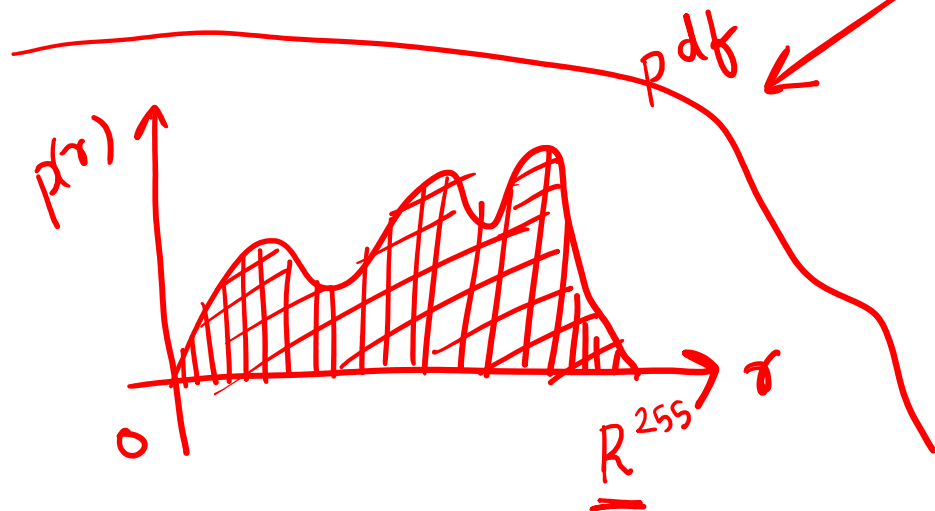
Histogram Equalization



Histogram



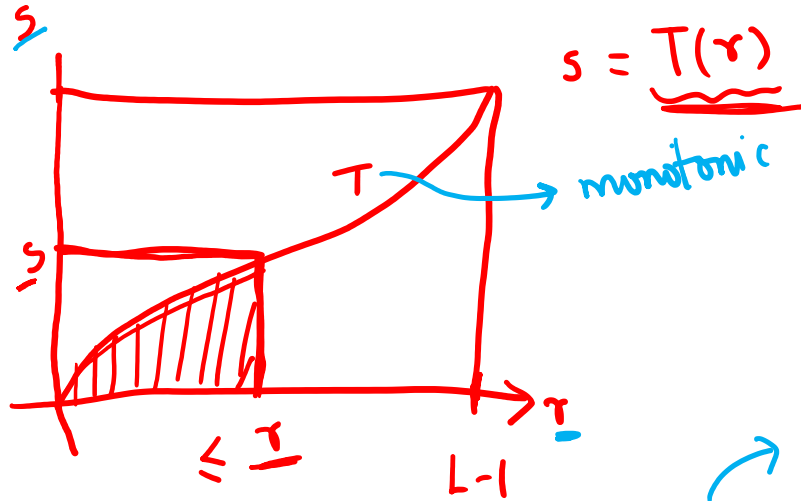
Normalized P_R
← probability distribution



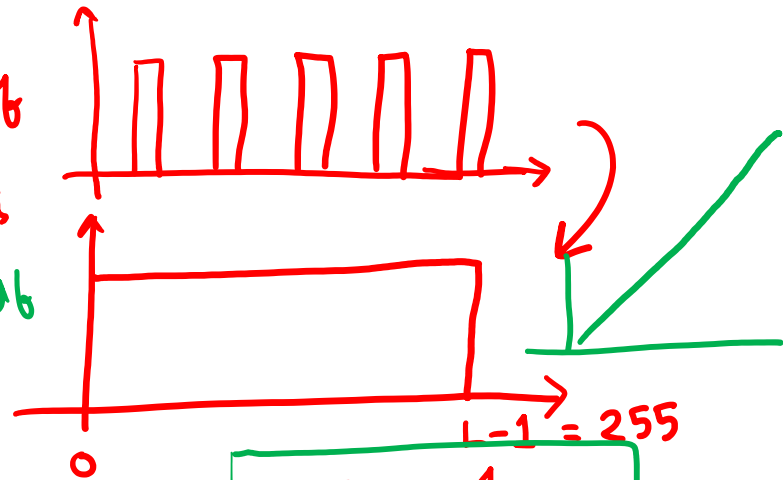
$$\int_{-\infty}^{\infty} p_R(\tau) d\tau = 1$$

$$\int_0^{255} p_R(\tau) d\tau = 1$$

Histogram Equalization



$L = \#$ of bits/levels



$$p_s(s) = p_r(r) \frac{dr}{ds}$$

$$\frac{1}{L-1} ds = p_r(r) dr$$

$$\Rightarrow ds = (L-1) p_r(r) dr$$

$$p_s(s) = \frac{1}{(L-1)}$$

$$\int_0^{L-1} p_s(s) ds = 1$$

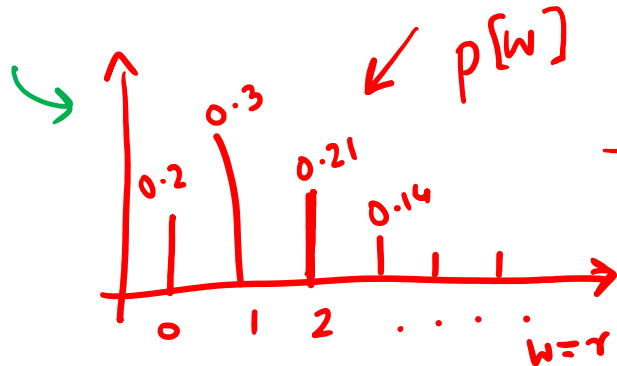
$$s = T(r) = (L-1) \int_0^r \underline{p_r(w)} dw$$

$$\Rightarrow s = (L-1) \int_0^r p_r(w) dw$$

Leibniz formula

Histogram Equalization

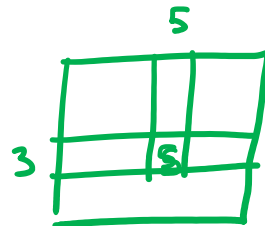
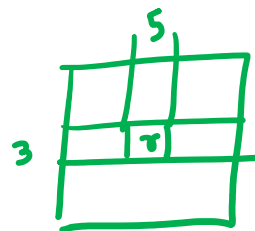
$$p(s) = \frac{1}{L-1}$$



$$s = T(r) = (L-1) \int p_s(w) dw$$

digital equivalent

$$\underline{s} = \text{round} \left((L-1) \sum_{w=0}^r p[w] \right)$$



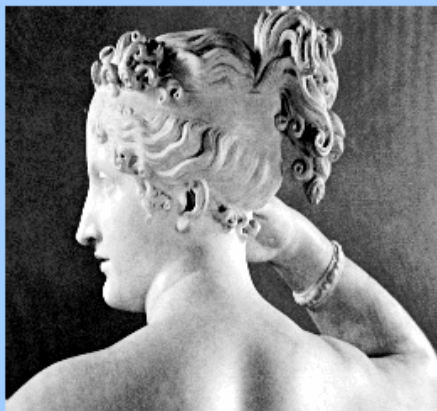
Histogram Equalization



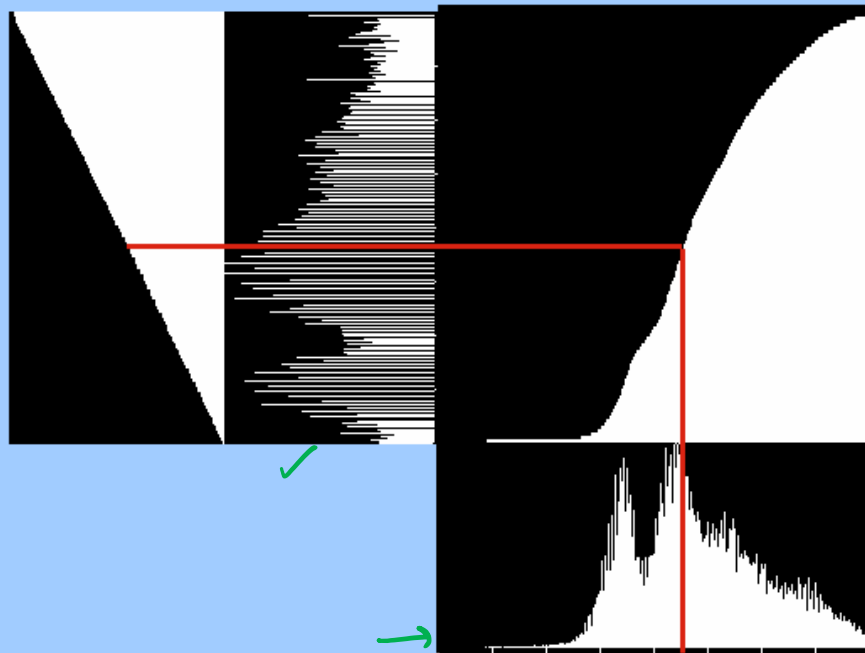
Contrast
Stretching



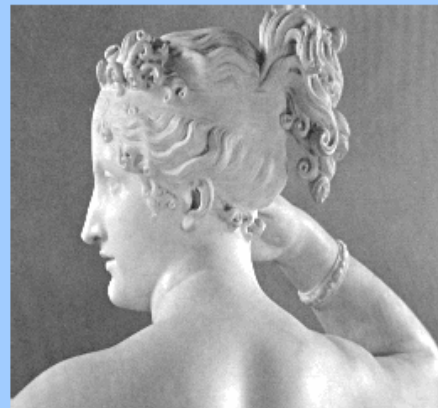
Histogram
Equalization



Equalized histogram



Histogram of original image



original image

References

- ▶ GW Chapter – 3.3.1 to 3.3.3
- Transformations of Random Variables
 - <http://www.randomservices.org/random/dist/Transformations.html>
 - Section 1 of <http://www.cs.cmu.edu/~minx/transform.pdf>
 - Leibnitz Integration Rule :
https://en.wikipedia.org/wiki/Leibniz_integral_rule#Alternative_derivation
 - [Univariate transformation of a random variable](#)

Scribe Group

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2018101003
2018101005

Mini Quiz 1 Link

<https://forms.office.com/Pages/ResponsePage.aspx?id=vDsaA3zPK06W7IZ1VVQKHNFN1LYrWjxAktM68Sb-hiFUOEdKVEIEOU8xTjNZTjNCUDFRTjhHQ09BNC4u>