



# A new adaptive contrast enhancement algorithm for infrared images based on double plateaus histogram equalization

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## ABSTRACT

In infrared images, detail pixels are easily immersed in large quantity of low-contrast background pixels. According to these characteristics, an adaptive contrast enhancement algorithm based on double plateaus histogram equalization for infrared images was presented in this paper. Traditional double plateaus histogram equalization algorithm used constant threshold and could not change the threshold value in various scenes, so that its practical usage is limited. In the proposed algorithm, the upper and lower threshold value could be calculated by searching local maximum and predicting minimum gray interval and be updated in real time. With the proposed algorithm, the background of infrared image was constrained while the details could also be enhanced. Experimental results proved that the proposed algorithm can effectively enhance the contrast of infrared images, especially the details of infrared images.

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## 1. Introduction

Generally, infrared images have low contrast but highly bright background [1–3], therefore the detailed information is easily immersed in the background, making it difficult to distinguish the target from the background. In order to enhance the contrast of infrared image [4–9], the dynamic range of image gray levels needs to be enlarged. However, in most infrared images, traditional histogram equalization [10–13] algorithm produces an unsatisfactory outcome, where the background noise with typical gray levels gets amplified while the detailed information with atypical gray levels is constrained.

As an improvement of histogram equalization, plateau histogram equalization [14,15] is proposed for infrared image enhancement in particular. A threshold value is utilized in this algorithm to constrain background noise [16–20], so that the detailed information gets survived and the contrast of image can be properly enhanced. However, with plateau histogram equalization, some detailed information with atypical gray levels could still be combined with other gray levels, as a result the detailed information cannot be fully enhanced with plateau histogram equalization.

Double-plateau histogram equalization [21] is then proposed so that the detailed information can be further protected by adding a proper lower threshold value. As the upper threshold is used to constrain background noise and the lower threshold is used to protect and enhance the details, a critical issue of double-plateau histogram equalization is how to properly choose the upper and lower

threshold values. Empirically, the value of upper threshold is set to be 20–30% of the total pixels number, while the lower threshold value is set to be 5–10% of it. The threshold values are therefore unchanged for images of the same size. However, even for images of the same size, the details and gray levels might be quite different in various scenes, and an optimal enhancement could not be obtained by fixed threshold values in various applications.

Based on double plateaus histogram equalization, a novel real time adaptive algorithm which can update the threshold value is proposed in this paper. According to the histogram of infrared image, the upper and lower threshold value could be calculated and updated in real time by searching and predicting local maximum and minimum gray interval. The algorithm can be used in various applications to effectively enhance infrared images, especially details in the images.

## 2. Adaptive double plateaus histogram equalization

Double plateaus histogram equalization [5,6] is an improvement of plateau histogram equalization. The upper threshold is utilized in the algorithm for preventing over-enhancement of background noise with typical gray levels, and the lower threshold is set for protecting detailed information with fewer pixels from being combined. The algorithm can be illustrated in the following equation [21]:

$$P_m(k) = \begin{cases} T_{UP} & (p(k) \geq T_{UP}) \\ p(k) & (T_{DOWN} \leq p(k) \leq T_{UP}) \\ T_{DOWN} & (0 < p(k) \leq T_{DOWN}) \\ 0 & (p(k) = 0) \end{cases} \quad (1)$$

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where  $k$  represents the  $k$ th gray level,  $T_{UP}$  is the upper threshold and  $T_{DOWN}$  is the lower threshold,  $P_m(k)$  is the modified histogram after double-plateau histogram equalization, and  $p(k)$  is the original histogram. The algorithm becomes plateau histogram equalization when  $T_{DOWN}$  is set to 0; and turns into histogram equalization if  $T_{UP}$  is larger than the maximum statistic value in the histogram  $p_{\max}(k)$  while  $T_{DOWN}$  is set to 0.

Since the upper and lower thresholds are key parameters of double-plateau histogram equalization, a new adaptive method for computing the two values is introduced in this paper. For each image a statistic histogram is constructed, then the upper threshold is determined by searching the local maximums; the lower threshold is calculated by estimating the accumulative statistic value. With the proposed method the threshold parameters could be computed and updated adaptively to improve the contrast of the infrared images.

### 2.1. Analysis of the upper threshold

It can be concluded from Eq. (1) that if the upper threshold is too large, the background noise could not be constrained enough; on the other hand, if it is too small, details of image will be lost and combined with other gray levels, even though the background noise could be greatly constrained.

The ideal upper threshold should be chosen as the histogram peak of details,  $p(k_{\text{detail}})$ , so that it is able to constrain all the background noise and simultaneously keep all the gray levels of details uncombined. However, it is difficult to locate the histogram peak of details, in other words,  $p(k_{\text{detail}})$  could not be easily computed. Instead a method for estimating  $p(k_{\text{detail}})$  was presented to approximate the ideal upper threshold.

Firstly, those gray levels with no pixels are removed from the histogram. And then, the search range of  $p(k_{\text{detail}})$  is narrowed down by finding out the local maximums of the histogram, since the background and the details are corresponding to peaks in histogram.  $p(k_{\text{background}})$  (the histogram peak of the background) and  $p(k_{\text{detail}})$  have good chance to be one of the local maximums. It can be illustrated by the following equation:

$$p(k_{\text{detail}}), p(k_{\text{background}}) \in \{POLAR(r) | 1 \leq r \leq P\} \subseteq \{N(s) | 1 \leq s \leq L\} \quad (2)$$

$$\text{And } p(k_{\text{background}}) = \{POLAR(r) | 1 \leq r \leq P\}_{\text{MAX}} = \{N(s) | 1 \leq s \leq L\}_{\text{MAX}} \quad (3)$$

where  $POLAR$  is the set of local maximums and  $P$  is its size,  $POLAR(r)$  is the  $r$ th element in  $POLAR$ ;  $N$  is the histogram with zero statistics removed, and  $L$  is the number of elements in  $N$ .  $s$  indexes the element in the set as  $N(s)$ . Briefly,  $N(s)$  is a discrete sequence and  $POLAR(r)$  is the set of local maximums in  $N(s)$ . For discrete sequences, elements that are larger than their neighbors are taken as local maximums. Therefore a one-dimensional window with length  $n$  ( $n$  is an odd number) is used to find the local maximums of  $N(s)$ . Fig. 1 shows the one dimensional window  $W$ ,  $W_n$  stands for the  $n$ th element in  $W$ .

When the elements fit the following equation,

$$W_{(n+1)/2} \geq \max\{W_1, \dots, W_{(n-1)/2}, W_{(n+3)/2}, \dots, W_n\} \quad (4)$$

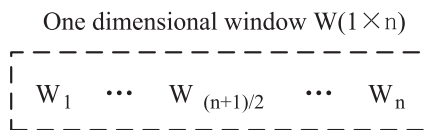


Fig. 1. Diagram of the 1 by  $n$  one dimensional window.

Then it can be concluded that  $W_{(n+1)/2}$  is a local maximum, which can also be illustrated by the following equation,

$$W_{(n+1)/2} \in \{POLAR(r) | 1 \leq r \leq P\} \quad (5)$$

According to the above method, local maximums are searched by sliding the one dimensional window along the discrete sequence  $N(s)$ , the sliding process is illustrated in Fig. 2. By moving the window  $W$  step by step, each element in the middle of  $W$  is tested for whether or not it is a local maximum. In the end the local maximums set,  $POLAR(r)$ , can be generated.

The dashed box stands for the one dimensional window  $W$ ,  $N((n-1)/2)$ ,  $N((n+1)/2)$ ,  $N(k+(n-1)/2)$ , ...,  $N(L+(n-1)/2)$  from step 1 to step  $L-(n-1)$  correspond to the middle element  $W_{(n+1)/2}$  of the window, and any of them that makes Eq. (1) true will be put into the local maximum set  $POLAR$ .

In real-time infrared imaging, the details and targets are constantly changing in a random fashion, so their gray levels can be considered uniformly distributed in the histogram. Therefore, even though the exact position of  $p(k_{\text{detail}})$  cannot be located,  $p(k_{\text{detail}})$  can still be estimated by taking the average of the local maximums as show in Eq. (6).

$$p(k_{\text{detail}}) \approx POLAR_{\text{avg}} = \frac{POLAR(1) + \dots + POLAR(r) + \dots + POLAR(P)}{P} \quad (6)$$

This average value is then taken as upper threshold value:

$$T_{UP} = POLAR_{\text{avg}} \quad (7)$$

### 2.2. Analysis of the lower threshold

The lower threshold is used for protecting detailed information as well as small targets in infrared images. It determines the minimum gray interval so as to prevent atypical gray levels from being combined.

According to the principals of histogram equalization, reconstructed gray levels are determined by their proportions in accumulation histogram, as shown in Eq. (8) [17]

$$D(k) = \frac{M * F(k)}{F(M)} \quad (8)$$

where  $F(k)$ ,  $F(M)$  are the statistic accumulation value of gray level  $k$  and  $M$ ,  $M$  is the total number of the original gray levels,  $D(k)$  is the reconstructed gray level after double plateaus histogram equalization.

Then the gray interval between the adjacent gray levels after equalization,  $d$ , is

$$\begin{aligned} d &= D(k) - D(k-1) = \frac{M * F(k)}{F(M)} - \frac{M * F(k-1)}{F(M)} \\ &= \frac{M * (F(k) - F(k-1))}{F(M)} = \frac{M * P(k)}{F(M)} \end{aligned} \quad (9)$$

where the accumulation difference between gray level  $k$  and  $k-1$  is also the statistic value for gray level  $k$ , which is  $P(k)$ . Since  $M$  is the total number of the original gray levels,  $F(M)$  is summed up by all the statistic value for each gray level. Moreover, according to the definition of lower threshold, the minimum statistic value is exactly the value of the lower threshold,  $T_{DOWN}$ . Therefore the minimum gray interval after double plateaus histogram equalization,  $d_{\min}$  is

$$d_{\min} = \frac{M * T_{DOWN}}{Sta} \quad (10)$$

where  $Sta$  is the accumulative statistic of modified histogram, it is the sum of statistic of each individual gray level. In modified histo-

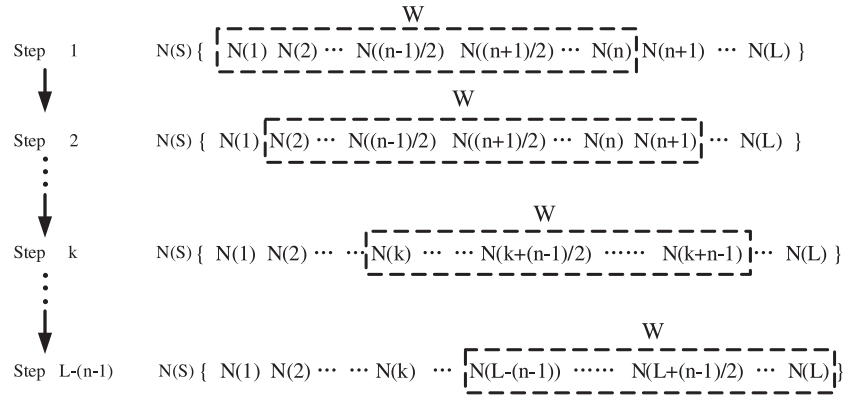


Fig. 2. the procedure of searching for local maximums.

gram, the minimum gray interval is 1. Therefore,  $d_{min}$  is set to 1 so that details are protected and properly enhanced.

$$d_{min} = 1 = \frac{T_{DOWN}}{Sta} * M \quad (11)$$

Then we get the equation for computing the lower threshold:

$$T_{DOWN} = \frac{Sta}{M} \quad (12)$$

Since  $Sta$  is the accumulative statistic value of modified histogram, therefore it cannot be calculated before  $T_{DOWN}$  is determined. In order to calculate  $T_{DOWN}$ ,  $Sta$  should be estimated in advance.

Firstly, it can be determined that  $Sta$  is smaller than the total pixel number of original image,  $N_{total}$ , as statistic of gray levels is limited by the upper threshold. Secondly, as  $T_{UP}$  stands for the maximum statistic of the modified histogram, when the total number of non-zero statistic is defined as  $L$ , then  $Sta$  must be less than  $T_{UP} \times L$ . Therefore the value of  $Sta$  could be estimated as the smaller one of the two values,  $N_{total}$  and  $T_{UP} \times L$  and is shown as follows:

$$Sta \approx \min\{N_{total}, T_{UP} \times L\} \quad (13)$$

Therefore the equation to compute the lower threshold in Eq. (10) is modified to:

$$T_{DOWN} = \frac{\min\{N_{total}, T_{UP} \times L\}}{M} \quad (14)$$

### 2.3. Gray level reconstructing

After the two thresholds of double-plateau histogram equalization is computed and updated by the method mentioned above, histogram of original image is modified. Accumulative histogram is then obtained according to the modified histogram. Gray levels of the original image are reconstructed as follows:

$$F(k) = \sum_{j=0}^k P_m(j) \quad (0 \leq k \leq M) \quad (15)$$

$$D_m(k) = \left\lfloor \frac{M * F(k)}{F(M)} \right\rfloor \quad (16)$$

where  $P_m(k)$  is the modified histogram after double-plateau histogram equalization,  $D_m(k)$  is the reconstructed gray level of original gray level with value of  $k$ , and  $\lfloor \cdot \rfloor$  rounds down a value to the nearest integer.

After the upper and lower thresholds are updated and the gray levels are remapped, infrared images can be adaptively enhanced by constraining the background noise while keeping and enhancing the details.

## 3. Experiment results and discussion

For better evaluating the proposed algorithm, performance of the proposed algorithm is compared with that of the traditional double-plateau histogram equalization. Experimental results are then fully analyzed.

Experiments are carried out for infrared images based on three different scenes: two outdoor scenes and one indoor scene. The performances are compared between the proposed algorithm and traditional double plateaus histogram equalization. In the experiments, the traditional algorithm chose 25% of the total image pixel number as its upper threshold and the lower threshold is taken as 7.5%;  $n$  is set as 5 for the one dimensional window in the proposed algorithm.

### 3.1. Experimental results

Enhanced images by the traditional algorithm and by the adaptive algorithm are shown in Fig. 3, the histograms and cumulative histograms of these images are also given. In Exp. 1, it can be observed that both of the two algorithms have effectively enhanced the contrast of the original infrared image; however, it can be seen that in the regions marked by the red rectangle, the details in Fig. 3a3 are better than those in Fig. 3a2. Moreover, the modified histogram in the proposed algorithm is more fully enlarged compared to that of traditional double plateaus histogram equalization with fixed threshold values. Overall, both of the two algorithms are efficient in contrast enhancement in Exp. 1, but the proposed algorithm can better enhance the image details.

In Exp. 2 and Exp. 3, it can be found out from the marked regions that traditional double plateaus histogram equalization did not effectively enhance contrast or image details; dynamic range of gray levels is not enlarged enough either. On the other hand, the cumulative histogram of enhanced image by the proposed algorithm is increasing much slower than the cumulative histogram of enhanced image by fixed double plateaus histogram equalization. This proved that the proposed algorithm enhanced the contrast and details, also it fully enlarged the dynamic range of gray levels of the original image.

The reason why traditional double plateaus histogram equalization will not function well in scenes as in Exp. 2 and Exp. 3 is that the upper and lower thresholds are fixed when the resolution of image is determined. The lower thresholds for traditional double plateaus histogram equalization are set too large in Exp. 2 and Exp. 3 so that the gray intervals were almost equal after equalization. Even though all the gray levels are protected by choosing large lower threshold, other typical gray levels get constrained as atypical gray levels are enhanced too much. The problem could

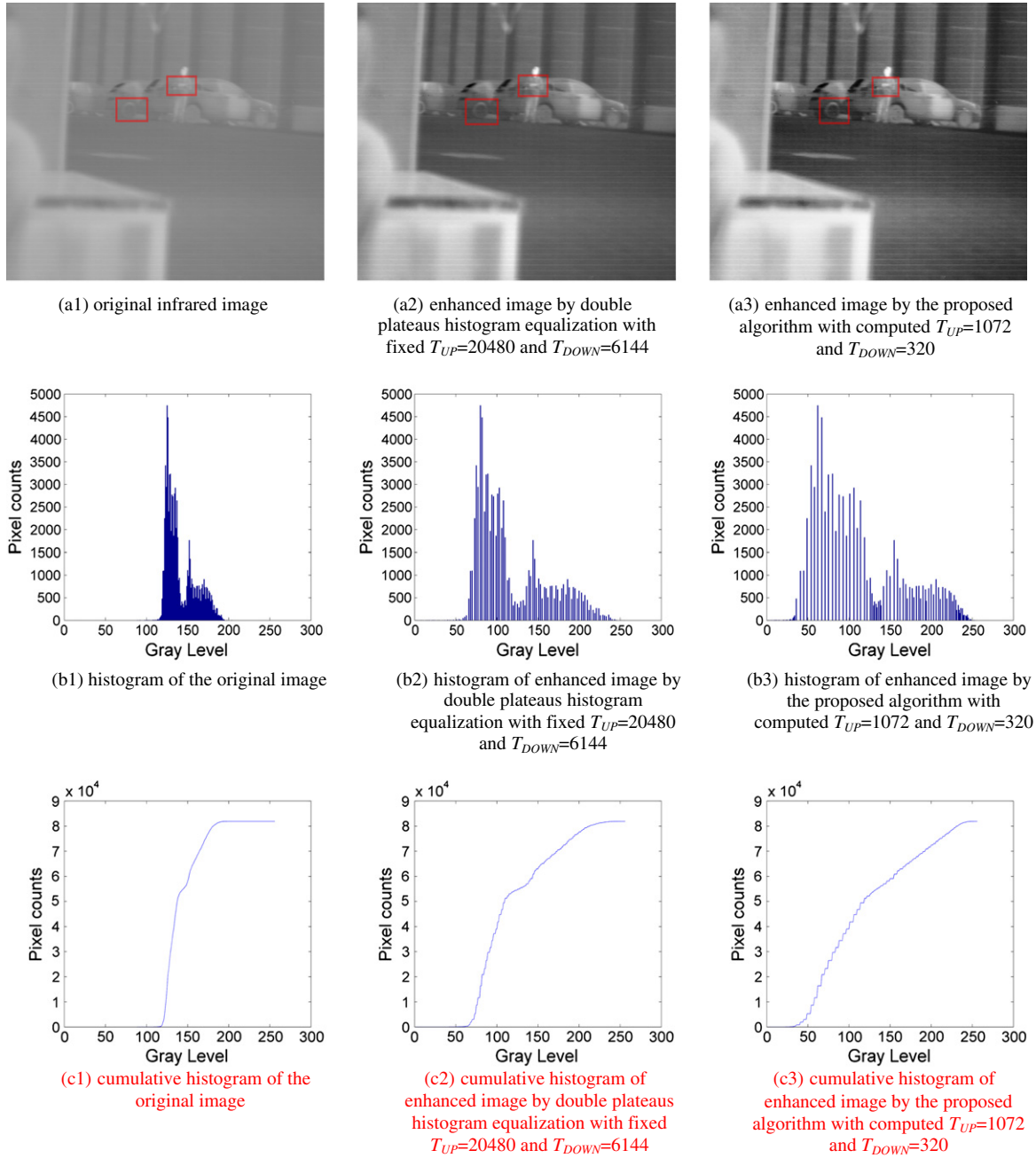
Exp.1( outdoor scene 1, number of gray levels  $M=256$ , image resolution of  $320 \times 256$ )

Fig. 3. Enhanced images and their histograms and cumulative histograms by the traditional algorithm and by the adaptive algorithm.

get even worse especially when there are too many atypical gray levels in infrared image.

For example, as shown in Fig. 3e2 of Exp. 2, there are totally 1359 pixels in red frames, which is 1.7% of the total pixels number; but they occupied 60.9% of the total gray levels. The rest 98.3% pixels were squeezed into 39.1% of the total gray levels, which means that most of the pixels are constrained. This did not happen in Exp. 1 because the original image does not have as many atypical gray levels as shown in Fig. 3b1.

### 3.2. Contrast improvement analysis

In order to further evaluate performance of the proposed algorithm, here the image contrast function [22], which calculates

the deviation of gray levels, is chosen as our evaluation criteria. The following equation illustrates how the function works,

$$C_{contrast} = \frac{1}{PQ} \sum_{x=1}^P \sum_{y=1}^Q g^2(x, y) - \left| \frac{1}{PQ} \sum_{x=1}^P \sum_{y=1}^Q g(x, y) \right|^2 \quad (17)$$

where  $P$  is the width of the image and  $Q$  is the height of the image,  $g(x, y)$  is the gray level of the pixel at  $(x, y)$ .  $C_{contrast}$  represents the deviation of gray levels. Higher value of  $C_{contrast}$  implies larger dynamic range of gray levels and therefore better contrast and more detailed information of image.

$P$  and  $Q$  are different in the three experiments, and the total number of gray levels is different as well. In order to compare the image contrast improvements in the three different

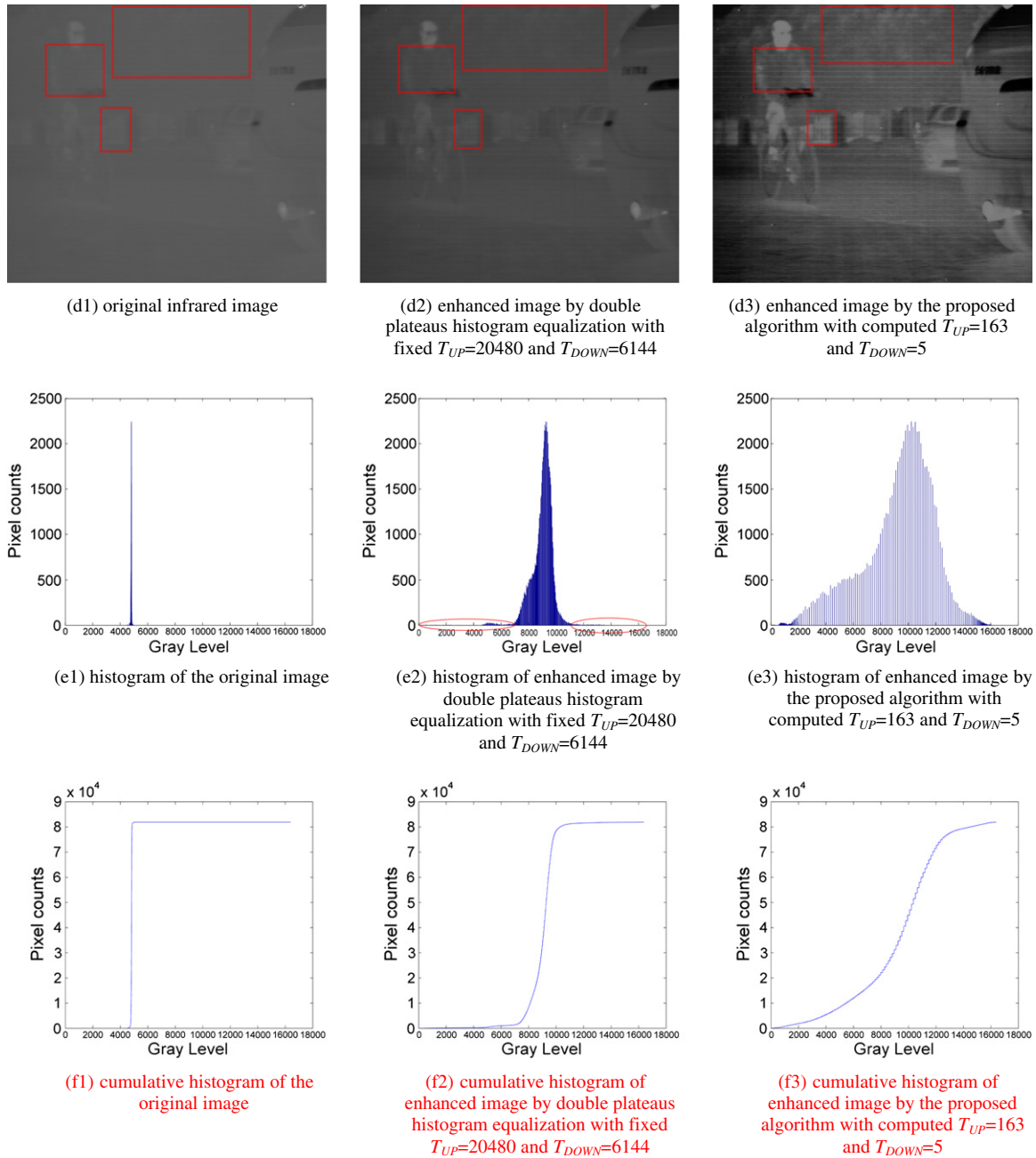
Exp.2( outdoor scene 2, number of gray levels  $M=16384$ , image resolution of  $320 \times 256$ )

Fig. 3 (continued)

experiments, the computed value of  $C_{contrast}$  is taken logarithm as follow:

$$C_{contrast}^* = 10 \log_{10} C_{contrast} \quad (18)$$

Contrast improvements are computed according to Eq. (17) and Eq. (18), their values are listed in the following Table 1.

It can be seen from the table that, in Exp. 1, the computed value of  $C_{contrast}$  of enhanced image of the proposed algorithm is larger than that of enhanced image by double plateaus histogram equalization with fixed thresholds, and the difference is as large as 2.4213 dB; in Exp. 2 and Exp. 3, the difference is 9.9872 dB and 2.96 dB respectively. Overall, both of the two algorithms have greatly improved contrast of infrared images, while the proposed algorithm is more efficient. The proposed algorithm can fully re-

map gray levels so that new gray levels are uniformly distributed; contrast improvement is better with the proposed algorithm, so is the quality of enhanced images. Experimental results agree well with theoretical analysis of the proposed adaptive double plateaus histogram equalization algorithm.

It can be concluded from the experimental results and parameter analysis that the traditional double plateaus histogram equalization is not efficient for some kinds of infrared images, especially for those that contain many atypical gray levels. The proposed algorithm, however, can be utilized for enhancing various images as the thresholds are adaptively computed according to histogram of the image. In the proposed algorithm, upper and lower thresholds are unique for different images, the upper threshold properly constrains background noise while the lower



Exp.3( indoor scene, number of gray levels  $M=16384$ , image resolution of  $1280 \times 1024$ )

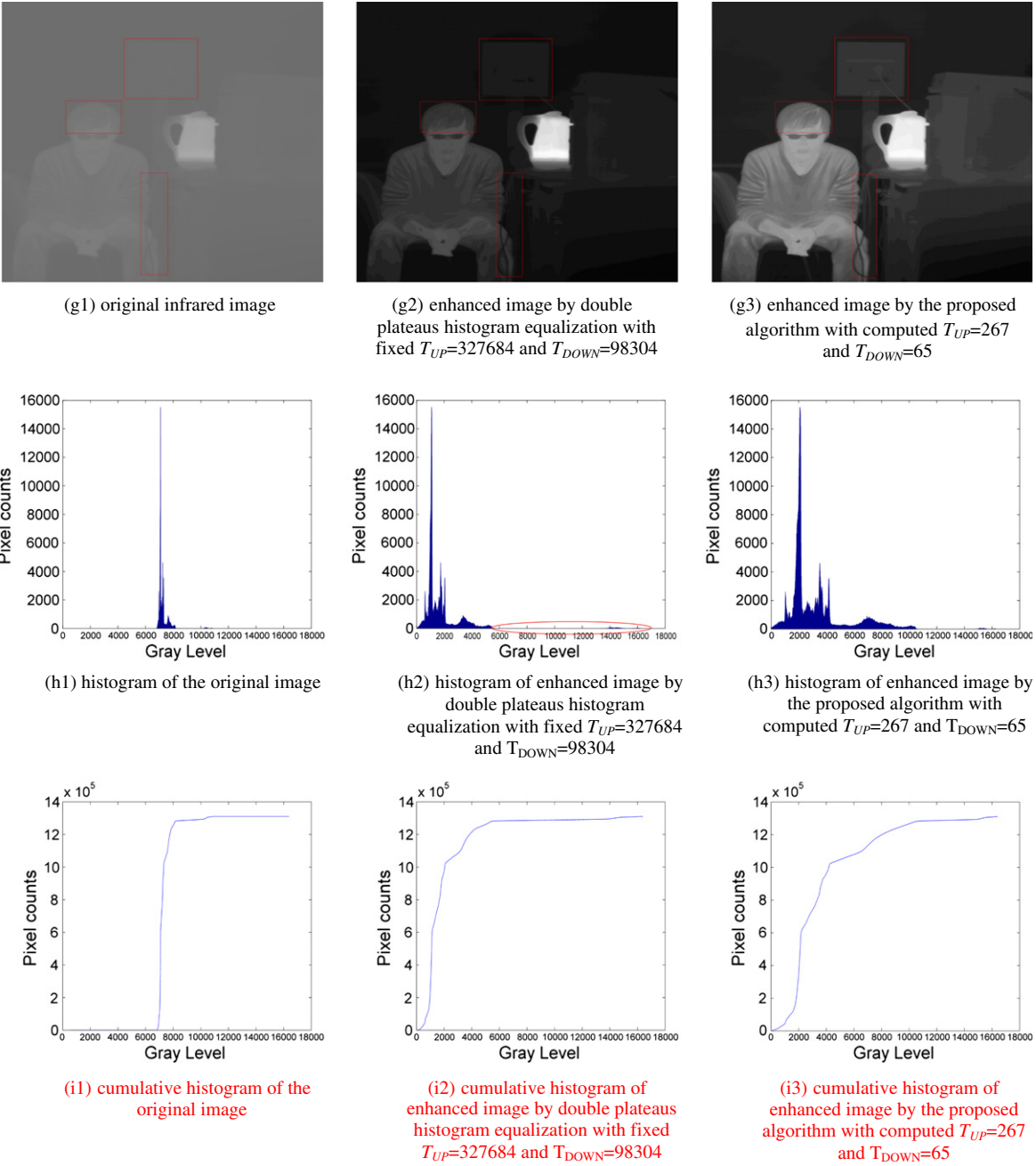


Fig. 3 (continued)

Table 1  
Comparison of image contrast parameters.

	Original infrared image	Enhanced image by double plateaus histogram equalization with fixed thresholds	Enhanced image by the proposed algorithm
Exp. 1 $C_{contrast}^*$ (dB)	25.0695	32.5313	34.9526
Exp. 2 $C_{contrast}^*$ (dB)	32.9659	59.2587	69.2414
Exp. 3 $C_{contrast}^*$ (dB)	53.7222	65.8269	68.7869

threshold keeps and enhances detailed information in the image, and the overall quality of image is therefore magnificently enhanced.

4. Conclusion

In this paper a new adaptive contrast enhancement algorithm based on double plateaus histogram equalization is proposed and

analyzed. By computing and updating upper and lower thresholds according to local maximums of non-zero histogram and the minimum gray interval, the proposed algorithm is efficient for enhancing infrared images in various scenes in real time. Based on experiments of image enhancement, the algorithm with two adaptive thresholds is proved capable of constraining background noise while enhancing image details. Compared with traditional double plateaus histogram equalization, the proposed algorithm can improve contrast enhancement by 2–10 dB.

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