

# Lecture 2 notes and knowledge - IP

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# 1 Pre-lecture

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# 2 Lecture

## 2.1 Pre-face: Introduction

## 2.2 Color definition.

Bayer pattern, is used on sensors to get RGB channels correctly, these are scattered equally in a grid. The mean intensity can be found by:

$$I = \frac{(R + G + B)}{3}$$

Converting a proper grayscale can be done by:

$$I = W_R \cdot R + W_G \cdot G + W_B \cdot B \text{ where } \text{sum}(W_X) = 1$$

# 3 Knowledge

- What does Point Processing mean?
- Describe Brightness and Contrast
- Describe greylevel mapping and how it relates to Brightness and Contrast
- What is a histogram?  
*A plot of how much of a value occurs throughout a specific scenario.*
- How can a histogram be used to choose the greylevel mapping?  
*By utilizing a histogram of the intensity/brightness of an image, we can average out a picture and get a proper visible image from a potential previous too dark or bright of an image*
- What is histogram stretching?  
*By "stretching" the histogram, we can achieve better lighting-conditions in an image.*
- What is thresholding and how is it related to a histogram and to segmentation?  
*By thresholding, we can filter out specific colors or scales we want to ROI. Utilizing histogram stretching we can better find a proper lighting-environment than if controlled by external lights.*
- What is the difference between Achromatic and Chromatic?  
*Achromatic is intensity of the light.*  
*Chromatic is light waves and the visual range.*

- What is the difference between Subtractive Color and Additive Color?  
*Additive color gives a white color value when the rest are added up.*  
*Subtractive gives a black color value (Like the sun).*
- Describe the three different color spaces (RGB, rgI, HSI)  
*RGB; Red Green blue, values goes from 0 to 255.*  
*HSI; Hue saturation and intensity.*
- What are their characteristics and where are they used?

## 4 Important notes