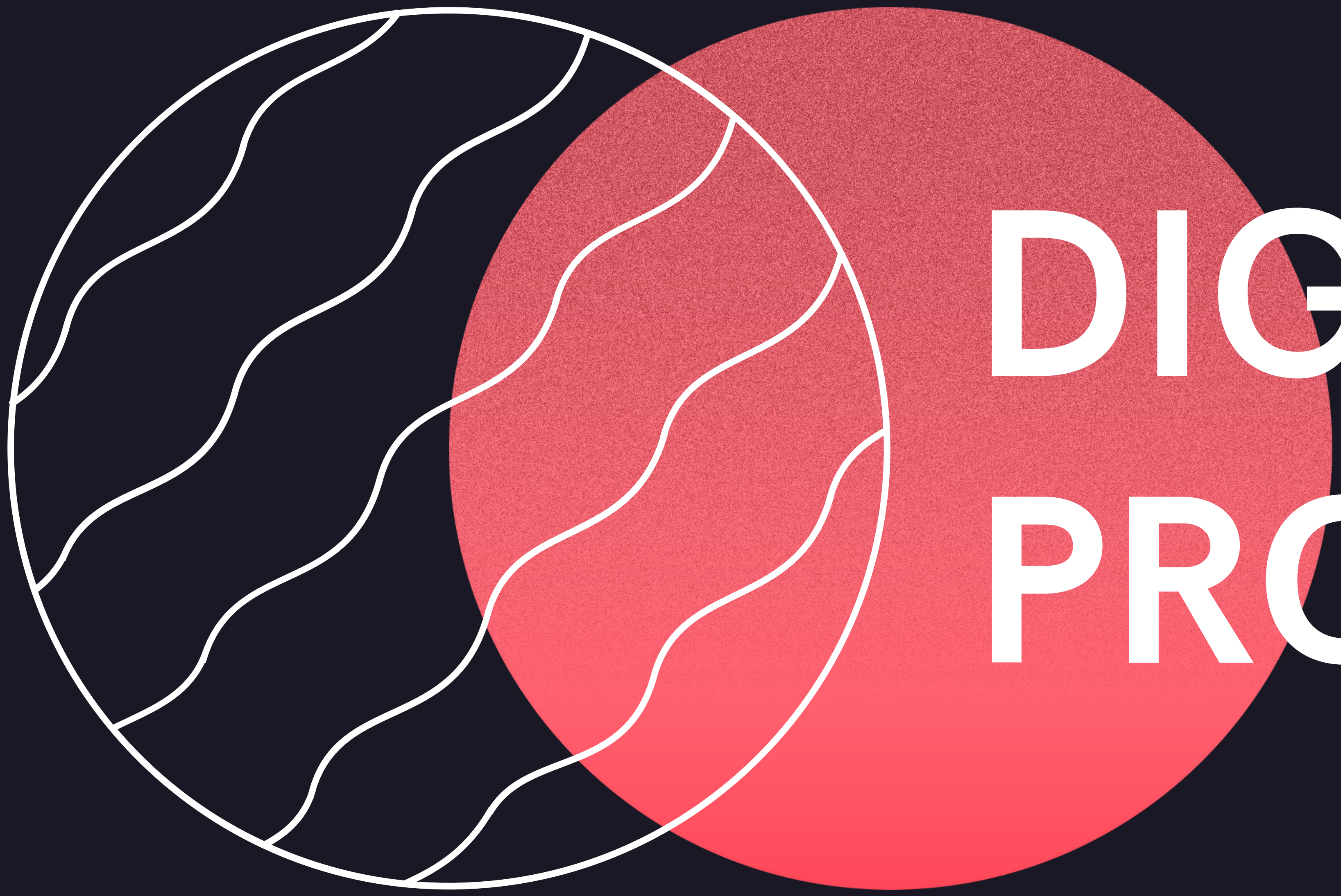
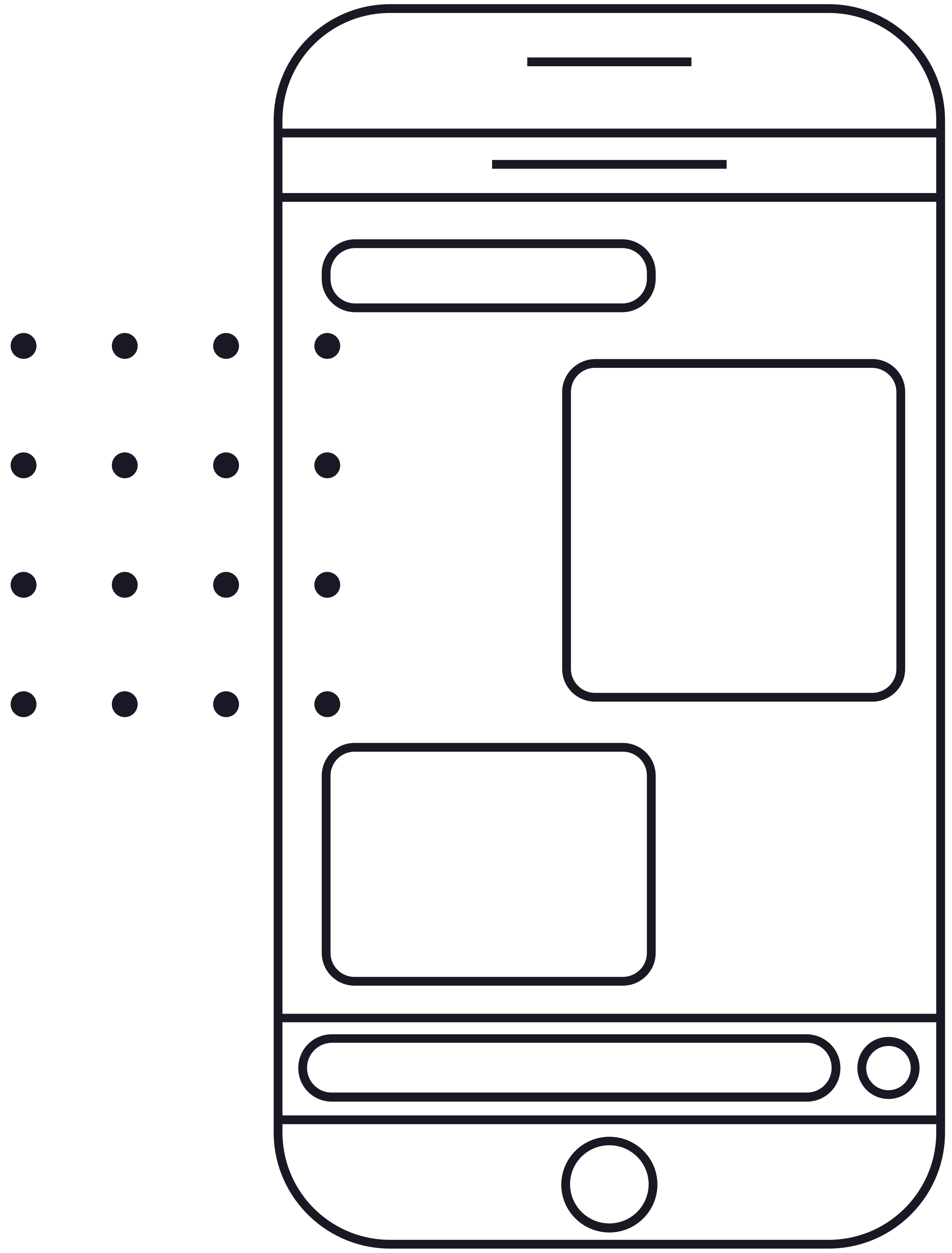


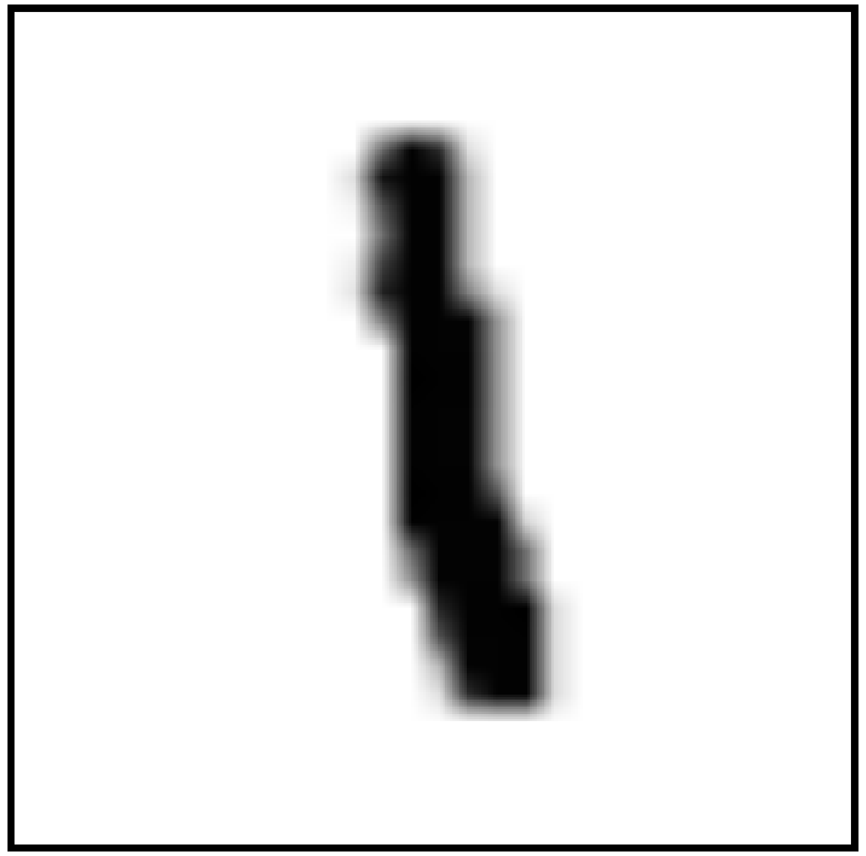
DIGITAL IMAGE PROCESSING

SHAPEAI

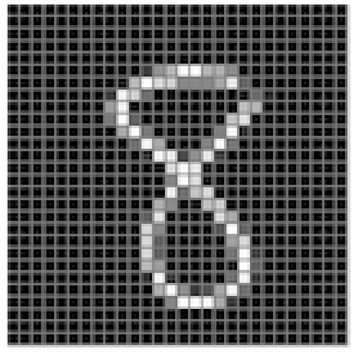
HOW A DIGITAL DEVICE SEES AN IMAGE

For a device an image is nothing but a 2D matrix of numbers. Where each entry represent the intensity of light for the following position or so called pixels.





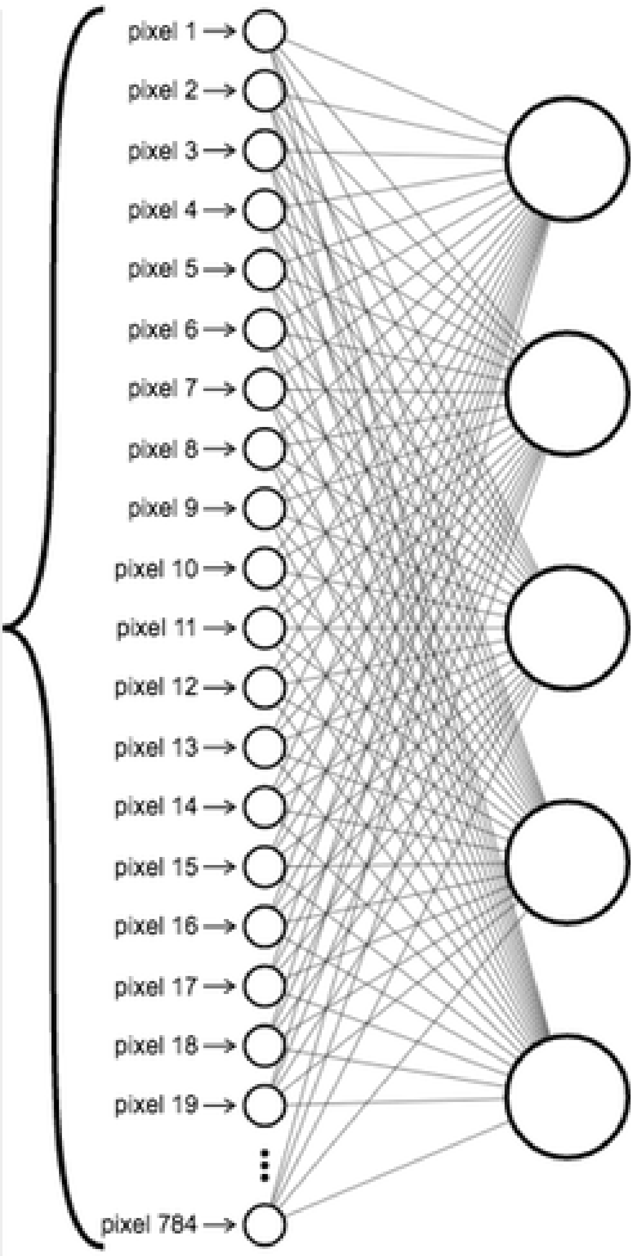
$$\simeq \begin{bmatrix}
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & .6 & .8 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & .7 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & .7 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & .5 & 1 & .4 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & .4 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & .4 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & .7 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & .9 & 1 & .1 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & .3 & 1 & .1 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0
\end{bmatrix}$$



28 x 28

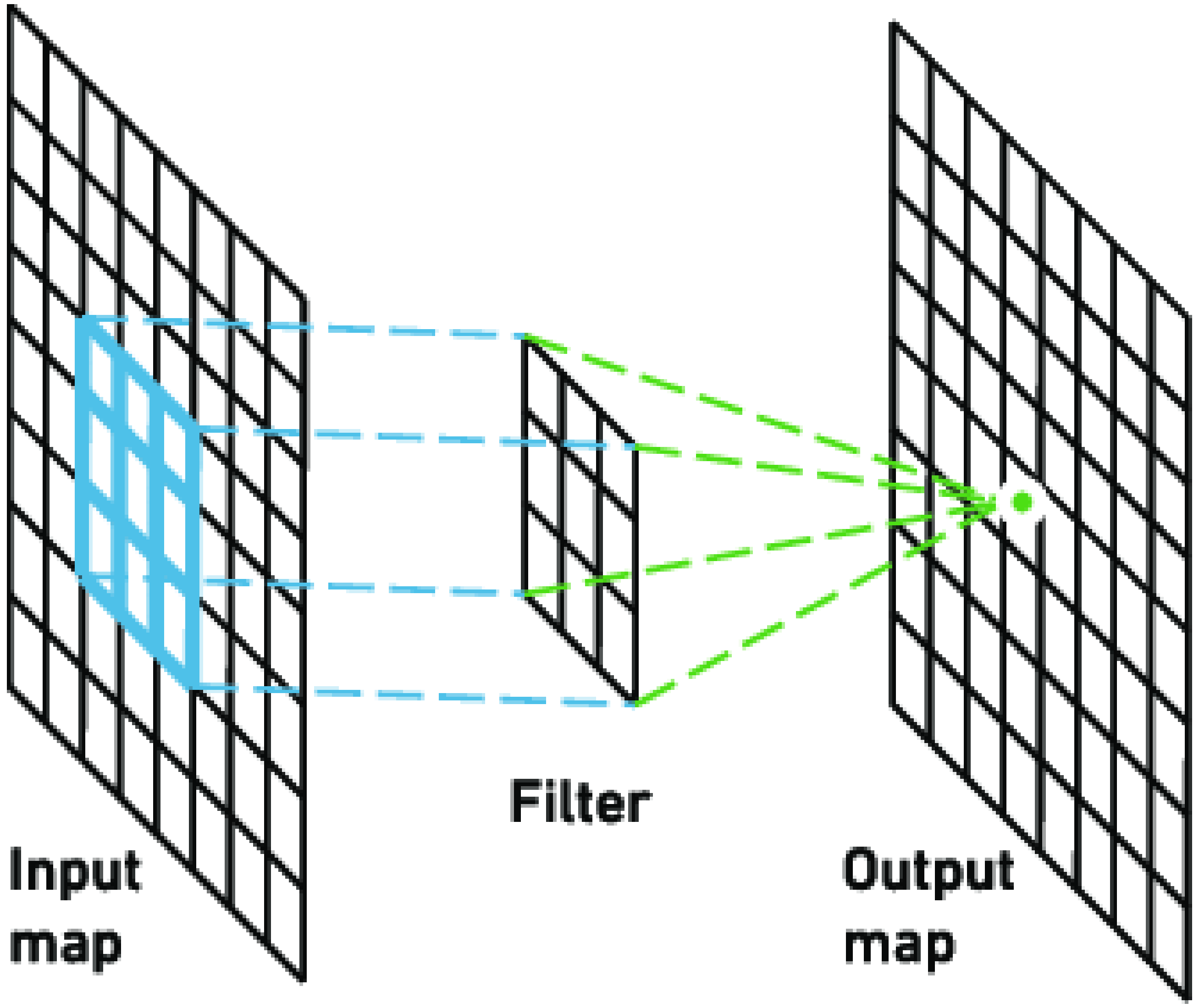
784 pixels

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	4	62	146	182	254	254	181	176	139	15	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	34	186	253	217	208	136	136	136	166	232	99	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	61	242	208	111	3	0	0	0	0	0	18	32	107	43	0	0	0	0	0	0
0	0	0	0	0	0	0	0	156	242	23	0	0	0	0	0	0	0	13	191	181	6	0	0	0	0	0	0
0	0	0	0	0	0	0	0	121	255	98	3	0	0	0	0	0	8	194	225	12	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	169	253	120	3	0	0	0	0	128	247	51	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	3	111	244	169	19	0	14	131	249	117	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	59	241	235	72	142	229	66	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	25	218	254	231	36	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	133	253	221	33	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	19	237	111	196	217	19	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	174	138	0	23	193	204	18	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	96	224	0	0	0	25	218	169	3	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	215	138	0	0	0	0	86	253	99	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	215	97	0	0	0	0	3	162	214	11	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	215	97	0	0	0	0	0	118	253	68	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	185	157	0	0	0	0	0	40	254	98	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	50	244	61	0	0	0	0	112	244	58	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	174	251	142	59	83	167	244	111	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	6	133	253	253	253	169	61	3	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

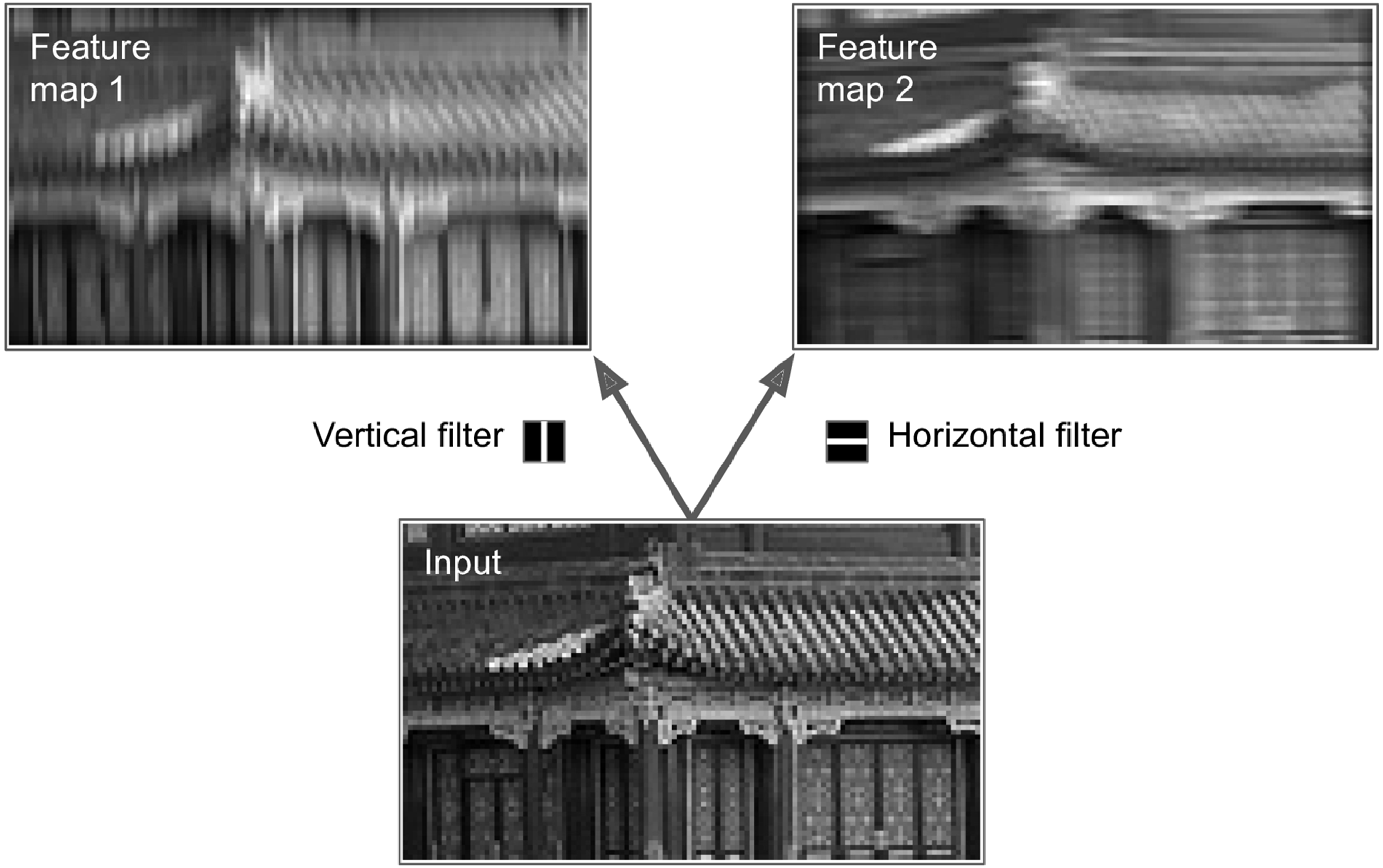


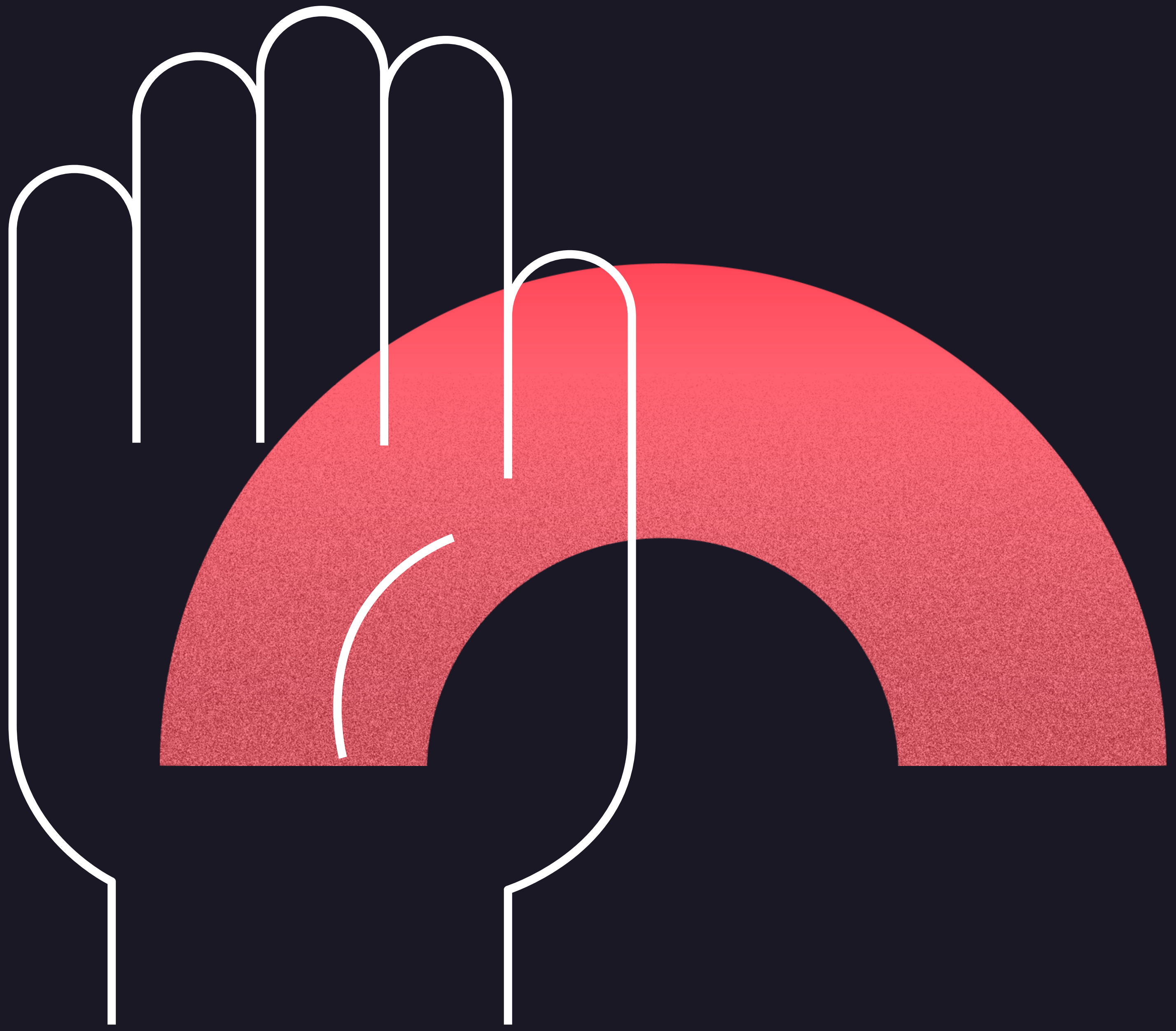
FILTER

When we apply some filter to any image or we can say, we make changes in the image (just like we have filters on Instagram, Snapchat), we are basically altering the matrix that represents the image. We alter the numbers in a fashion to get the desired result.



FILTER


Feature map 1
Feature map 2
Vertical filter
Horizontal filter
Input

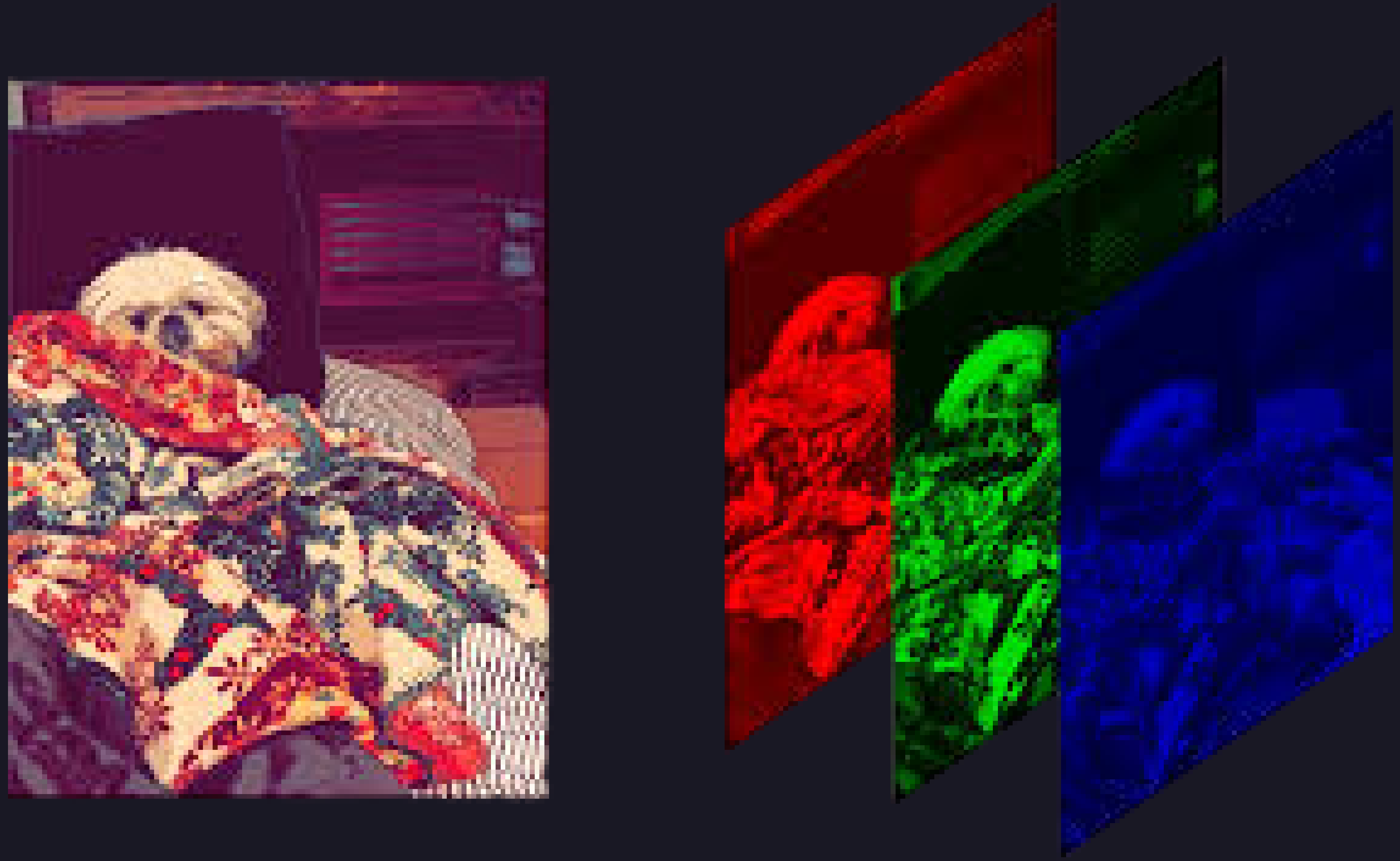


COLOURED IMAGE

Any colour can be represented as a combination of three colours:

- RED
- GREEN
- BLUE

So a coloured image can be represented as a 3D array of numbers.



THANKS

SHAPEAI