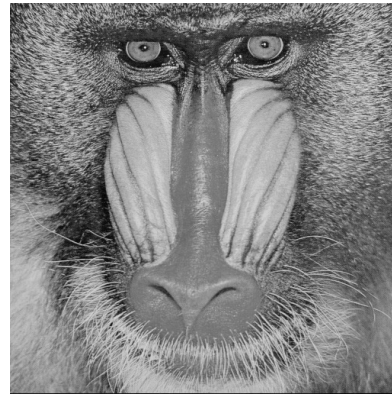


Digital Image Processing

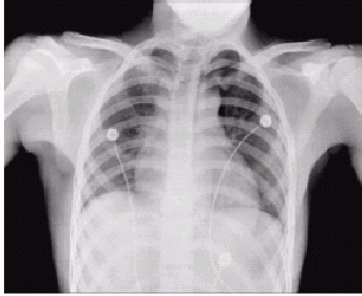
Digital Image Processing



Acquisition: Photography

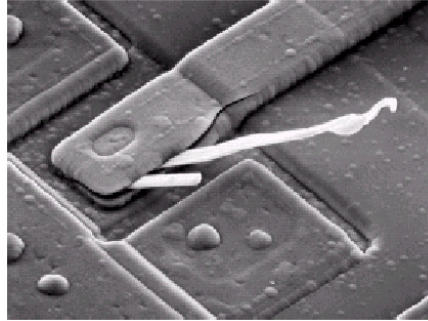


Digital Image Processing



X-ray/CT/MRI

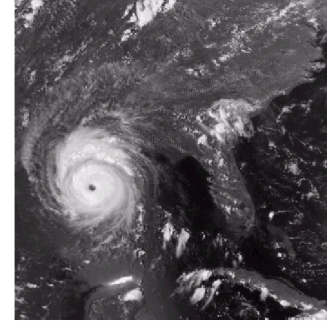
Digital Image Processing



Electron Microscope



Thermal Imaging

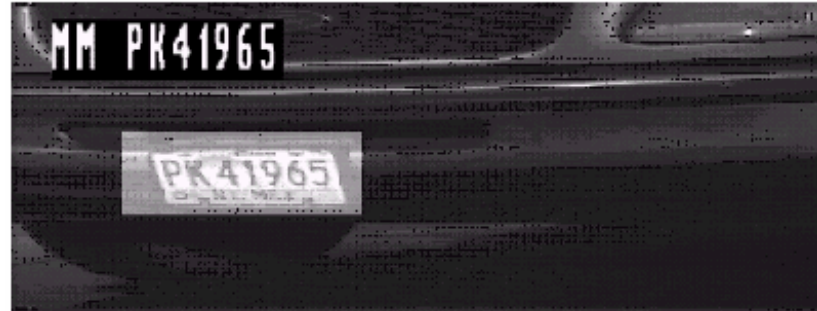
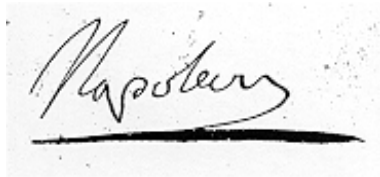
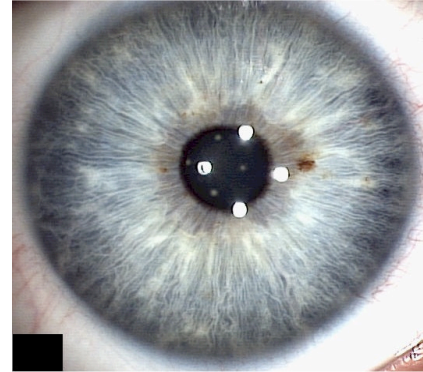


Remote Sensing

**Other Acquisition
Modalities**

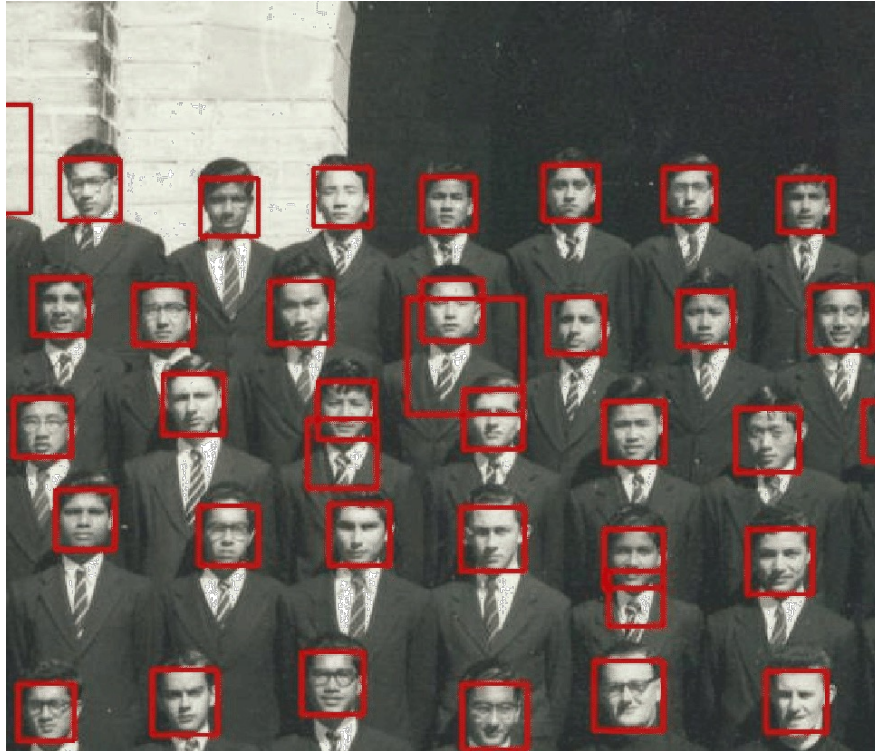
Digital Image Processing

Some Applications: Biometric and Recognition



Digital Image Processing: Applications

Object Detection



Digital Image Processing

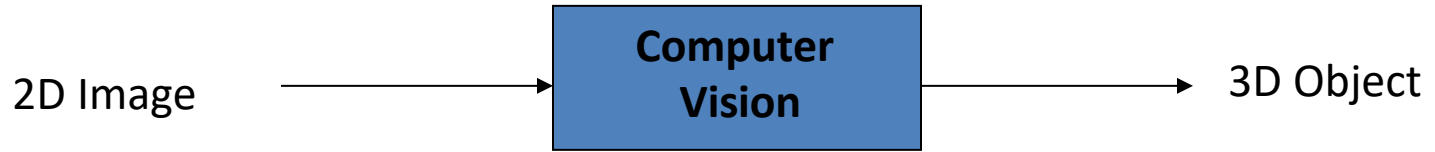
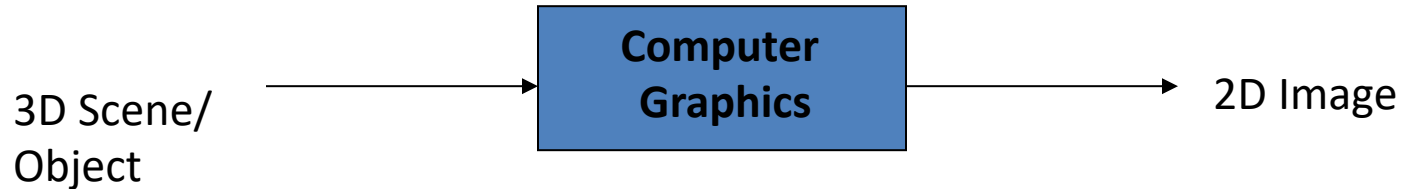
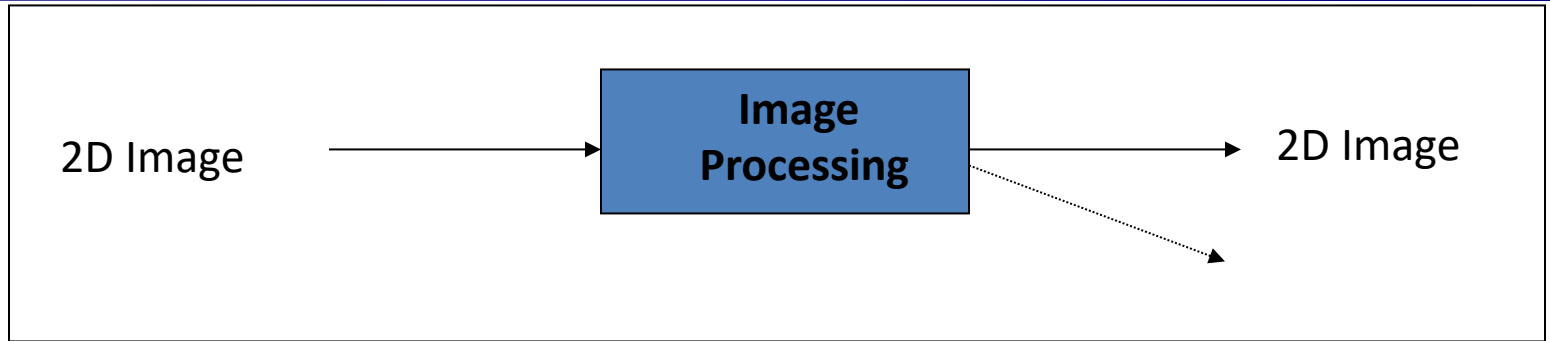


Digital Image Processing: Applications

Computational Photography



Digital Image Processing



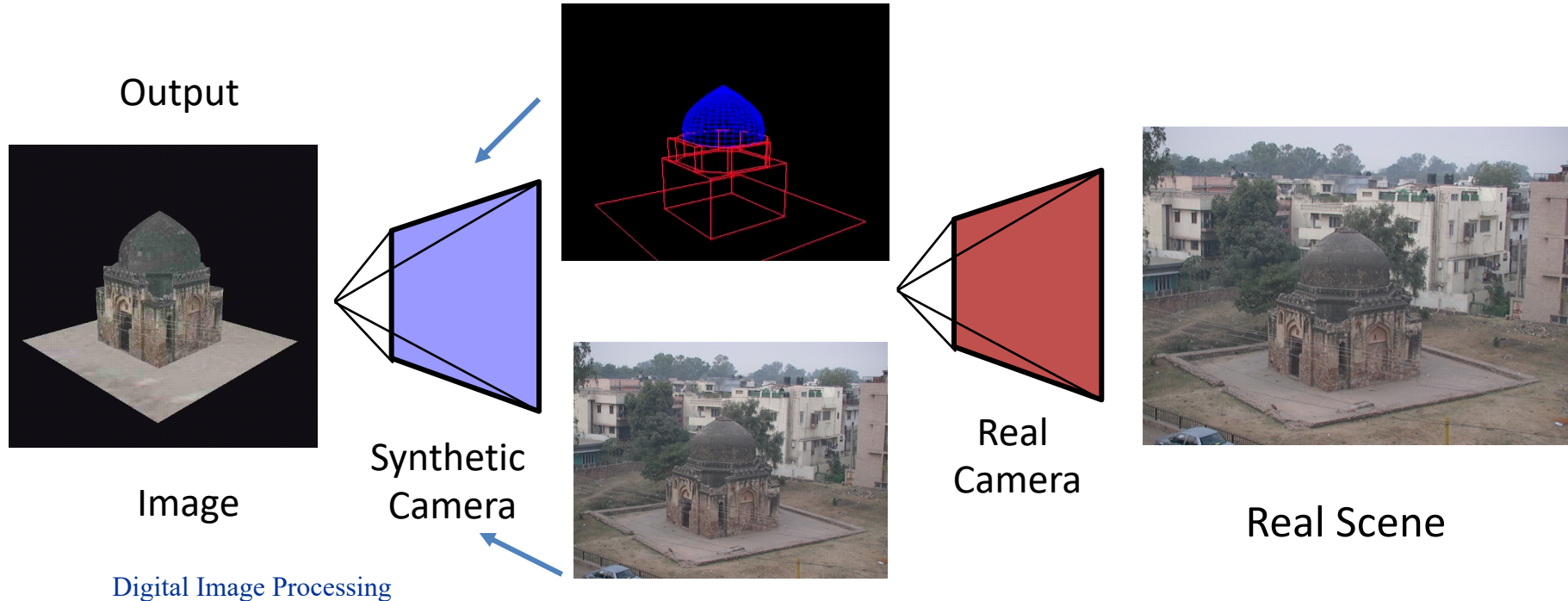
Digital Image Processing

Computer Graphics



Digital Image Processing

Computer Vision



Digital Image Processing

Course Contents (Tentative)

Fundamentals

Image Enhancement

Image Segmentation

Image Restoration

Image Transforms

Image Compression (+Video)

Image Analysis:

Representation/Description

Recognition/Identification

Fundamentals

Image Formation

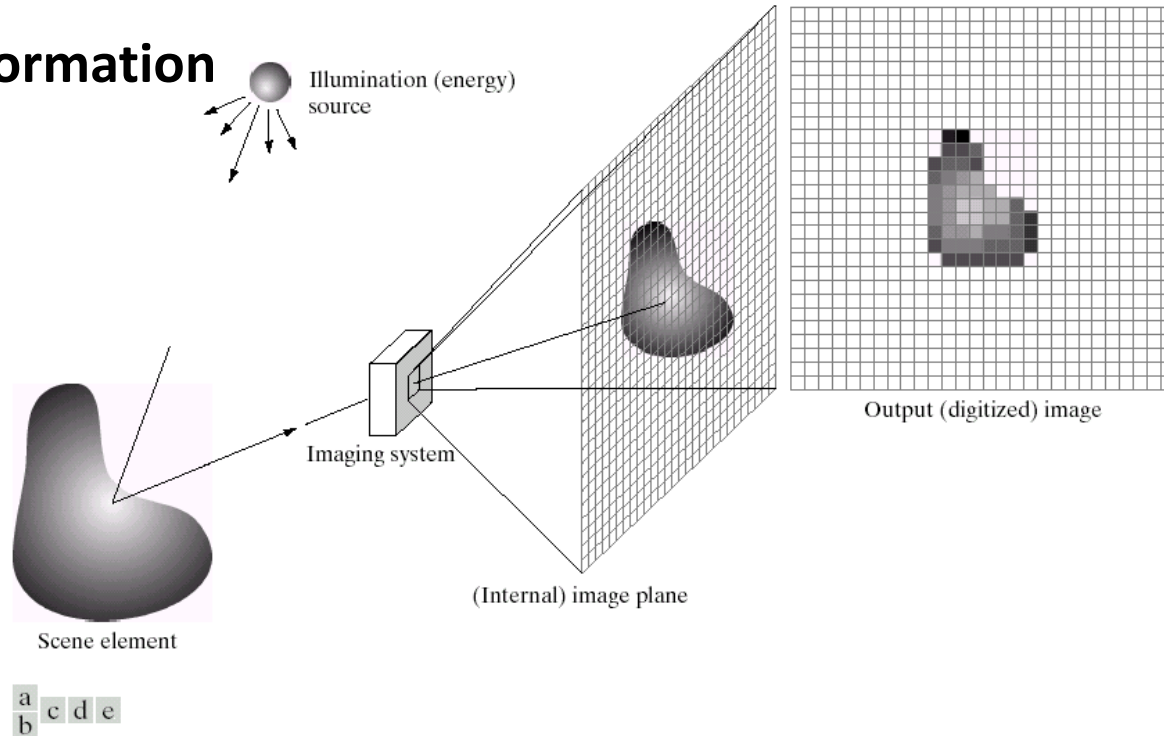


FIGURE 2.15 An example of the digital image acquisition process. (a) Energy (“illumination”) source. (b) An element of a scene. (c) Imaging system. (d) Projection of the scene onto the image plane. (e) Digitized image.

Fundamentals

Sampling and Quantization

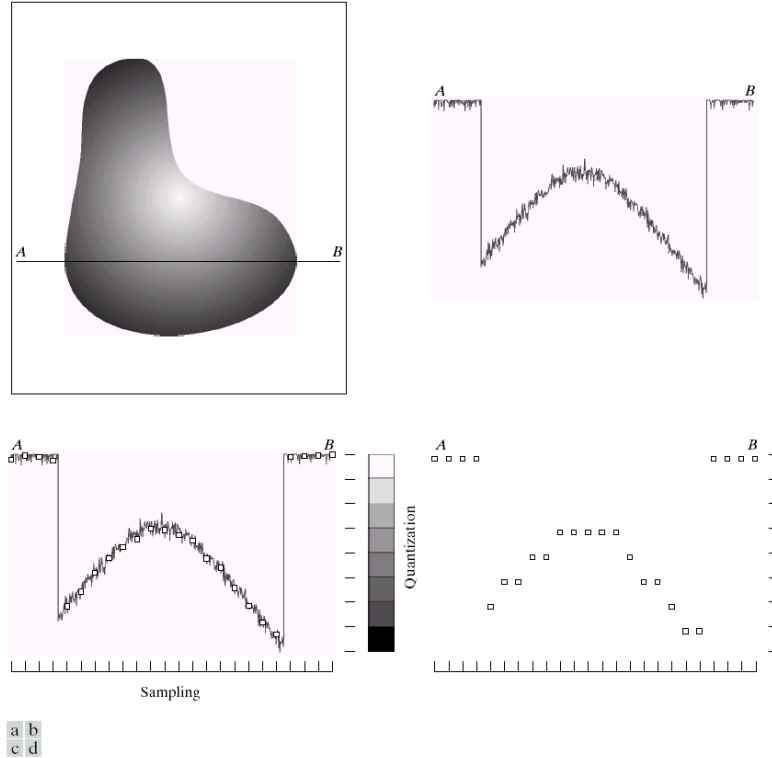
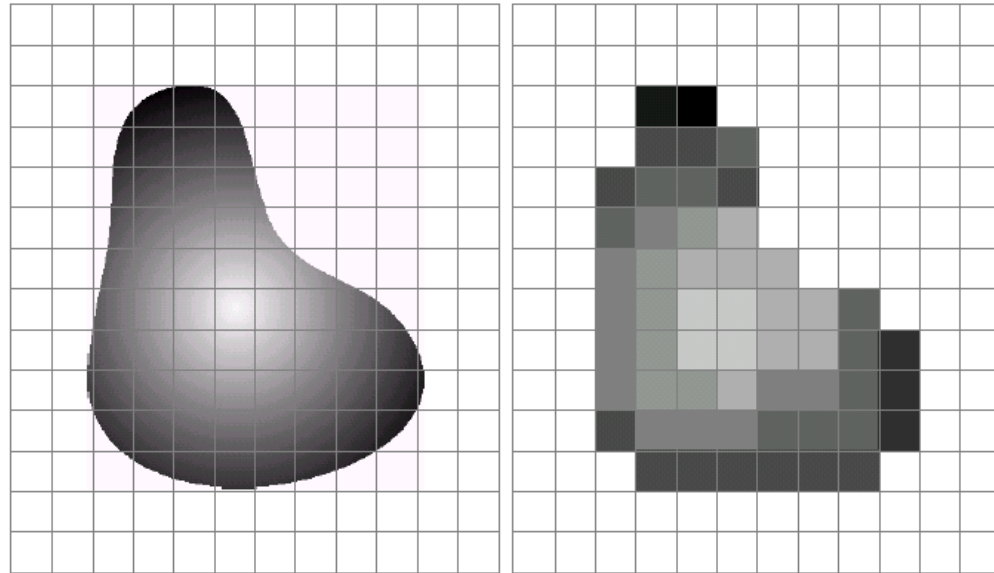


FIGURE 2.16 Generating a digital image. (a) Continuous image. (b) A scan line from A to B in the continuous image, used to illustrate the concepts of sampling and quantization. (c) Sampling and quantization. (d) Digital scan line.

Fundamentals

Sampling and Quantization



a b

FIGURE 2.17 (a) Continuous image projected onto a sensor array. (b) Result of image sampling and quantization.

Fundamentals

- An image is a spatial representation of an object, a 2D or 3D scene.
- Abstractly, an image is a continuous function defining a rectangular region of a plane
- intensity image - proportional to radiant energy received by a sensor/dete

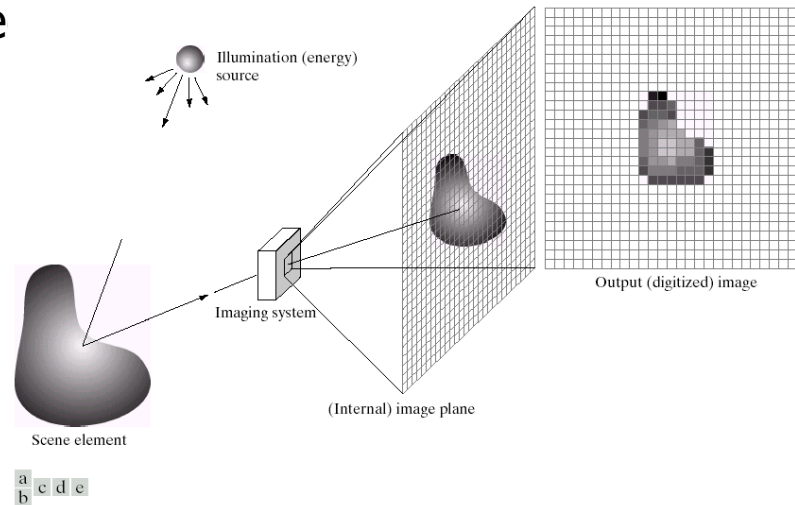
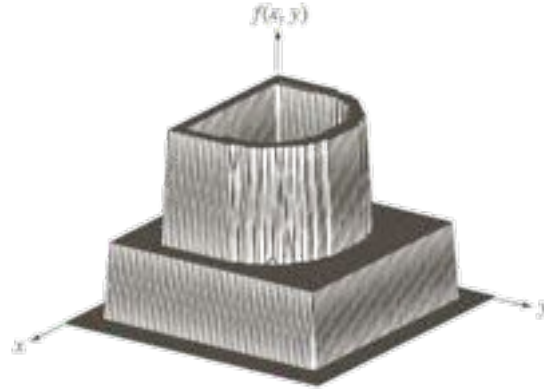
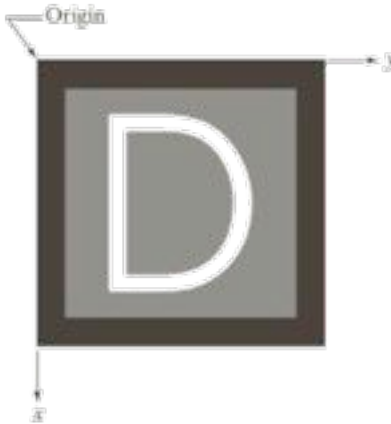


FIGURE 2.15 An example of the digital image acquisition process. (a) Energy (“illumination”) source. (b) An element of a scene. (c) Imaging system. (d) Projection of the scene onto the image plane. (e) Digitized image.

Fundamentals

- An image can be thought of as a function with resulting values of the light intensity at each point over a planar region.

2D function $f(x,y)$



Fundamentals

Image Representation

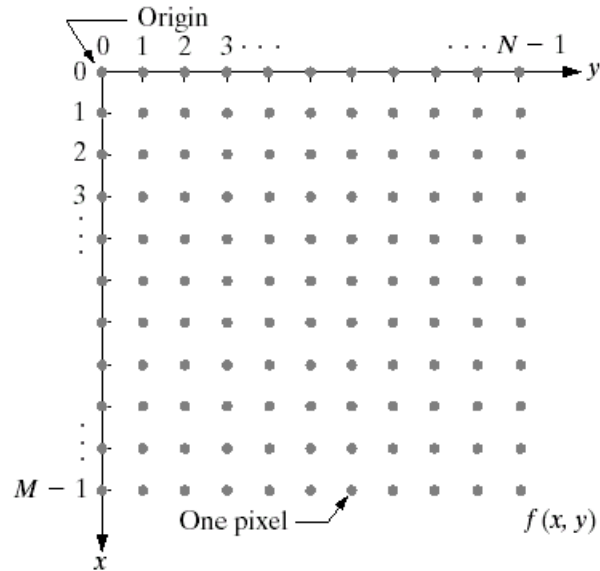


FIGURE 2.18

Coordinate convention used in this book to represent digital images.

Fundamentals

Image Resolution (Spatial)

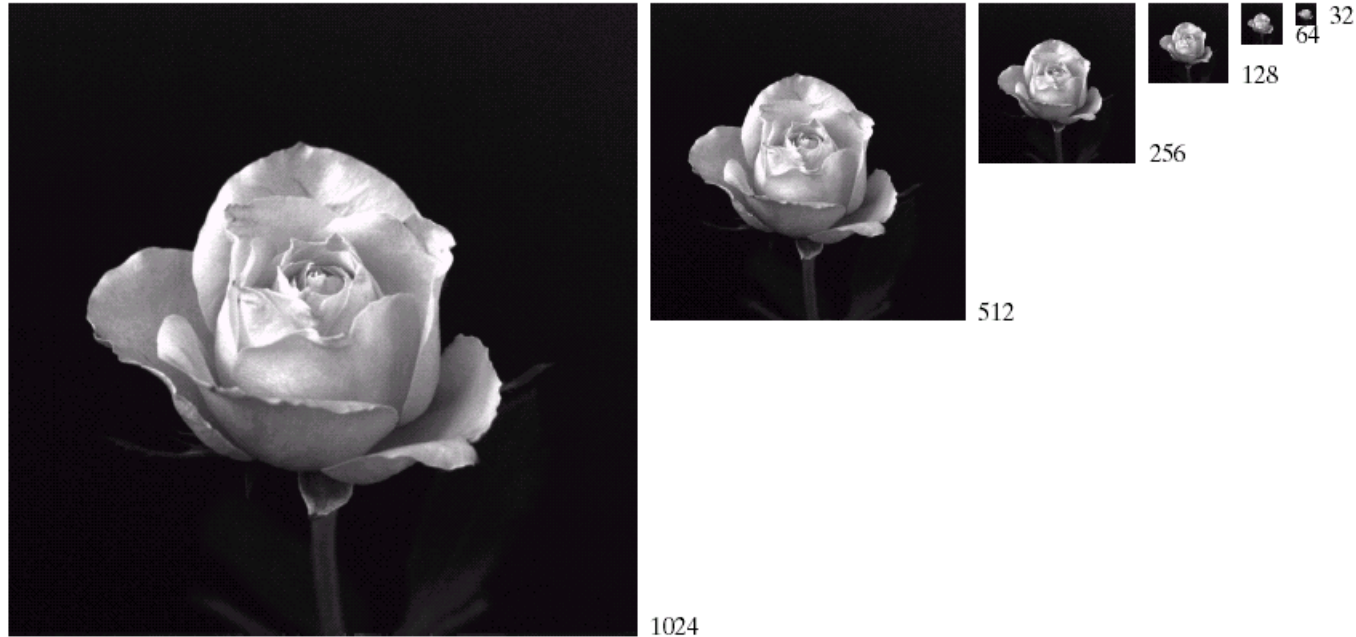


FIGURE 2.19 A 1024×1024 , 8-bit image subsampled down to size 32×32 pixels. The number of allowable gray levels was kept at 256.

Fundamentals

Image Resolution (Spatial)



Fundamentals

Image Resolution (Spatial)

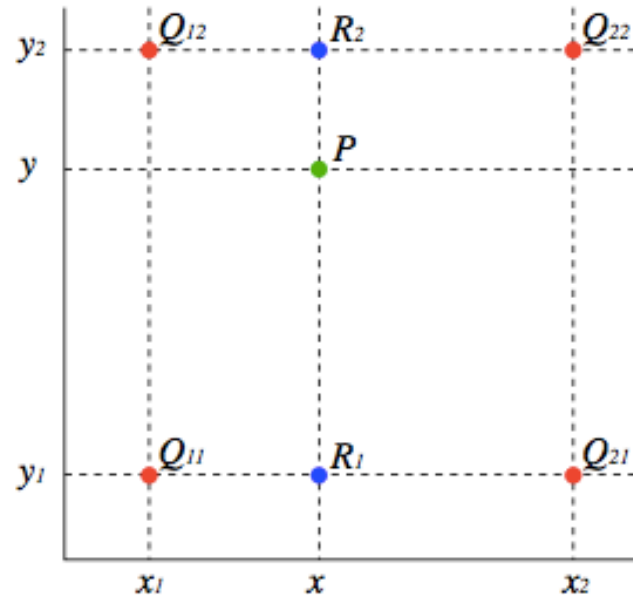
Bilinear Interpolation

$$f(x, y_1) \approx \frac{x_2 - x}{x_2 - x_1} f(Q_{11}) + \frac{x - x_1}{x_2 - x_1} f(Q_{21}),$$

$$f(x, y_2) \approx \frac{x_2 - x}{x_2 - x_1} f(Q_{12}) + \frac{x - x_1}{x_2 - x_1} f(Q_{22}),$$

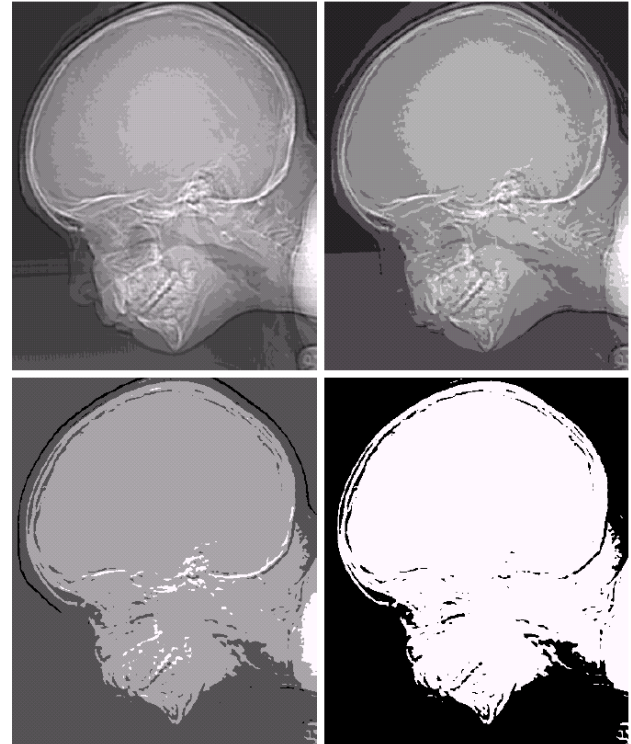
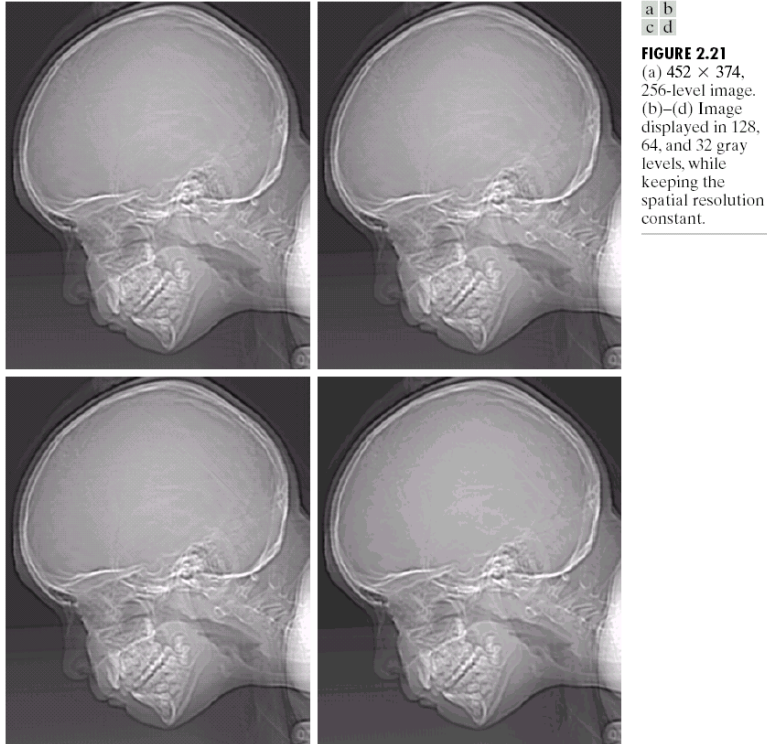
$$f(x, y) \approx \frac{y_2 - y}{y_2 - y_1} f(x, y_1) + \frac{y - y_1}{y_2 - y_1} f(x, y_2)$$

$$= \frac{1}{(x_2 - x_1)(y_2 - y_1)} \begin{bmatrix} x_2 - x & x - x_1 \end{bmatrix} \begin{bmatrix} f(Q_{11}) & f(Q_{12}) \\ f(Q_{21}) & f(Q_{22}) \end{bmatrix} \begin{bmatrix} y_2 - y \\ y - y_1 \end{bmatrix}.$$



Fundamentals

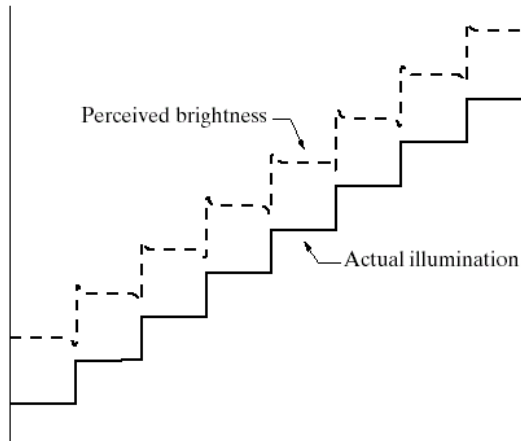
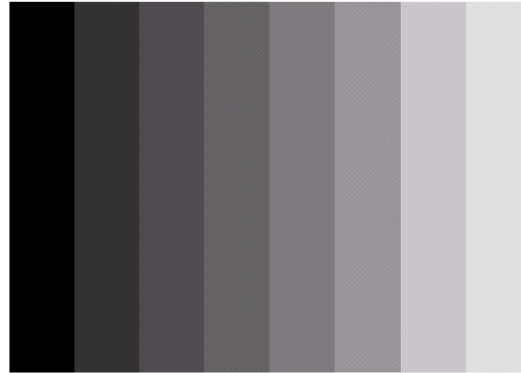
Image Resolution (Intensity Levels)



Fundamentals

Intensity/ Luminance and Brightness

Mach Band
Effect



Simultaneous
Contrast

Fundamentals

Other Operations

Neighborhood

N_4 , N_D , N_8

Adjacency/Connectivity

4-connected

8-connected

Distance

Euclidian

D_4

D_8