Chapter: 4

Image Processing

Image Processing

- Image acquisition
- Image Representation
- Image Enhancement
- Image Compression
- Object Recognition

Image Acquisition

Camera + Scanner -> Digital Camera: Get images into computer



Image Representation

Discrete representation of images

- We'll carve up image into a rectangular grid of pixels P[x,y]
- Each pixel p will store an intensity value in [0 1]
- 0 ->black; 1 ->white; in-between ->gray
- Image size mxn ->(mn) pixels

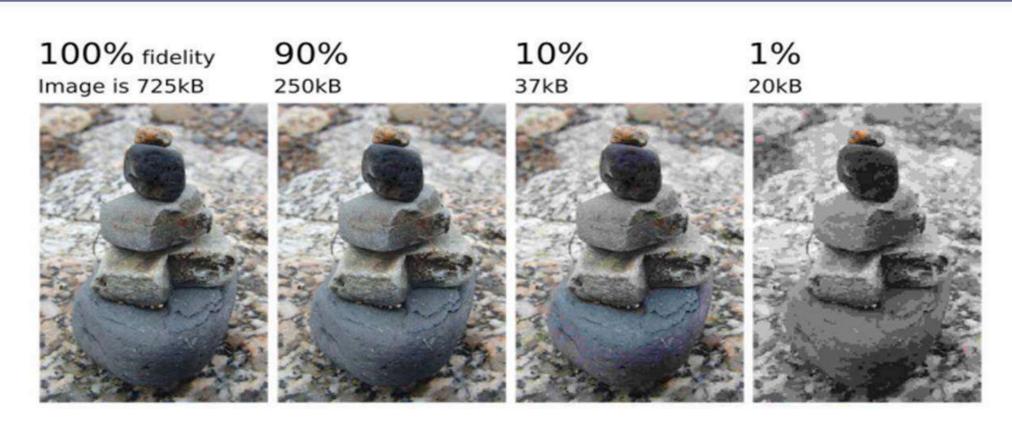
Image Enhancement



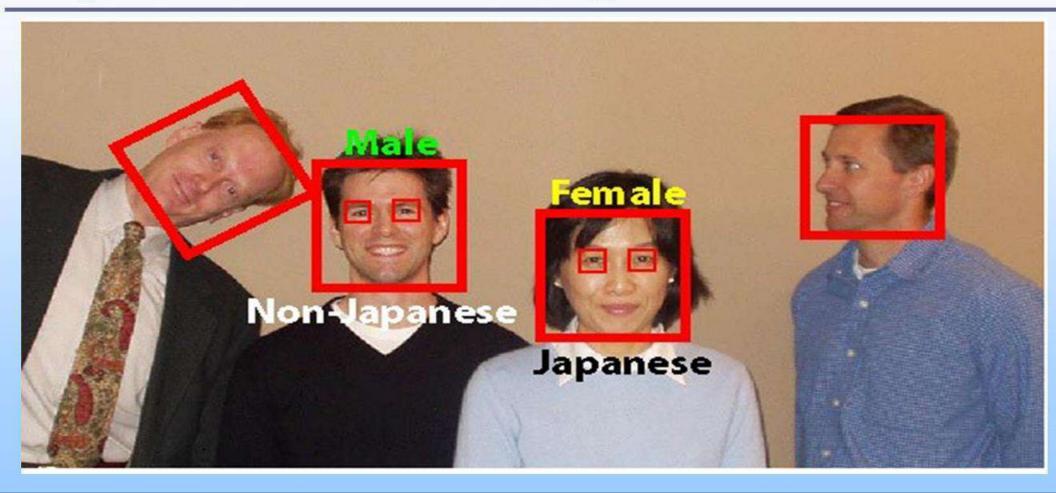




Image Compression



Object Detection / Recognition



Python provides lots of libraries for image processing, including:

OpenCV:

Image processing library mainly focused on computer vision with application in the features of 2D and 3D images, facial recognition, Human-computer interaction, Mobile robotics, Object identification and others.

Numpy and Scipy libraries:
 For image manipulation and processing.

Sckikit:

Provides lots of algorithms for image processing.

Python Imaging Library (PIL):

To perform basic operations on images like create thumbnails, resize, rotation, convert between different file formats etc.

The Requirements to use Python in image processing

1. Python Download from the following link:

https://www.python.org/downloads/

2. Pycharm Download from the following link:

https://www.jetbrains.com/pycharm/download/#

section=windows

3. Install required library:

Our first step will be to install the required library, like openCV, pillow or other which we wants to use for image processing. We can use pip to install the required library, like:-

- Install pip
- Install pillow

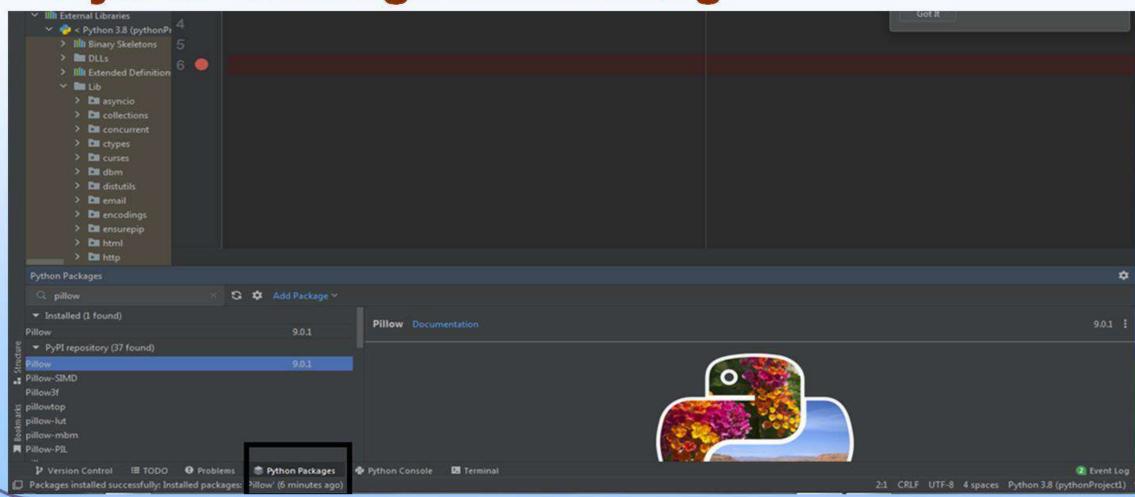


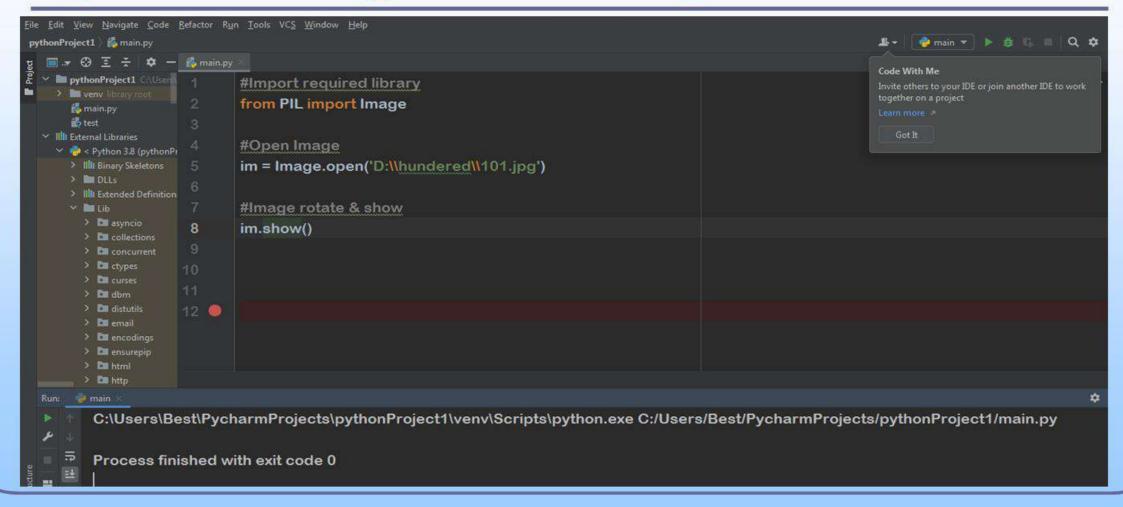
Image: Open() and show()

First, open the file/image and show. You can rotate the image while showing like below:

```
#Import required library
from PIL import Image

#Open Image
im = Image.open("xxx.jpg")

#Image rotate & show
im.rotate(45).show()
```



Output



Output



Image.size

It returns the tuple consist of height & weight of the image

```
>>> im.size() (1000, 667)
```

Image.format

This function returns file format of the image file like 'JPEG', 'BMP', 'PNG', etc.

>>> im.format

Image.width
 It returns only the width of the image.

>>> im.width 1280

Image.height
 It returns only the height of the image.

>>> im.height

721

Image.info

It returns a dictionary holding data associated with the image

```
>>>im.info
{'jfif': 257, 'jfif_version': (1, 1), 'dpi': (300, 300), 'jfif_unit': 1,
'jfif_density': (300, 300), 'exif': b"Exif\x00\x00MM\x00*\x00\x00\x00\x00
....
\xeb\x00\x00\x00'\x10\x00\x00\xd7\xb3\x00\x00\x03\xe8"}
```

Convert and Save() Image

We can change the format of image from one form to another, like below:

>>> im.save('TajMahal.png')

Resize-thumbnails()

We can change the size of image using thumbnail() method of pillow:

>>> im.thumbnail ((300, 300))

>>> im.show()

#Import required library from PIL import Image

#Open Image im = Image.open('D:\\hundered\\101.jpg')

#Resize-thumbnails()
im.thumbnail ((300, 300))
im.show()

The image will change as follows:



Converting to grayscale image – convert()
 We can make the grayscale image from our original colored image.

```
>>> im = Image.open('TajMahal.jpg').convert('L')
>>> im.show()
```

Where "L" stands for 'luminous'.

Output

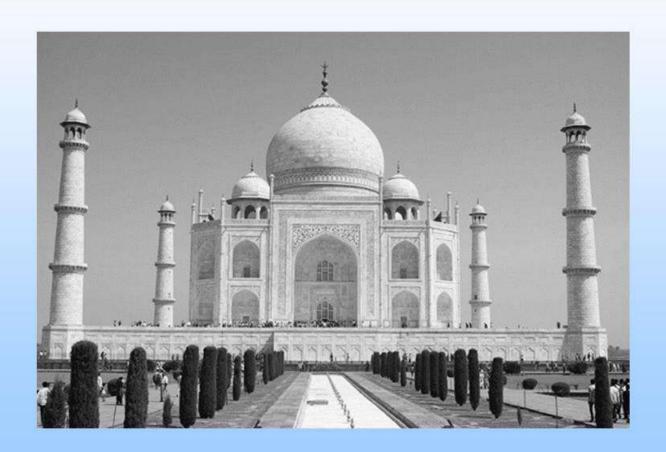


Image.filename

This function is used to get the file name or the path of the image.

```
>>>im = Image.open('beach1.jpg')
```

>>> im.filename

'beach1.jpg'

Image.mode
 It is used to get the pixel format used by the image.
 Typical values are "1", "L", "RGB" or "CMYK".

>>> image.mode 'RGB'

Merging two images

In the same way, to merge two different images, you need to:

- Create image object for the required images using the open() function.
- While merging two images, you need to make sure that both images are of same size. Therefore, get each sizes of both images and if required, resize them accordingly.
- Create an empty image using the Image.new() function.
- Paste the images using the paste() function.
- Save and display the resultant image using the save() and show() functions

```
from PIL import Image
#Read the two images
im1=Image.open('D:\\hundered\\10.jpg')
im1.show();
im2=Image.open('D:\\hundered\\11.jpg')
im2.show()
#resize, first image
im1 = im1.resize((250, 250))
im2 = im2.resize((250,250))
```

```
im1size = im1.size
im2size = im2.size
newimage = Image.new('RGB',(2*im1size[0],im1size[1]))
newimage.paste(im1,(0,0))
newimage.paste(im2,(im1size[0],0))
newimage.save('D:\\hundered\\newimage.jpg')
newimage.show()
```

Input im1



Input im2



Merged image



Blur an Image

There are various techniques used to blur images and we are going to discuss the below mentioned techniques.

- Simple blur
- Gaussian blur

Simple blur

Syntax

filter(ImageFilter.BLUR)

```
#Import required Image library
from PIL import Image, ImageFilter
#Open existing image
im1 = Image.open('D:\\hundered\\10.jpg')
im1.show()
blurlm1 = im1.filter(lmageFilter.BLUR)
blurlm1.show()
#Save blurlmage
blurlm1.save('D:\\hundered\\blur10.jpg')
```

Original image(10.jpg)



Blurred image(blur10.jpg)



Gaussian Blur

Syntax

lmageFilter.GaussianBlur(radius=2)

Where:

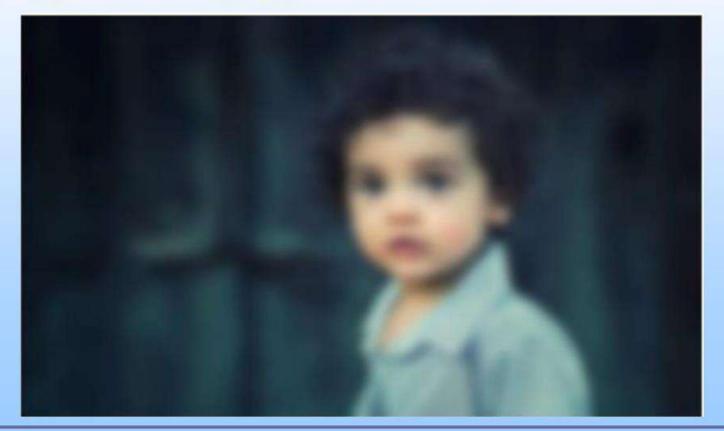
Radius = Blur radius

```
#Import required Image library
from PIL import Image, ImageFilter
#Open existing image
im1 = Image.open("D:\\hundered\\10.jpg")
im1.show()
#Applying GaussianBlur filter
gausslm1 = im1.filter(lmageFilter.GaussianBlur(5))
gausslm1.show()
#Save Gaussian Blur Image
gaussIm1.save("D:\\hundered\\gauss10.jpg")
```

Original image (10.jpg)



Blurred image(gauss10.jpg)



- ImageDraw Module
 - 1. Line

Following is, the syntax to draw a line using python pillow:

draw.line(xy, fill=None, width=0)

```
from PIL import Image, ImageDraw im1 = Image.new('RGB', (500, 300), (125, 125, 125)) draw = ImageDraw.Draw(im1) draw.line((200, 100, 300, 200), fill=(0, 0, 0), width=10) im1.show()
```



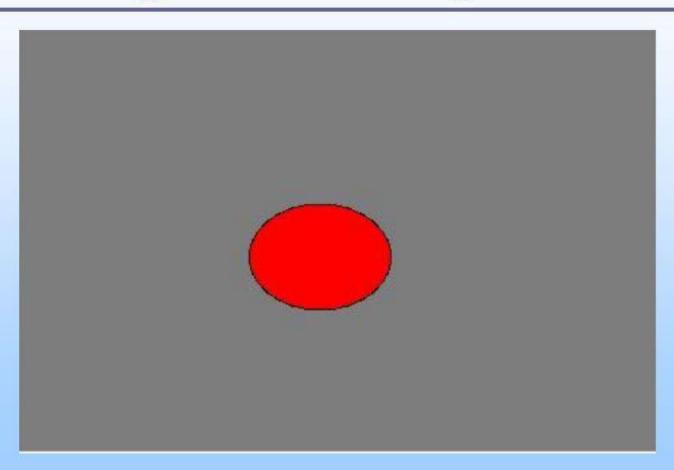
Ellipse

Following is, the syntax to draw an ellipse using python pillow:

draw.ellipse(xy, fill=None, outline=None)

The ellipse() method draws the ellipse surrounded by bounding box xy on draw.

```
from PIL import Image, ImageDraw
im1 = Image.new('RGB', (500, 300), (125, 125, 125))
draw = ImageDraw.Draw(im1)
draw.ellipse((200, 125, 300, 200), fill=(255, 0, 0),
outline=(0, 0, 0))
im1.show()
```



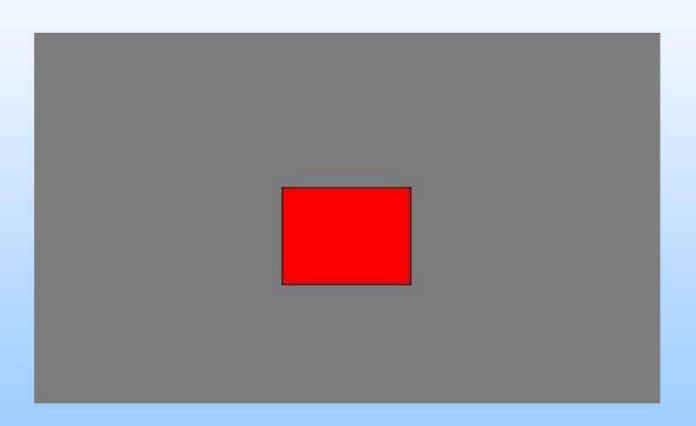
Rectangle

Following is, the syntax to draw a rectangle using python pillow:

draw.rectangle(xy, fill=None, outline=None)

The rectangle() method draws the rectangle given bounding box xy on draw

```
from PIL import Image, ImageDraw
im1 = Image.new('RGB', (500, 300), (125, 125, 125))
draw = ImageDraw.Draw(img)
draw.rectangle((200, 125, 300, 200), fill=(255, 0, 0), outline=(0, 0, 0))
im1.show()
```



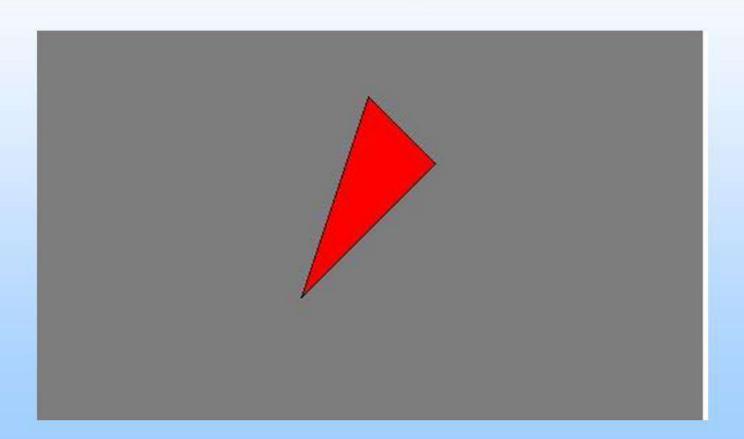
Polygon (Triangle)

Following is, the syntax to draw a rectangle using python pillow:

draw.polygon(seq, fill=None, outline=None)

The polygon() method draws a polygon connecting with straight lines the co-ordinate sequence locations seq on draw.

```
from PIL import Image, ImageDraw
img = Image.new('RGB', (500, 300), (125, 125, 125))
draw = ImageDraw.Draw(img)
draw.polygon(((200, 200), (300, 100), (250, 50)),
fill=(255, 0, 0),
outline=(0, 0, 0))
img.show()
```

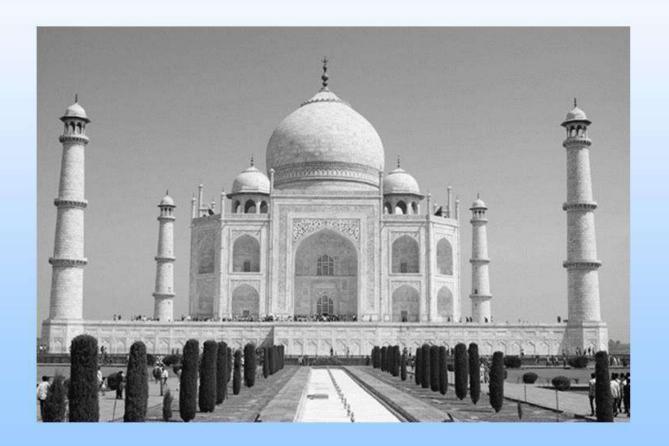


- Above example is from the PIL library of python.
 We can use other library like open-cv, matplotlib & numpy for image processing.
- The following example program to demonstrate the use of much powerful library for image processing

Showing image in grayscale:

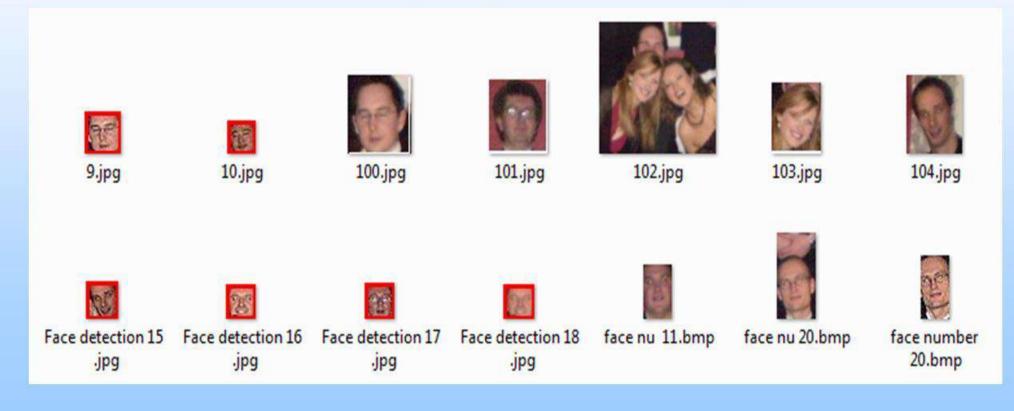
```
#Import required library
import cv2
import numpy as np
from matplotlib import pyplot as plt
```

```
im = cv2.imread('TajMahal.jpg',cv2.IMREAD_GRAYSCALE)
cv2.imshow('image',im)
cv2.waitKey(0)
cv2.destroyAllWindows()
```



Exercuse:1

Consider the following Objects and image:



Exercuse:1

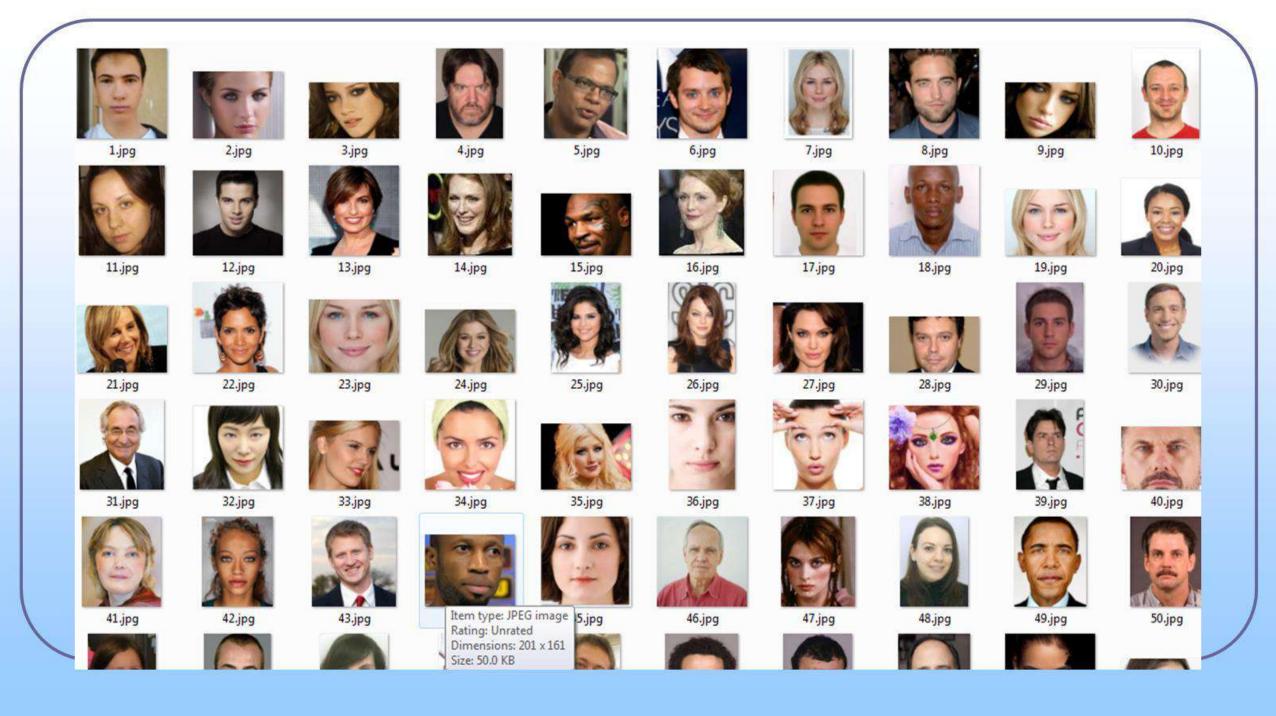


And write a program by Python to object recognition

Exercise:2

Consider the following patterns and images:





Exercise:2

And write a program by Python to pattern recognition