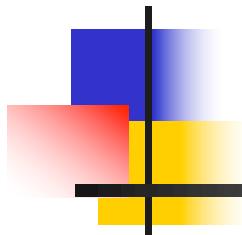


Fundamentals of Image Processing



Jayanta Mukhopadhyay
Dept. of Computer Science and Engg.

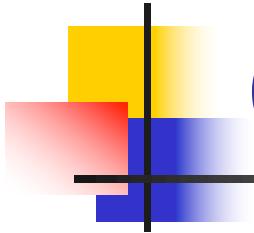
How images are represented in computer?



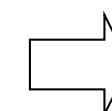
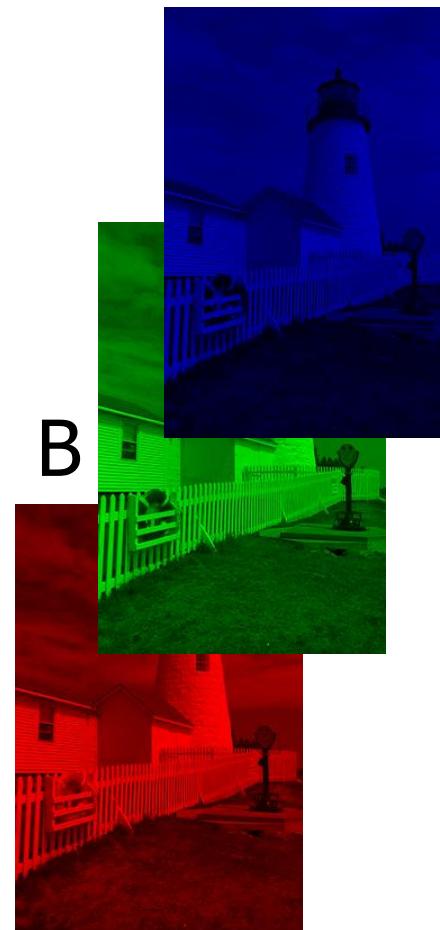
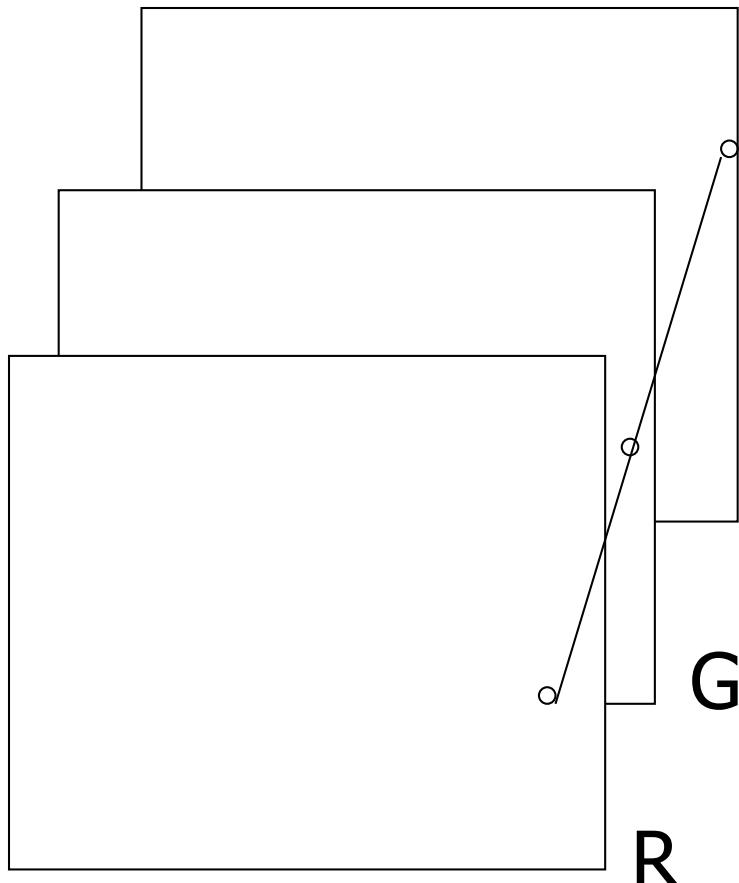
Width: 256
Height: 384

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1	107	90	103	118	122	115	99	85	78	81	91	97	100	97	9
4	73	88	196	175	129	118	120	123	116	103	85	75	73	81	9
3	81	67	157	220	226	217	184	152	130	128	125	125	111	95	8
9	92	88	71	75	104	147	187	219	227	209	170	138	129	133	13
0	102	104	100	93	84	72	69	87	122	165	208	225	213	185	1
0	110	122	114	111	108	103	101	95	81	73	79	105	147	190	2
3	119	137	127	125	121	117	114	111	108	107	103	92	83	83	9
3	123	147	141	137	134	130	127	122	121	121	119	114	113	110	9
7	126	150	148	148	143	143	141	135	135	134	127	126	123	123	1

2D Array of integers



Color images



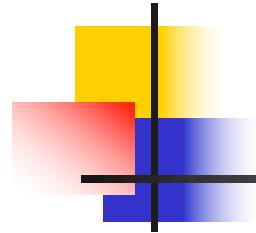
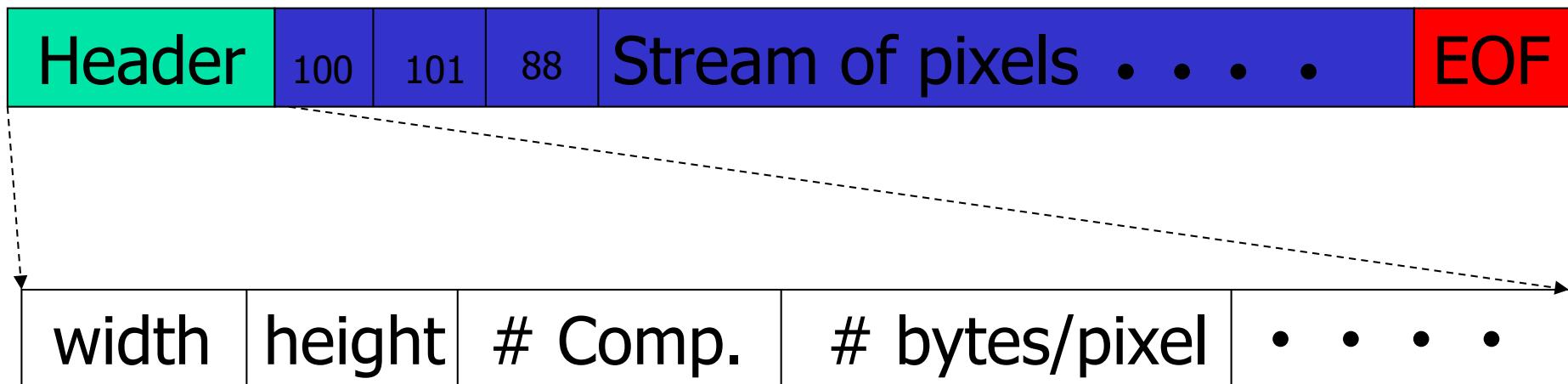


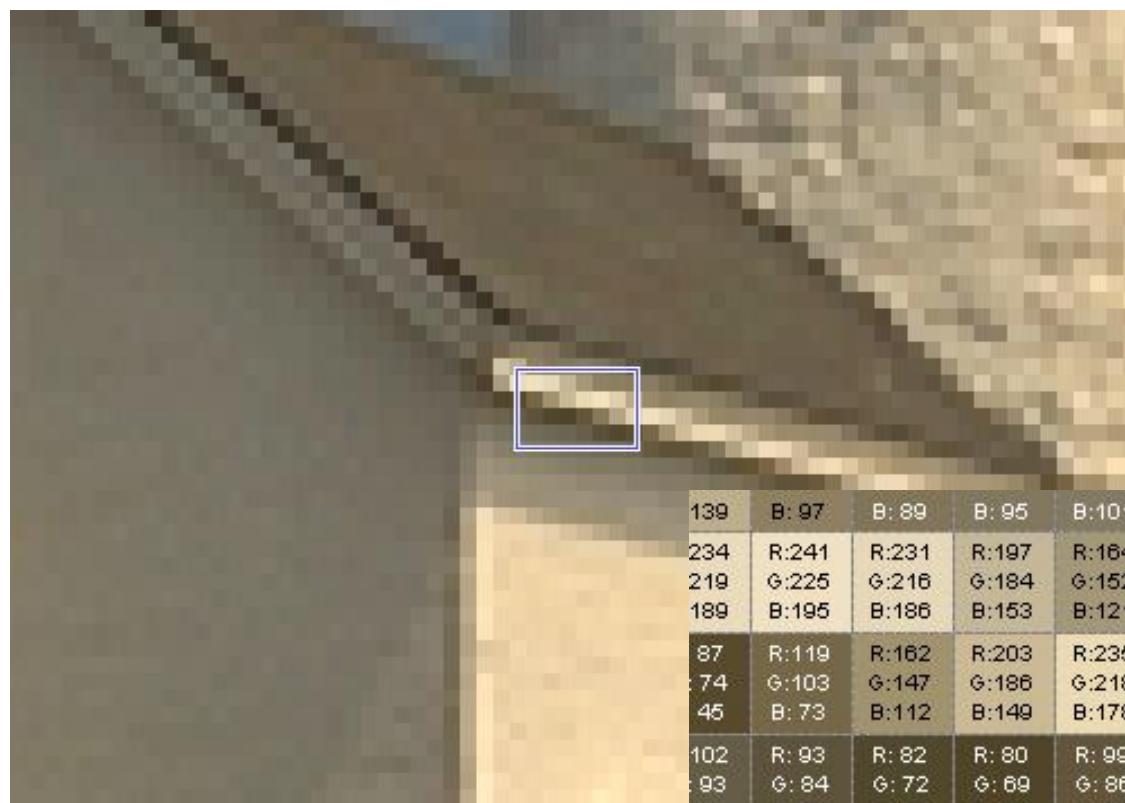
Image File



Standard File Formats:

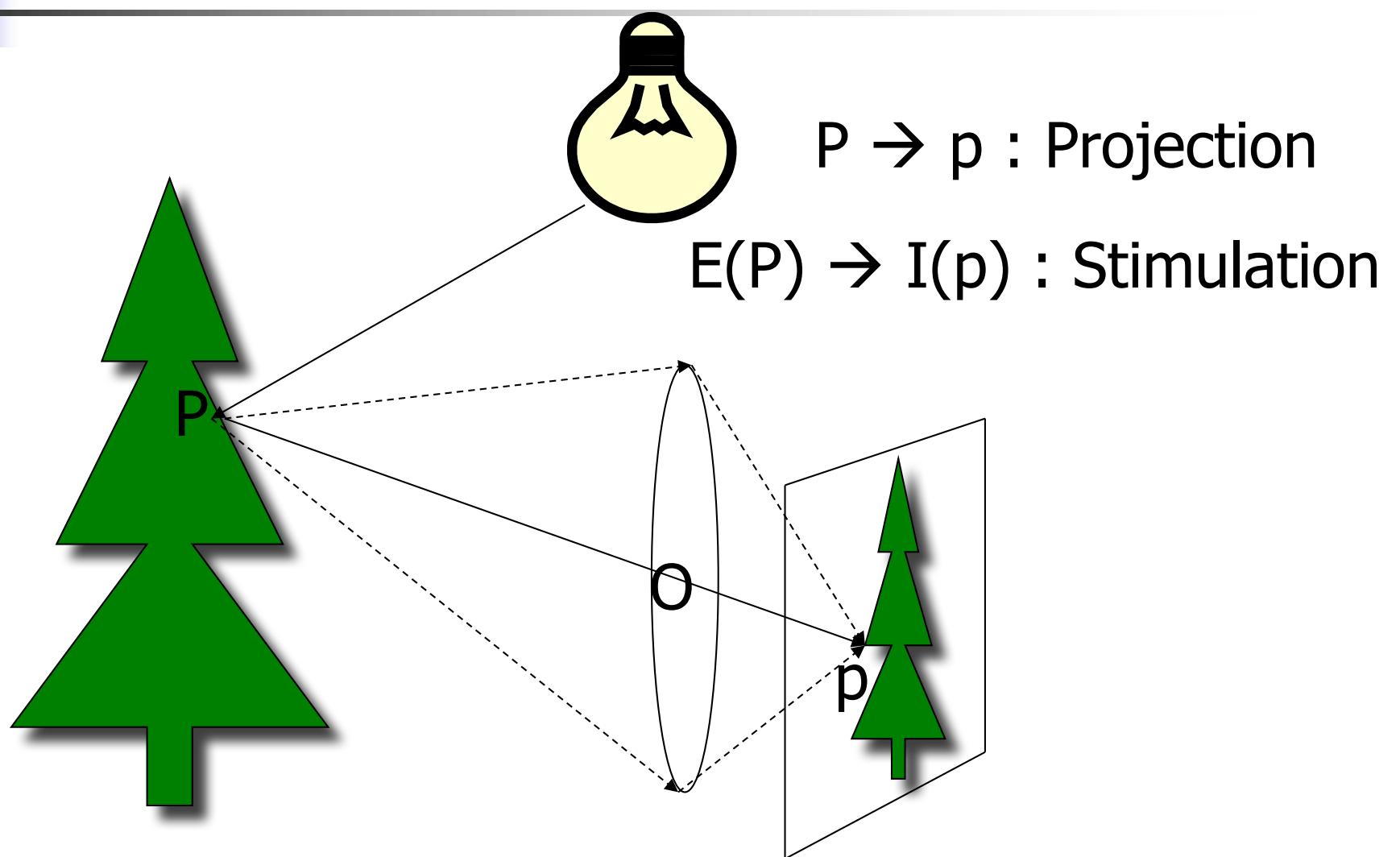
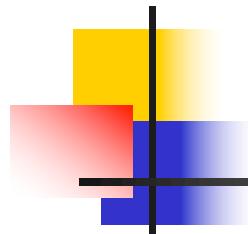
TIFF, BMP, GIF, PGM, PPM, JPEG, DICOM,

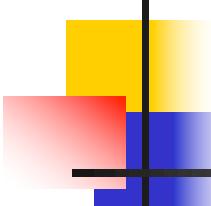
How images are represented in computer?



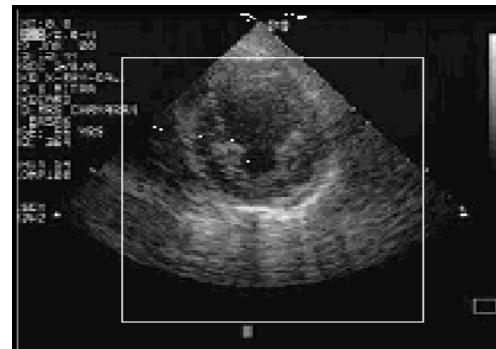
139	B: 97	B: 89	B: 95	B: 101	B: 96	B: 83	B: 6
234	R: 241	R: 231	R: 197	R: 164	R: 143	R: 140	R: 13
219	G: 225	G: 216	G: 184	G: 152	G: 129	G: 127	G: 12
189	B: 195	B: 186	B: 153	B: 121	B: 101	B: 98	B: 9
87	R: 119	R: 162	R: 203	R: 235	R: 243	R: 225	R: 18
74	G: 103	G: 147	G: 186	G: 218	G: 226	G: 208	G: 16
45	B: 73	B: 112	B: 149	B: 178	B: 189	B: 171	B: 13
102	R: 93	R: 82	R: 80	R: 99	R: 135	R: 180	R: 22
93	G: 84	G: 72	G: 69	G: 86	G: 122	G: 164	G: 20
71	B: 59	B: 45	B: 40	B: 58	B: 91	B: 134	B: 17
116	R: 114	R: 108	R: 109	R: 104	R: 92	R: 84	R: 9
112	G: 109	G: 104	G: 101	G: 94	G: 80	G: 73	G: 7
93	B: 90	B: 85	B: 84	B: 75	B: 59	B: 46	B: 4
132	R: 128	R: 124	R: 121	R: 120	R: 117	R: 116	R: 11

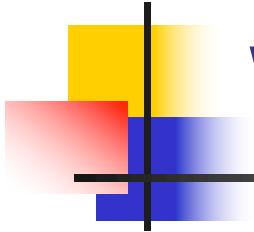
Image formation in optical camera





Other forms of images





What is an image?

- Impression of physical world.
- Spatial distribution of a measurable quantity, encoding the geometry and material properties of objects.

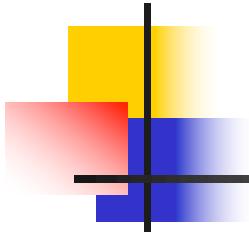
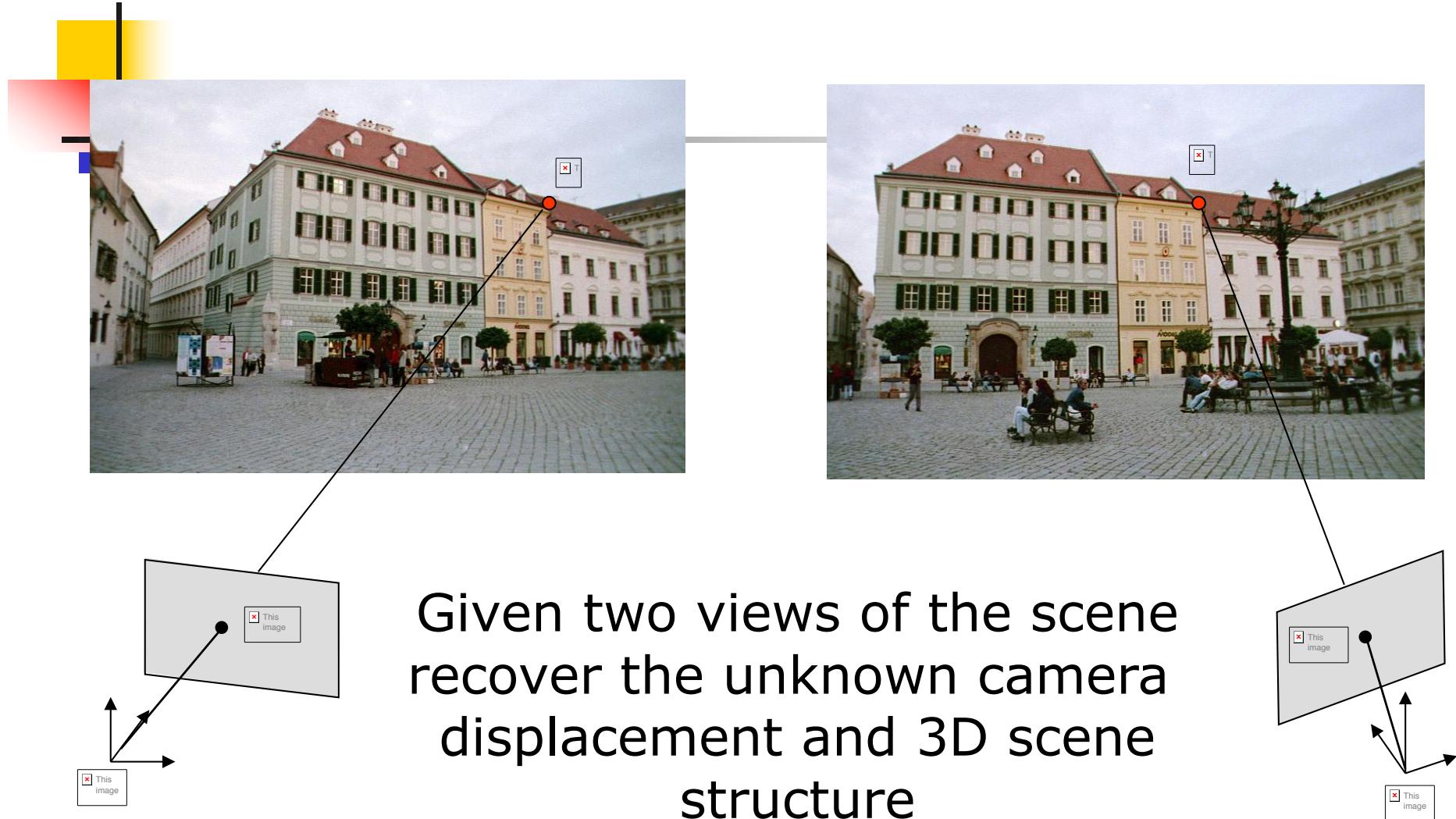


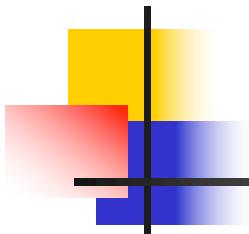
Image Processing: A few perspectives

- To determine structure / geometry of objects.
- To determine material properties of objects.
- To determine object's position, category, and its role / interaction with other objects.
- To aid / enhance our perception of the physical world.

Example: Structure Recovery

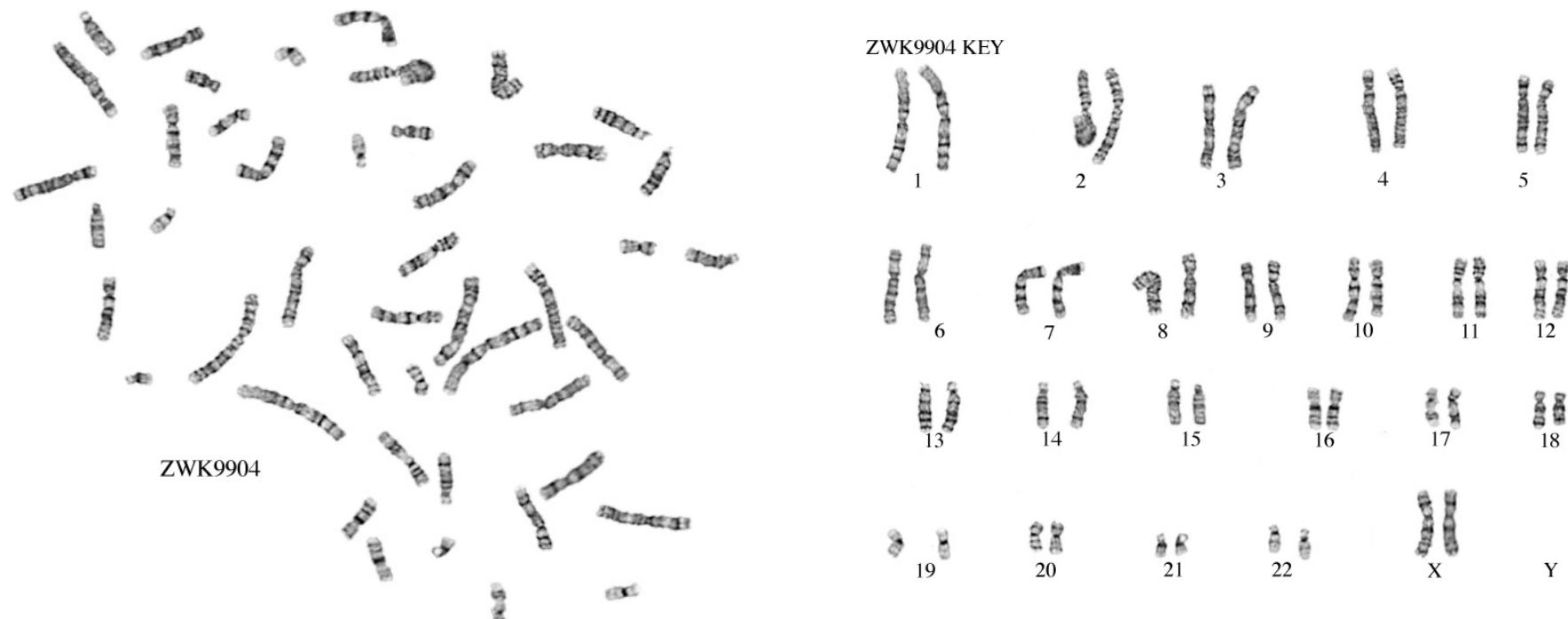


Courtesy: www.cs.gmu.edu/~kosecka/lect4.ppt



Example: Karyotyping

Need not be a 3D structure.



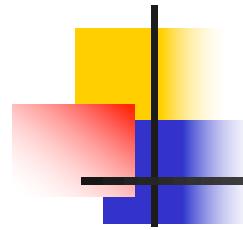
Structure description may be relative!

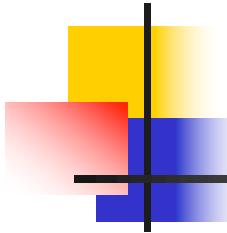
Example: Material Property from Remote Sensing Images



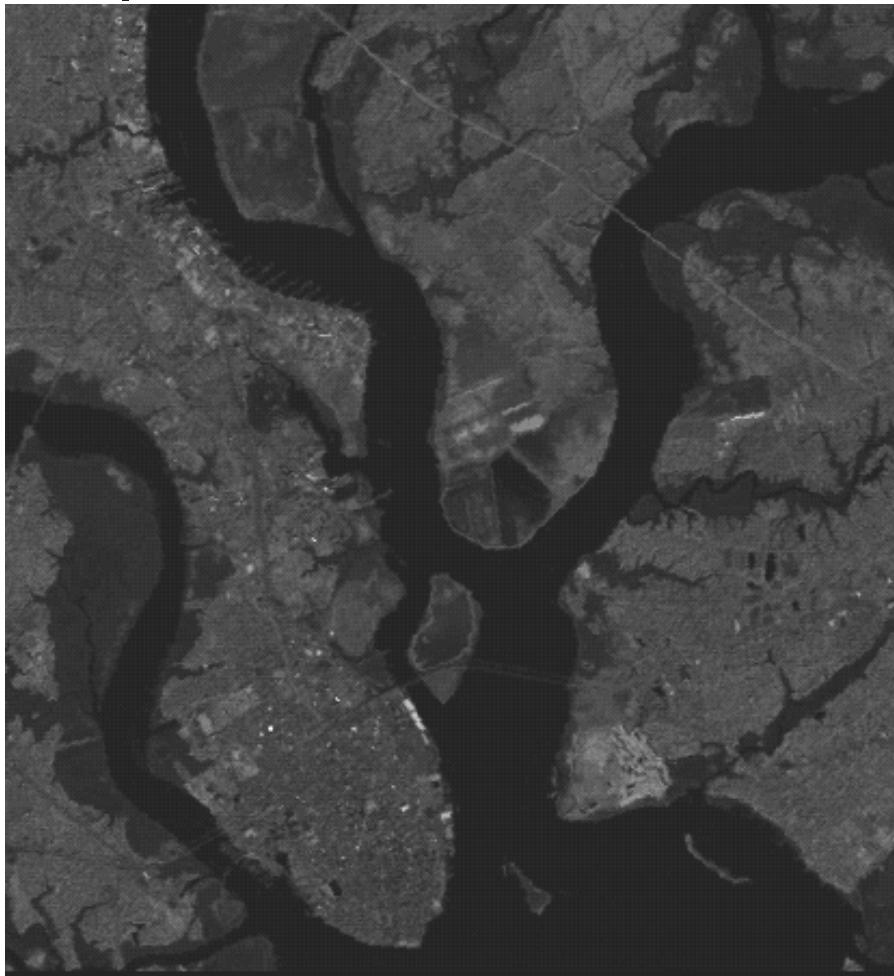
Courtesy: www.sal.ocean.washington.edu/teaching/lectures/classification.ppt

Example: Document Analysis

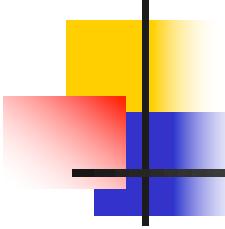




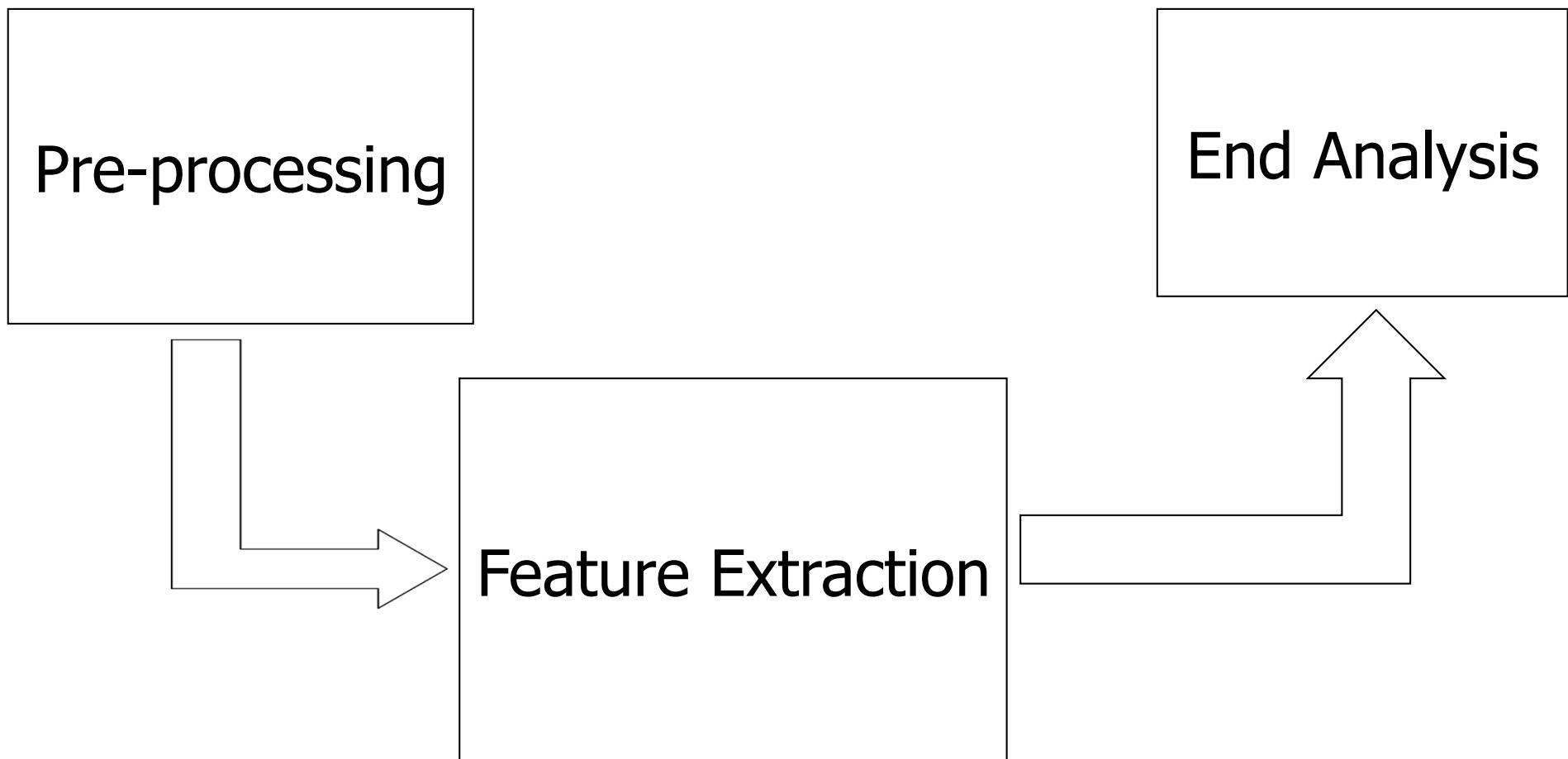
Example: Image Enhancement



Courtesy: des.memphis.edu/esra/teaching/geog6515/newlectures/



Stages of Image Analysis



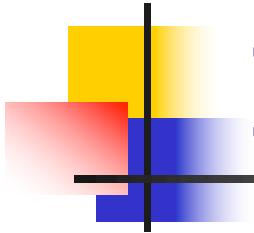
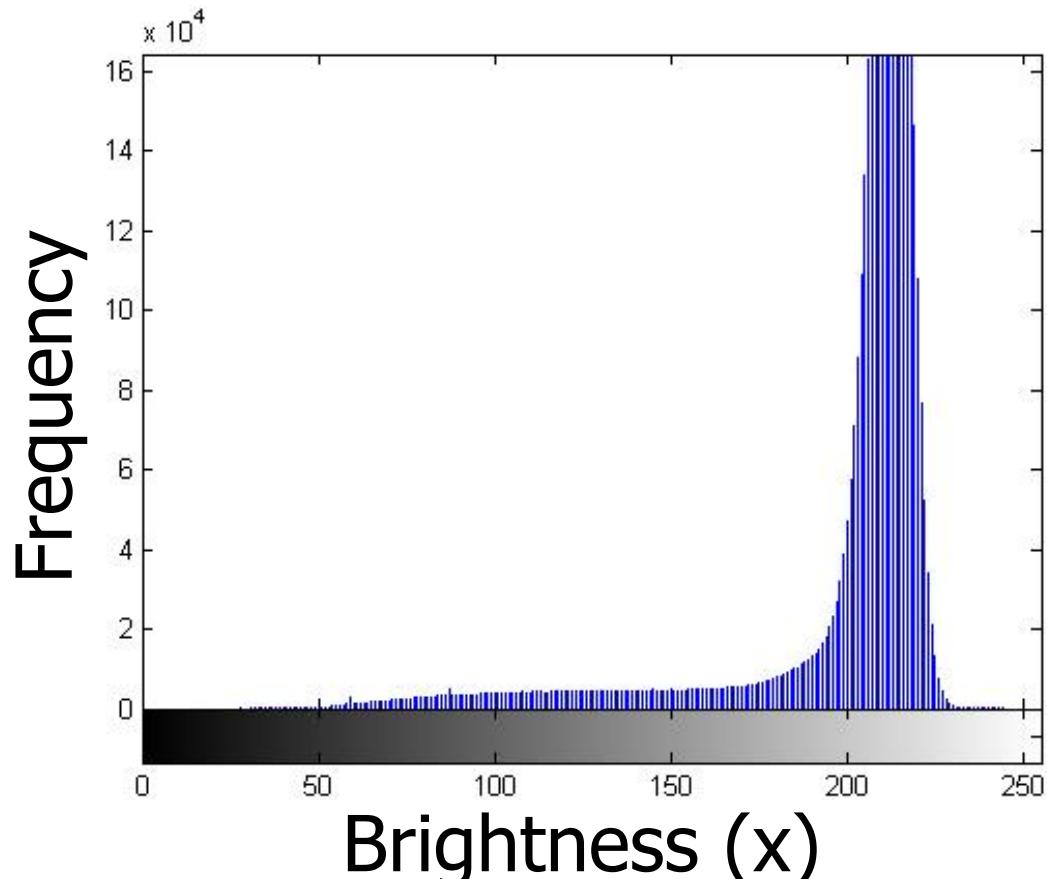
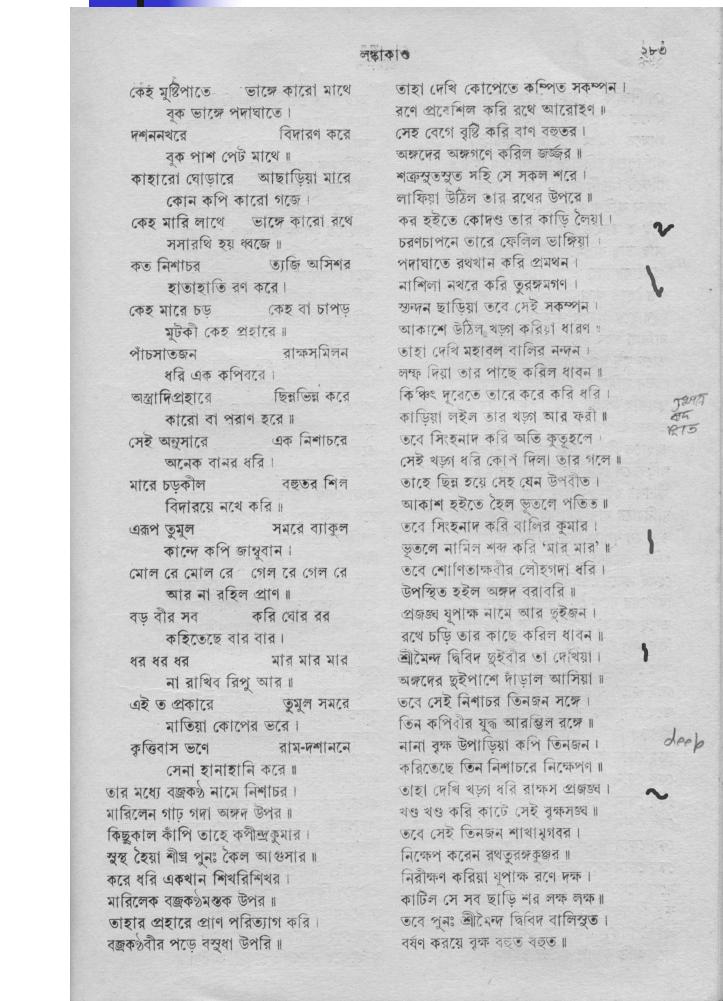


Image Processing Approaches

- Geometry based
 - Projective geometry
 - Digital geometry
- Signal processing based
 - Functional analysis
 - Linear system theory

Image histogram



Normalized Histogram $\rightarrow p(x)$

Thresholding

লক্ষণাত্মক

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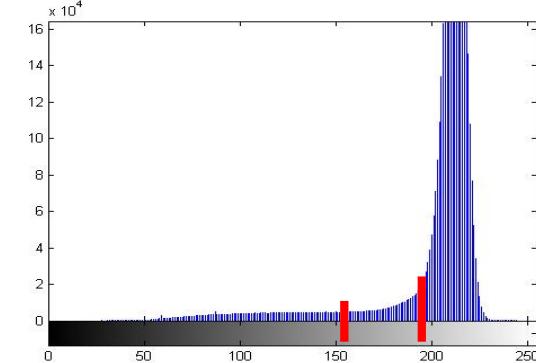
কেই মুষ্টিপাতে । ভাঙ্গে কারো মাথে
বৃক ভাঙ্গে পদাঘাতে ।
দশমনচারে । বিদ্যারণ করে
বৃক পাখ পেট মাথে ॥
কাহারো মোঢারে । আছাড়িয়া মারে
কেন কপি কারো গজে ।
কেহ মারি লাজে । ভাঙ্গে কারো রথে
সমারথি হয় ধরজে ॥
কত নিশ্চিতে । তাজি অসিধৰ
হাতাহাতি রথ করে ।
কেহ মারে চড় । কেহ বা চাপড়
মুটকী কেহ প্রচার ॥
পাচসাত্ত্বজন । রাক্ষসমিলন
ধরি এক কপিবারে ।
অস্ত্রাস্ত্রাহারে । ছিস্তিন করে
কারো বা প্রচার হরে ॥
সেই অমূলারে । এক নিশ্চারে
আনন্দ বানৰ ধরি ।
মারে চড়কল । বজ্রত শিল
বিনায়েন নথে করি ।
একল হৃষি । সমরে ব্যাকুল
কানেক কপি জাহুন ।
মোল রে মোল রে গেল রে গেল রে
আর না রহিল প্রাণ ॥
বড় বীর সব । করি বোর রৱ
কুইতেজে বার বার ।
ধৰ ধৰ ধৰ । মার মার মার
না রাখিব রিপু আর ॥
এই ত প্রকারে । হৃষি সমরে
মাতিয়া কোপের ভরে ।
কৃত্তিবাস ভাঙ । রামদশাননে
দেনা হানাহানি করে ॥
ভার মধ্যে বক্ষক নামে নিশ্চিতে ।
মারিলেন গাঢ় গদা অঙ্গদ উপর ॥
কিছুকল কাপি তাতে বলীপ্রকুমার ।
মৃহ হৈয়া শীর পুরু কৈল আগুমার ॥
করে ধরি একখন শিখরিশিখ ।
মারিলেক বজ্রকম্ভস্তক উপর ॥
তাহার প্রাণের প্রাণ পরিত্যাগ করি ।
বজ্রকঠীর পদে বস্তু উপরি ॥

প্রস্তুত
ক্ষেত্র

dear

~

1



লক্ষণাত্মক

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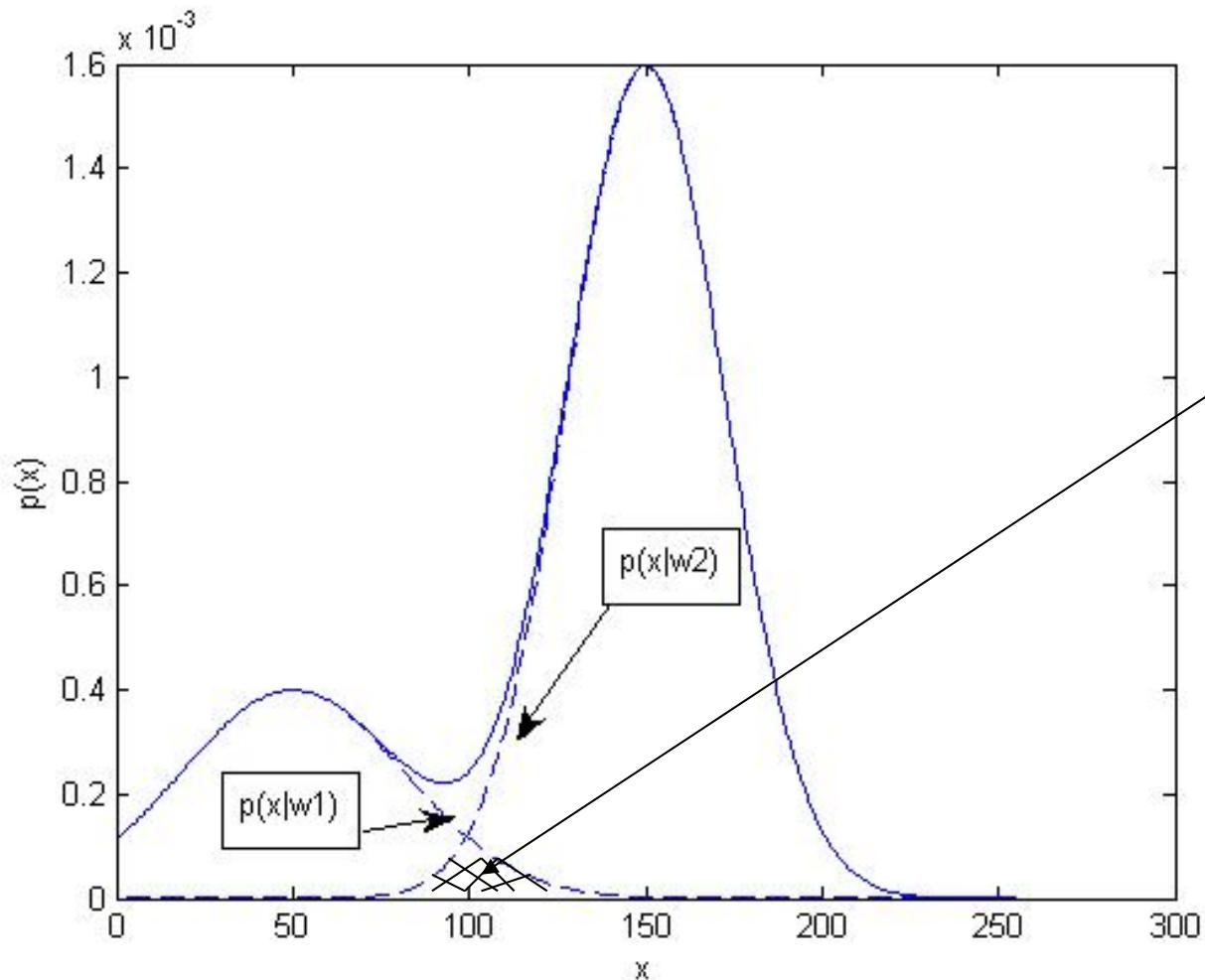
কেই মুষ্টিপাতে । ভাঙ্গে কারো মাথে
বৃক ভাঙ্গে পদাঘাতে ।
দশমনবারে । বিদ্যারণ করে
বৃক পাখ পেট মাথে ॥
কাহারো মোঢারে । আছাড়িয়া মারে
কেন কপি কারো গজে ।
কেহ মারি লাজে । ভাঙ্গে কারো রথে
সমারথি হয় ধরজে ॥
কত নিশ্চিতে । তাজি অসিধৰ
হাতাহাতি রথ করে ।
কেহ মারে চড় । কেহ বা চাপড়
মুটকী কেহ প্রচারে ॥
পিচাত্তজন । রাক্ষসমিলন
ধরি এক কপিবারে ।
অস্ত্রাস্ত্রাহারে । ছিস্তিন করে
কারো বা প্রচার হরে ॥
সেই অমূলারে । এক নিশ্চারে
আনন্দ বানৰ ধরি ।
মারে চড়কল । বজ্রত শিল
বিনায়েন নথে করি ।
একল হৃষি । সমরে ব্যাকুল
কানেক কপি জাহুন ।
মোল রে মোল রে গেল রে গেল রে
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বড় বীর সব । করি বোর রৱ
কুইতেজে বার বার ।
ধৰ ধৰ ধৰ । মার মার মার
না রাখিব রিপু আর ॥
এই ত প্রকারে । হৃষি সমরে
মাতিয়া কোপের ভরে ।
কৃত্তিবাস ভাঙ । রামদশাননে
দেনা হানাহানি করে ॥
ভার মধ্যে বজ্রক নামে নিশ্চিতে ।
মারিলেন গাঢ় গদা অঙ্গদ উপর ॥
কিছুকল কাপি তাতে বলীপ্রকুমার ।
মৃহ হৈয়া শীর পুরু কৈল আগুমার ॥
নিকেপ করেন রথতুরস্কুল ।
নিরীক্ষণ করিয়া ধূপাক রূপ দক্ষ ।
কাটিল মে সব ছাড়ি ধৰ সক লক্ষ ॥
তাম পুরু ঝীমেদ বিবিদ বালিশুত ।
বজ্রকঠীর পদে বস্তু বহুত বহুত ॥

প্রস্তুত
ক্ষেত্র

155

Th=192

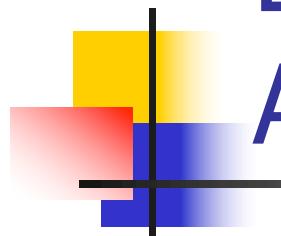
Bayesian Classification



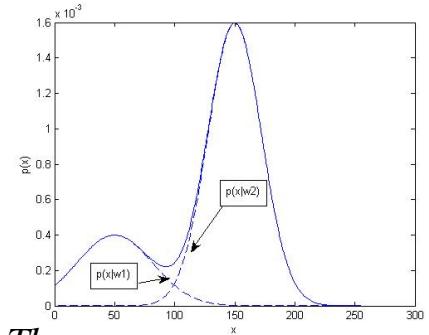
Minimize
Misclassification
Error

$$p(x) = p(w_1)p(x|w_1) + p(w_2)p(x|w_2)$$

Expectation-Maximization Algorithm



1. Choose a Threshold Th .
2. Estimate $p(w1)$, μ_1 , σ_1 , $p(w2)$,
 μ_2 , σ_2 .
3. Compute new threshold
value so that
for $x < Th$, $p(w1|x) > p(w2|x)$,
and vice versa.
4. Iterate steps 2 & 3 till the
value converges.



$$p(w1) = \sum_{x=0}^{Th} p(x)$$

$$p(w2) = 1 - p(w1)$$

$$\mu_1 = \sum_{x=0}^{Th} x.p(x)$$

$$\sigma_1^2 = \sum_{x=0}^{Th} x^2.p(x) - \mu_1^2$$

$$\mu_2 = \sum_{x=Th+1}^{255} x.p(x)$$

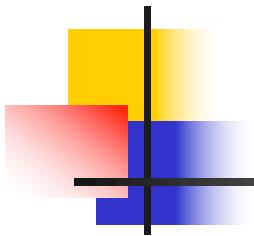
$$\sigma_2^2 = \sum_{x=Th+1}^{255} x^2.p(x) - \mu_2^2$$



Otsu Thresholding

- Choose a threshold value, which maximizes between class variance (σ_B^2).

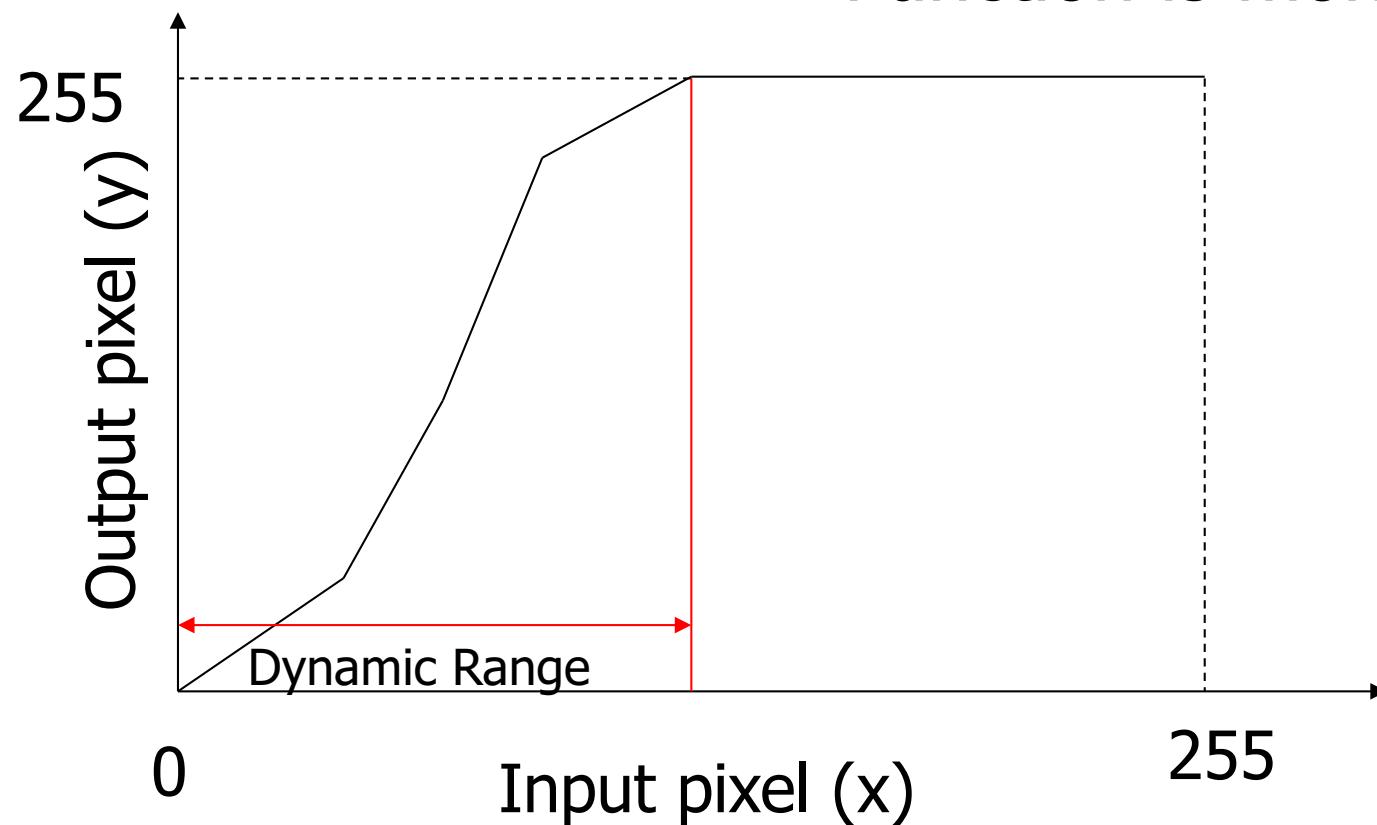
$$\sigma_B^2 = p(w1)p(w2)(\mu_2 - \mu_1)^2$$



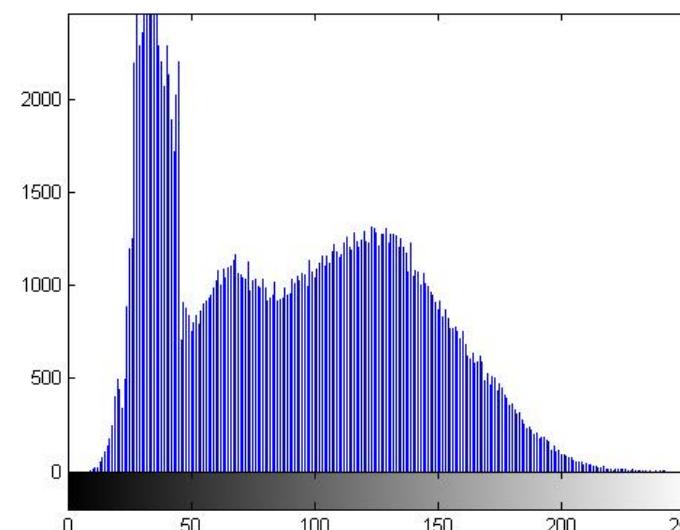
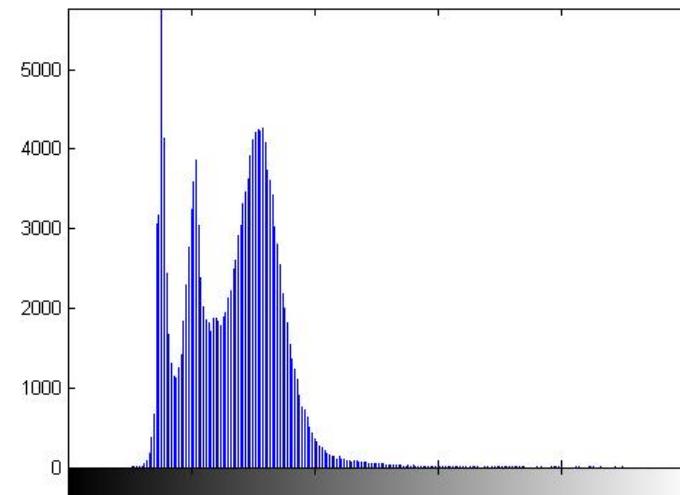
Pixel mapping

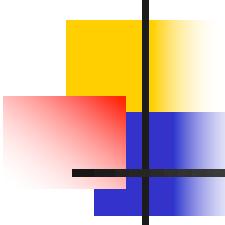
$$y = 255 \cdot \sum_{t=0}^x p(t)$$

Function is monotonic.



Histogram Equalization





Gradient Operations

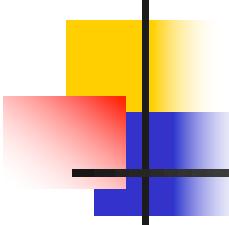
Consider the image as a 2D function: $f(x, y)$



$$\frac{\partial f(x, y)}{\partial x} = f(x + 1, y) - f(x, y)$$

$$\frac{\partial f(x, y)}{\partial y} = f(x, y + 1) - f(x, y)$$

$$\nabla f(x, y) = \frac{\partial f(x, y)}{\partial x} \hat{i} + \frac{\partial f(x, y)}{\partial y} \hat{j}$$

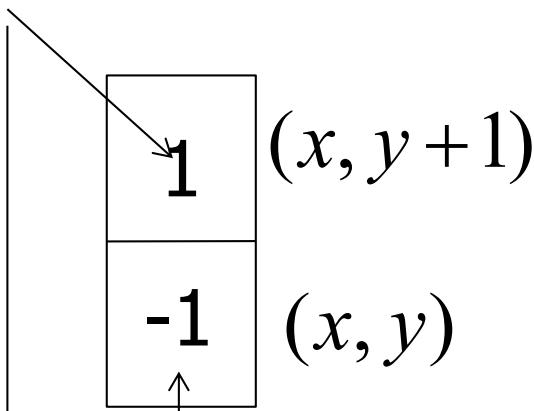


Computation with mask

-1	1
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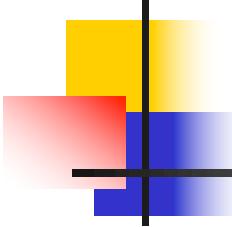
(x, y) $(x+1, y)$

Weights



Algorithm

1. Scan the image top to bottom and left to right.
2. At every point (x,y) place the mask and compute the weighted sum.
3. Write the value at (x,y) pixel position of the processed image



Robust gradient computation

Averaging neighboring gradient values

-1	-1 1	1
-1	-1 1	1
-1	-1 1	1

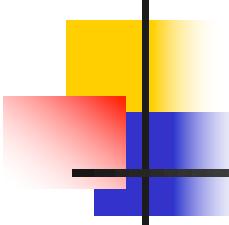


-1	0	1
-1	0	1
-1	0	1

1	1	1
0	0	0
-1	-1	1

Prewitt operator

(6 times of the gradient value in any direction)



Robust gradient computation

Weighted average of neighboring gradient values

1x	-1	-1 1	1
2x	-1	-1 1	1
1x	-1	-1 1	1



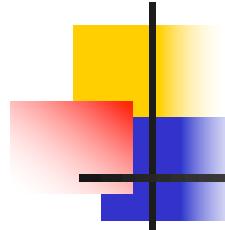
-1	0	1
-2	0	2
-1	0	1

1	2	1
0	0	0
-1	-2	1

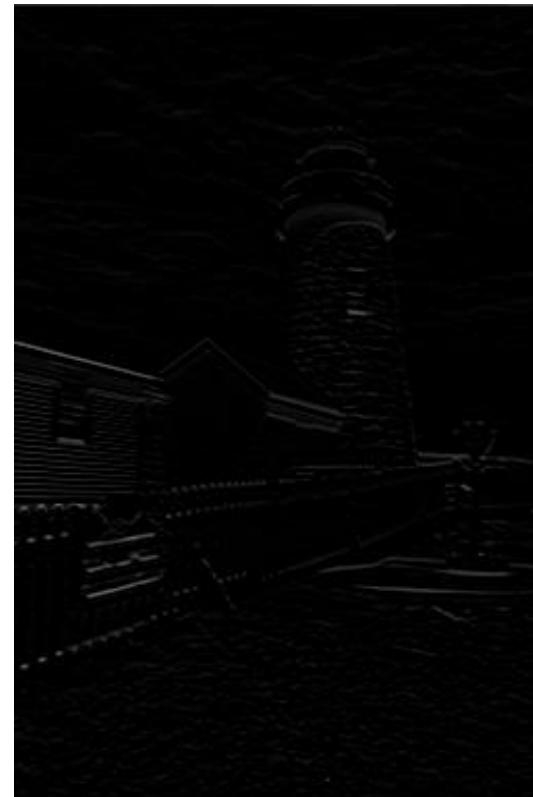
Sobel operator

(8 times of the gradient value in any direction)

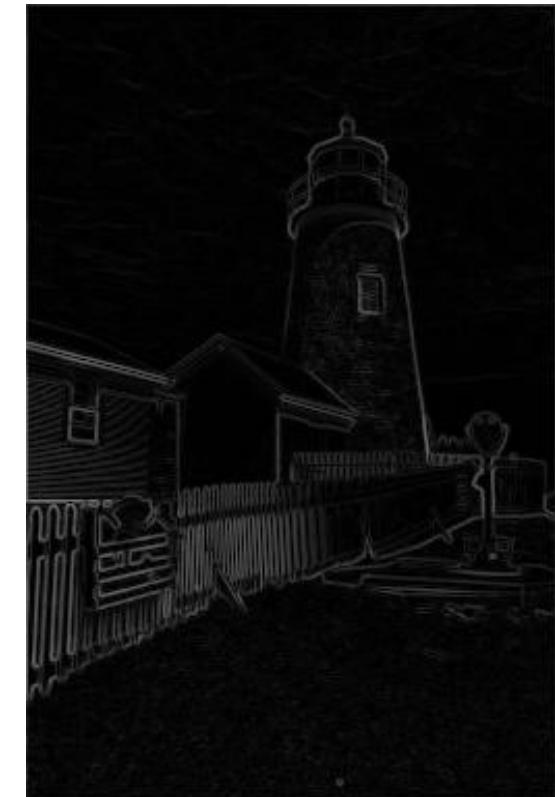
Results of gradient operations



Vertical



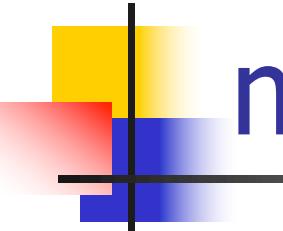
Horizontal



Resultant



More on computation with mask

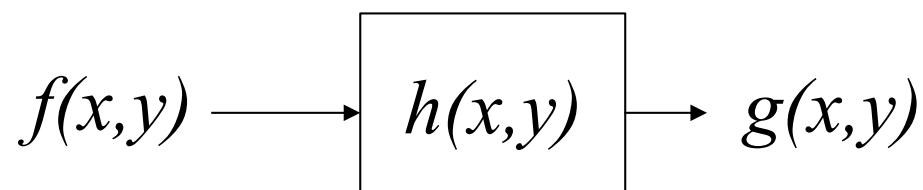


w_1	w_2	w_3
w_4	w_c	w_5
w_6	w_7	w_8

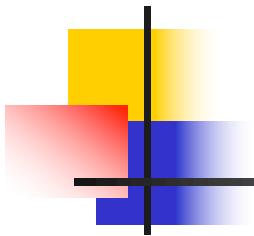
Convolution operation

Filtering

Mask → Filter Response ($h(x,y)$)



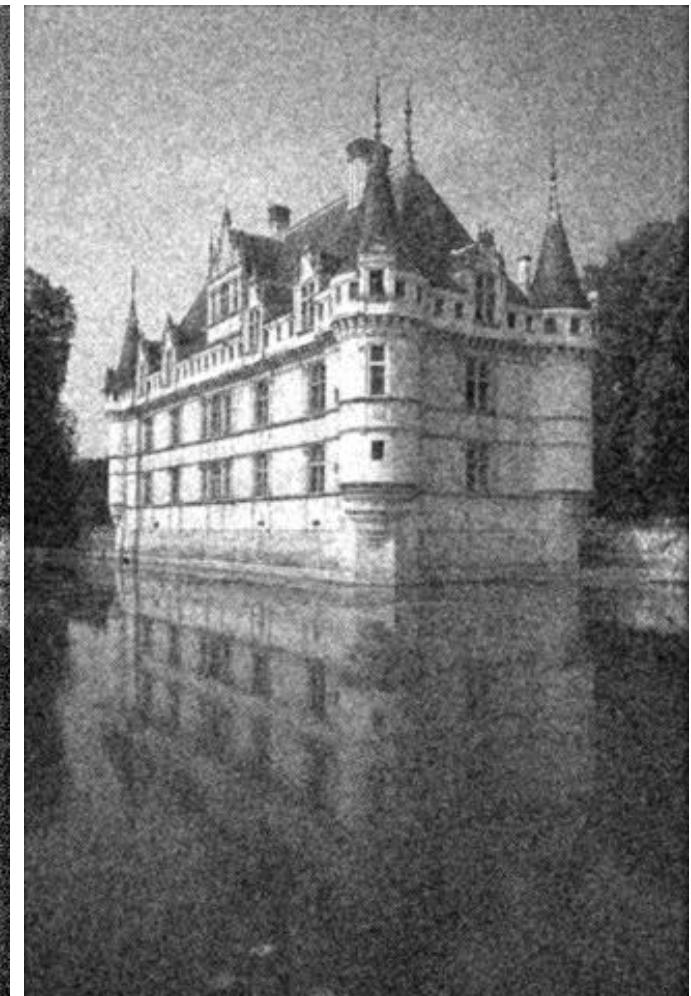
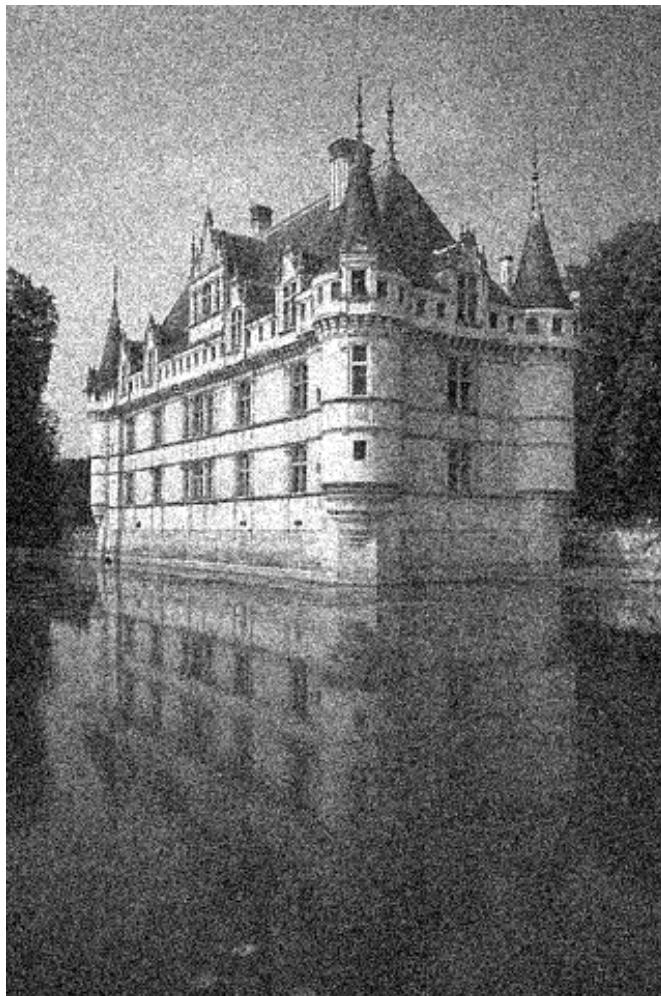
$$g(x,y) = w_1 f(x-1, y+1) + w_2 f(x, y+1) + w_3 f(x+1, y+1) + w_4 f(x-1, y) + \\ w_c f(x, y) + w_5 f(x+1, y) + w_6 f(x-1, y-1) + w_7 f(x, y+1) + w_8 f(x+1, y+1)$$

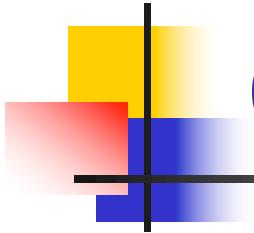


Noise Filtering

c	b	c
b	a	b
c	b	c

$a=0.5$, $b=0.3/4$,
and, $c=0.25/4$





Gaussian Smoothing

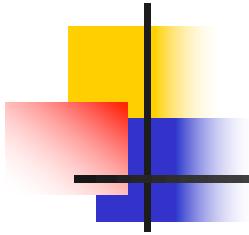
$$G(x, y) = \frac{1}{2\pi\sigma^2} e^{-\frac{((x-x_c)^2 + (y-y_c)^2)}{2\sigma^2}}$$

$$g(x, y) = f(x, y) * G(x, y)$$

$\sigma=2$

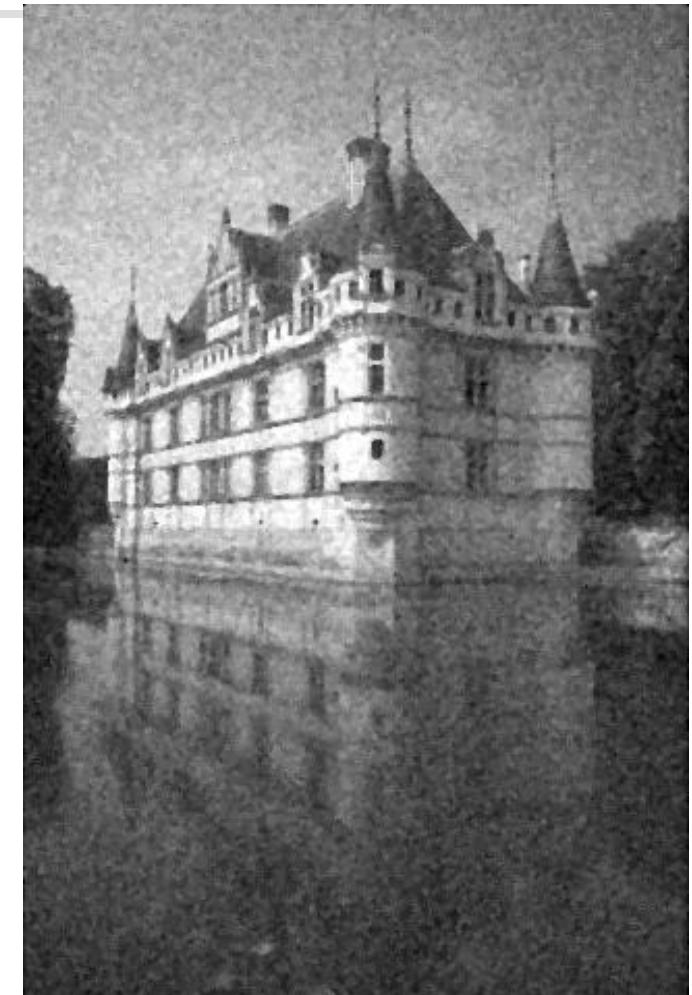
Mask size: 9x9



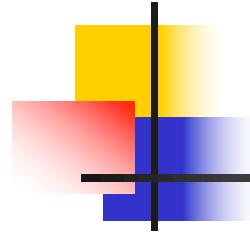


Median Filtering

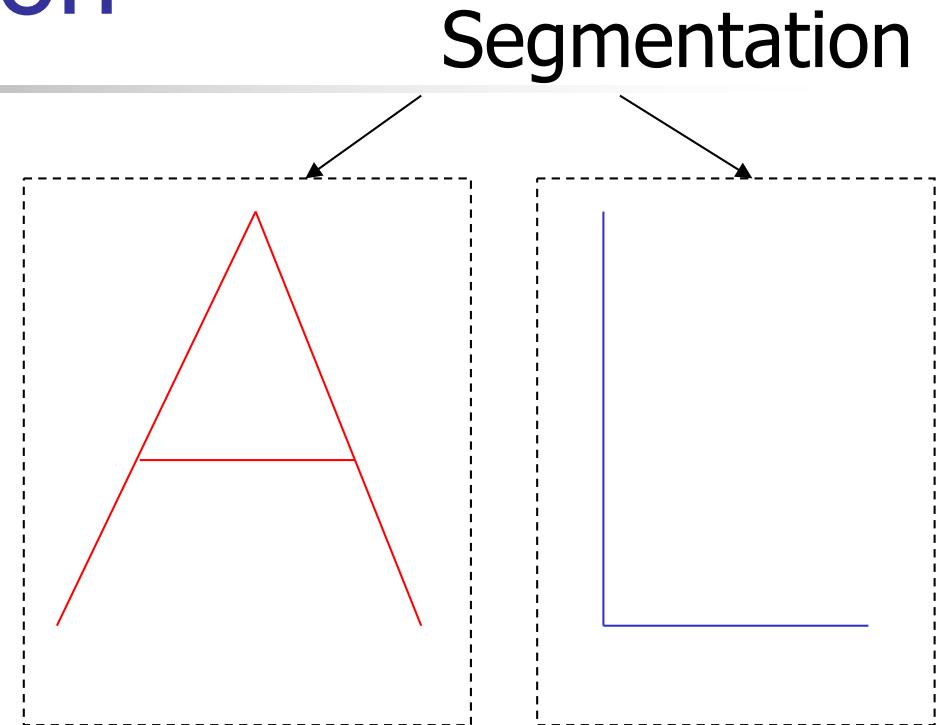
$g(x,y)$ = the median value among
the neighbors.



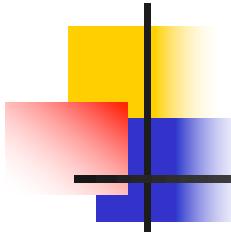
Feature Selection and Computation



- Class homogeneity
- Discriminative
- Computability
- Abstraction in Representation



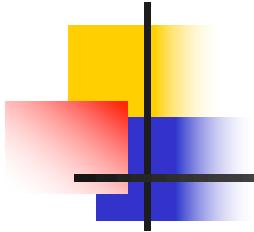
- No. of line and curve segments
- Angles at points of intersection
- k-th moments of patterns



Key Feature Points



- Intensity (Maximum or Minimum)
 - Edges
 - Corners
-
- Noise
 - Orientation
 - Scale

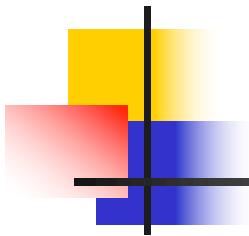


Harris corner detector

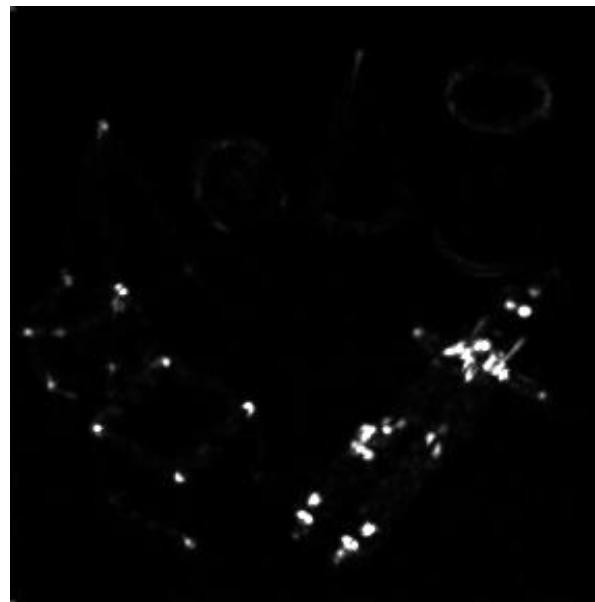
$$H = \begin{bmatrix} \overline{f_x^2} & \overline{f_x f_y} \\ \overline{f_y f_x} & \overline{f_y^2} \end{bmatrix}$$

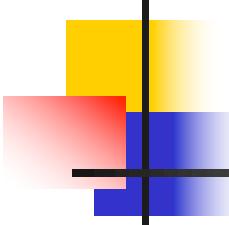
Algorithm:

1. Compute $hm=det(H)/trace(H)$.
2. Retain $hm>threshold$.
3. Select local maxima as key-points.



Examples: Harris corner points





Other key-point extractor

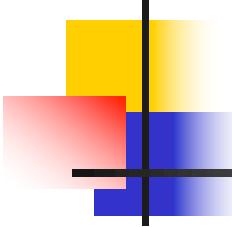
- Difference of Gaussian (DoG)
- Measures from Hessian Matrix

$$g(x, y) = \sigma \cdot f(x, y) * \frac{\partial G_\sigma(x, y)}{\partial \sigma}$$

Local Maxima

$$H = \begin{bmatrix} \bar{f}_{xx} & \bar{f}_{xy} \\ \bar{f}_{yx} & \bar{f}_{yy} \end{bmatrix} \rightarrow \frac{(Tr(H))^2}{Det(H)}$$

Smaller values



Feature Descriptors

- Scale Invariant Feature Transform (SIFT)
- Speeded Up Robust Feature (SURF)
- Histogram of Gradients (HOG)
- Accumulate statistics of neighboring gradients.
- Final descriptor is a multidimensional feature vector.
- Feature vectors are used in classification / similarity matches.

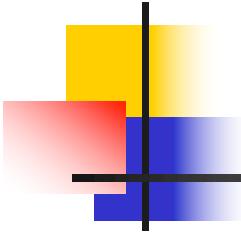
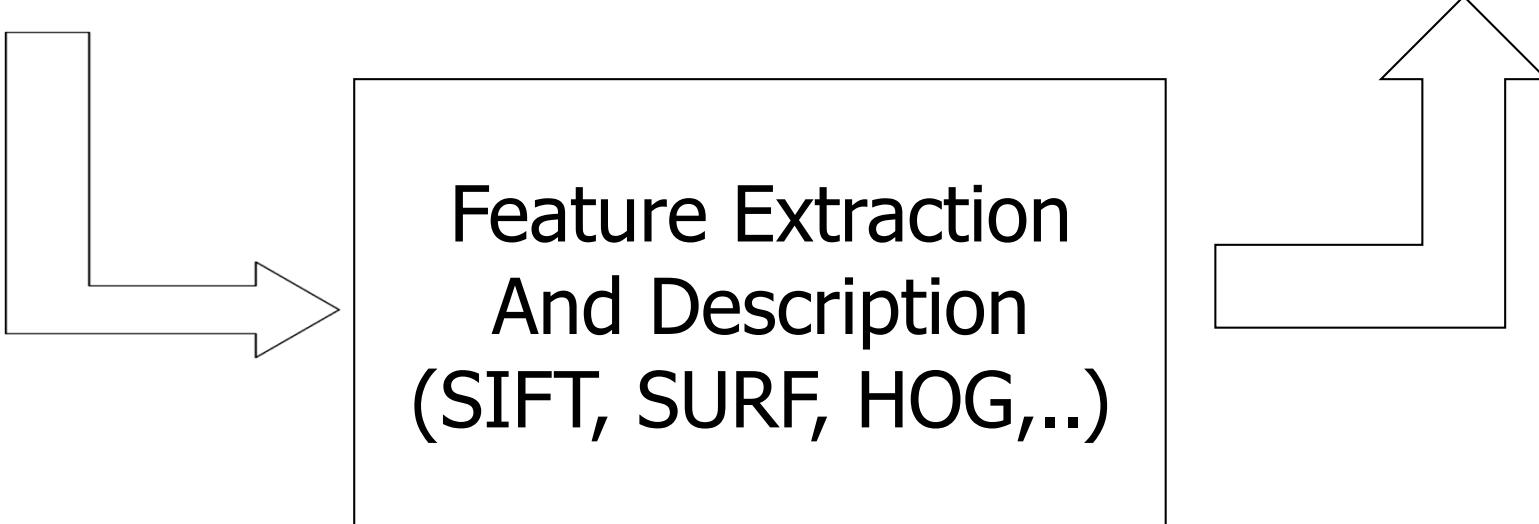


Image Analysis: A brief outline

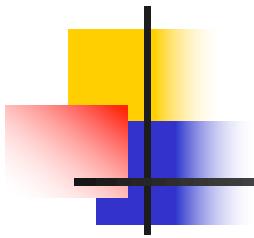
Pre-processing
(Filtering, Enhancement, ...)

End Analysis
(Classification,
Matching,...)



```
graph TD; A[Pre-processing<br>(Filtering, Enhancement, ...)] --> B[Feature Extraction<br>And Description<br>(SIFT, SURF, HOG, ...)]; B --> C[End Analysis<br>(Classification, Matching,...)]
```

Feature Extraction
And Description
(SIFT, SURF, HOG, ...)



Thank you!