



RAJALAKSHMI
ENGINEERING COLLEGE
An AUTONOMOUS Institution
Affiliated to ANNA UNIVERSITY, Chennai

DEPARTMENT OF COMPUTER SCIENCE AND DESIGN

CD19P02 – FUNDAMENTALS OF IMAGE PROCESSING

LABORATORY RECORD

Name : A. Sheeba Sharon

Year / Branch / Section : 3rd/Computer Science and Design/A

221701053

Register No. :

Semester : 5th

Academic Year : 2024-2025

CD19P02 – FUNDAMENTALS OF IMAGE PROCESSING

List of Experiments	
1.	Practice of important image processing commands – imread(), imwrite(), imshow(), plot() etc.
2.	Program to perform Arithmetic and logical operations
3.	Program to implement sets operations, local averaging using neighborhood processing.
4.	Program to implement Convolution operation.
5.	Program to implement Histogram Equalization.
6.	Program to implement Mean Filter.
7.	Program to implement Order Statistic Filters
8.	Program to remove various types of noise in an image
9.	Program to implement Sobel operator.

INDEX

EXP.No	DATE	NAME OF THE EXPERIMENT	SIGN
1		Practice of important image processing commands – imread(), imwrite(), imshow(), plot() etc.	
2a		Program to perform Arithmetic and logical operations	
2b		Program to perform logical operations	
3a		Program to implement sets operations using neighborhood processing.	
3b		Program to implement local averaging using neighborhood processing.	
4		Program to implement Convolution operation.	
5		Program to implement Histogram Equalization.	
6		Program to implement Mean Filter.	
7		Program to implement Order Statistic Filters	
8		Program to remove various types of noise in an image	
9		Program to implement Sobel operator.	
10		Mini Project	

INTRODUCTION TO MATLAB

MATLAB stands for MATrix LABoratory and the software is built up around vectors and matrices. It is a technical computing environment for high performance numeric computation and visualization. It integrates numerical analysis, matrix computation, signal processing and graphics in an easy-to-use environment, where problems and solutions are expressed just as they are written mathematically, without traditional programming. MATLAB is an interactive system whose basic data element is a matrix that does not require dimensioning. It enables us to solve many numerical problems in a fraction of the time that it would take to write a program and execute in a language such as FORTRAN, BASIC, or C. It also features a family of application specific solutions, called toolboxes. Areas in which toolboxes are available include signal processing, image processing, control systems design, dynamic systems simulation, systems identification, neural networks, wavelength communication and others. It can handle linear, non- linear, continuous-time, discrete-time, multivariable and multirate systems.

How to start MATLAB

Choose the submenu "Programs" from the "Start" menu. From the "Programs" menu, open the "MATLAB" submenu. From the "MATLAB" submenu, choose "MATLAB".

Procedure

1. Open Matlab.
2. File New Script.
3. Type the program in untitled window
4. File Save type filename.m in Matlab workspace path.
5. Debug Run.
6. Output will be displayed at Figure dialog box.

Library Functions

clc:

Clear command window

Clears the command window and homes the cursor.

clear all:

Removes all variables from the workspace.

close all:

Closes all the open figure windows.

exp:

$Y = \exp(X)$ returns the exponential e^x for each element in array X .

linspace:

$y = \text{linspace}(x_1, x_2)$ returns a row vector of 100 evenly spaced points between x_1 and x_2 .

rand:

$X = \text{rand}$ returns a single uniformly distributed random number in the interval $(0, 1)$.

ones:

$X = \text{ones}(n)$ returns an n -by- n matrix of ones.

zeros:

$X = \text{zeros}(n)$ returns an n -by- n matrix of zeros.

plot:

$\text{plot}(X, Y)$ creates a 2-D line plot of the data in Y versus the corresponding values in X .

subplot:

$\text{subplot}(m, n, p)$ divides the current figure into an m -by- n grid and creates an axes for a subplot in the position specified by p .

stem:

`stem(Y)` plots the data sequence, Y, as stems that extend from a baseline along the x-axis. The data values are indicated by circles terminating each stem.

title:

`title(str)` adds the title consisting of a string, str, at the top and in the center of the current axes.

xlabel:

`xlabel(str)` labels the x-axis of the current axes with the text specified by str.

ylabel:

`ylabel(str)` labels the y-axis of the current axes with the string, str.

A Summary of Matlab Commands Used

<code>imread</code>	Read image from graphics file
<code>imwrite</code>	Write image to graphics file
<code>imfinfo</code>	Information about graphics file
<code>imshow</code>	Display Image
<code>implay</code>	Play movies, videos or image sequences
<code>gray2ind</code>	Convert grayscale to indexed image
<code>ind2gray</code>	Convert indexed image to grayscale image
<code>mat2gray</code>	Convert matrix to grayscale image
<code>rgb2gray</code>	Convert RGB image or colormap to grayscale
<code>imbinarize</code>	Binarize image by thresholding
<code>adapthresh</code>	Adaptive image threshold using local first-order statistics
<code>otsuthresh</code>	Global histogram threshold using Otsu's method
<code>im2uint16</code>	Convert image to 16-bit unsigned integers
<code>im2uint8</code>	Convert image to 8-bit unsigned integers
<code>imcrop</code>	Crop image
<code>imresize</code>	Resize image
<code>imrotate</code>	Rotate image
<code>imadjust</code>	Adjust image intensity values or colormap
<code>imcontrast</code>	Adjust Contrast tool
<code>imsharpen</code>	Sharpen image using unsharp masking
<code>histeq</code>	Enhance contrast using histogram equalization
<code>adapthisteq</code>	Contrast-limited adaptive histogram equalization (CLAHE)
<code>imhistmatch</code>	Adjust histogram of image to match N-bin histogram of reference image
<code>imnoise</code>	Add noise to image
<code>imfilter</code>	N-D filtering of multidimensional images
<code>fspecial</code>	Create predefined 2-D filter
<code>weiner2</code>	2-D adaptive noise-removal filtering
<code>medfilt2</code>	2-D median filtering
<code>ordfilt2</code>	2-D order-statistic filtering
<code>imfill</code>	Fill image regions and holes
<code>imclose</code>	Morphologically close image

imdilate	Dilate image
imerode	Erode image
imopen	Morphologically open image
imreconstruct	Morphological reconstruction
watershed	Watershed transform
dct2	2-D discrete cosine transform
hough	Hough transform
graydist	Gray-weighted distance transform of grayscale image
fft2	2-D fast Fourier transform
ifftshift	Inverse FFT shift
imcomplement	Complement image
immultiply	Multiply two images or multiply image by constant
imsubtract	Subtract one image from another or subtract constant from image
imdivide	Divide one image into another or divide image by constant
imadd	Add two images or add constant to image

Ex.No:1
IMPLEMENTATION OF IMAGE PROCESSING COMMANDS

Date:

Aim:

To Perform important image processing commands using Matlab.

Software Used:

MATLAB

Theory:

Basic Image Processing with MATLAB:

MATLAB is a very simple software for coding. All data variable in MATLAB are thought a matrix and matrix operations are used for analyzing them. MATLAB has the different toolboxes according to application areas. In this section, MATLAB Image Processing Toolbox is presented and the use of its basic functions for digital image is explained.
Read, write, show image and plot:

imread()

It is the function is used for reading image. If we run this function with requiring data, image is converted to a two-dimensional matrix (gray image is two-dimensional, but, color image is three-dimensional) with rows and columns including gray value in the each cell.
`I = imread();`

imread() function only needs an image file. If the result of **imread()** function is equal to a variable, a matrix variable (`I`) is created. File name, extension, and directory path that contains image must be written between two single quotes. If script and image file are in the same folder, path is not necessary.

imshow()

The matrix variable of image is showed using **imshow()** function. If many images show with sequence on the different figure windows, we use “**figure**” function for opening new window

imwrite()

It is the function is used to create an image. This function only requires a new image file name with extension. If the new image is saved to a specific directory, the path of directory is necessary.

subplot

Subplot divides the current figure into rectangular panes that are numbered rowwise. Each pane contains an axes object which you can manipulate using Axes Properties. Subsequent plots are output to the current pane. `h = subplot(m,n,p)` or `subplot(mnp)` breaks the figure window into an m - by- n matrix of small axes, selects the p th axes object for the current plot,

and returns the axes handle. The axes are counted along the top row of the figure window, then the second row, etc.

impixelinfo:

The function impixelinfo creates a Pixel Information tool in the current figure. The Pixel Information tool displays information about the pixel in an image that the pointer is positioned over. The tool can display pixel information for all the images in a figure.

imageinfo The function imageinfo creates an Image Information tool associated with the image in the current figure. The tool displays information about the basic attributes of the target image in a separate figure. title – The function title('string') outputs the string at the top and in the center of the current axes.

Program:

```
clc;
clear;
close all;
i = imread('fruits.jpg');
imshow(i);
```

Output:

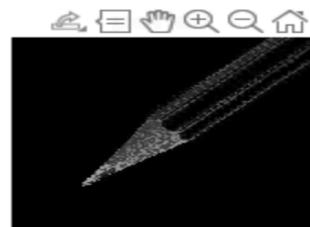


Program:

```
clear;
close all;
clc;
I = imread('pencil.png');
a = imread('eraser.jpg');
b = imread('scale.jpg');
c = imread('paper.jpg');
subplot(2,2,1),imshow(I),title('pencil');
subplot(2,2,2),imshow(a),title('eraser');
```

```
subplot(2,2,3),imshow(b),title('scale');
subplot(2,2,4),imshow(c),title('paper');
```

Output:



scale



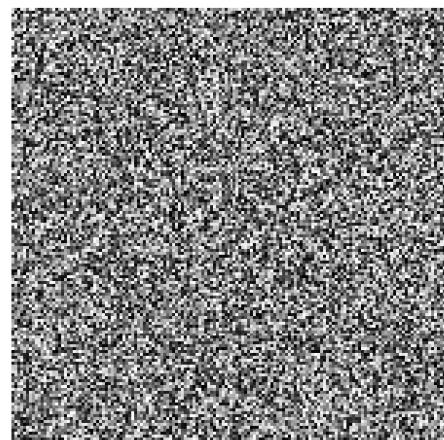
eraser



paper

Program:

```
clear;
close all;
clc;
A = rand(50);
imwrite(A,'output.png');
imshow(A);
```

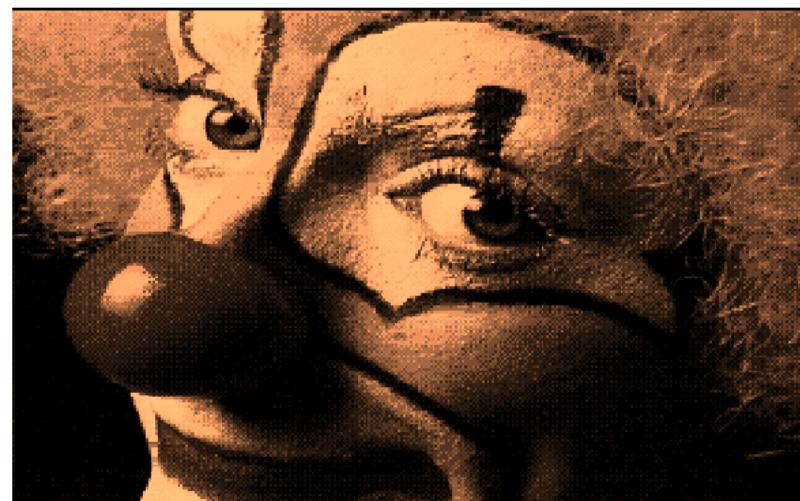


Program:

```
clc;
close all;
load clown.mat
newmap = copper(81);
imwrite(X,newmap,'copperclown.png');
```

```
imshow('copperclown.png');
```

Output:



Result:

The important image commands have been displayed and studied.

Ex.No:2a

IMPLEMENTATION OF ARITHMETIC OPERATIONS

Date:

Aim:

To implement arithmetic operations of an image using Matlab.

Software Used:

MATLAB

Theory:

Imadd

Add two images or add constant to image

Syntax:

$Z = \text{imadd}(X, Y)$

Description:

$Z = \text{imadd}(X, Y)$ adds each element in array X with the corresponding element in array Y and returns the sum

in the corresponding element of the output array Z . X and Y are real, nonsparse numeric arrays with the same size and class, or Y is a scalar double. Z has the same size and class as X , unless X is logical,

in which case Z is double.
If X and Y are integer arrays, elements in the output that exceed the range of the integer type are truncated,

and fractional values are rounded.

Example

Add two uint8 arrays. Note the truncation that occurs when the values exceed 255.

$X = \text{uint8}([255 0 75; 44 225 100]);$

$Y = \text{uint8}([50 50 50; 50 50 50]);$

$Z = \text{imadd}(X, Y)$

$Z =$

255 50 125

94 255 150

imsubtract

Subtract one image from another or subtract constant from image

Syntax

$Z = \text{imsubtract}(X, Y)$

Description

$Z = \text{imsubtract}(X, Y)$ subtracts each element in array Y from the corresponding element in array X and returns the difference in the corresponding element of the output array Z . X and Y are real, nonsparse numeric arrays of the same size and class, or Y is a double scalar. The array returned, Z , has the same size and class as X unless X is logical, in which case Z is double.

If X is an integer array, elements of the output that exceed the range of the integer type are truncated, and fractional values are rounded.

Example

Subtract two uint8 arrays. Note that negative results are rounded to 0.

```
X = uint8([ 255 10 75; 44 225 100]);  
Y = uint8([ 50 50 50; 50 50 50 ]);  
Z = imsubtract(X,Y)  
Z =  
205 0 25  
0 175 50
```

immultiply

Multiply two images or multiply image by constant

Syntax

```
Z = immultiply(X,Y)
```

Description

Z = immultiply(X,Y) multiplies each element in array X by the corresponding element in array Y and returns the product in the corresponding element of the output array Z.

If X and Y are real numeric arrays with the same size and class, then Z has the same size and class as X. If X is a numeric array and Y is a scalar double, then Z has the same size and class as X. If X is logical and Y is numeric, then Z has the same size and class as Y. If X is numeric and Y is logical, then Z has the same size and class as X.

immultiply computes each element of Z individually in double-precision floating point. If X is an integer array,

then elements of Z exceeding the range of the integer type are truncated, and fractional values are rounded. If

X and Y are numeric arrays of the same size and class, you can use the expression X.*Y instead of immultiply.

imdivide

Divide one image into another or divide image by constant

Syntax

```
Z = imdivide(X,Y)
```

Description

Z = imdivide(X,Y) divides each element in the array X by the corresponding element in array Y and returns the

result in the corresponding element of the output array Z. X and Y are real, nonsparse numeric arrays with the same size and class, or Y can be a scalar double. Z has the same size and class as X and Y, unless X is logical, in which case Z is double. If X is an integer array, elements in the output that exceed the range of integer type are truncated, and fractional values are rounded. If X and Y are numeric arrays of the same size and class, you can use the expression X./Y instead of imdivide.

Example

%Divide two uint8 arrays. Note that fractional values greater than or equal to 0.5 are rounded up to the nearest

integer.

```
X = uint8([ 255 10 75; 44 225 100]);  
Y = uint8([ 50 20 50; 50 50 50 ]);  
Z = imdivide(X,Y)  
Z =  
5 1 2  
1 5 2
```

Program:

To perform arithmetic operation in an image

```
clc;
```

```
clear;
close all;
b = imread("img1.jpg");
a = imread("img2.jpg");
c = imadd(a,b);
subplot(2,2,1),imshow(a),title("img1");
subplot(2,2,2),imshow(b),title("img2");
subplot(2,2,3),imshow(c),title("result");
```

img1



img2



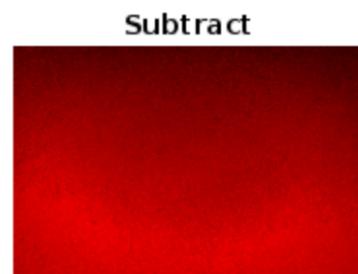
result



To subtract two images:

```
clc;
clear;
close all;
a = imread("orange.jpg");
b = imread("blue.jpg");
c = imsubtract(a,b);
subplot(2,2,1),imshow(a),title("Image 1");
subplot(2,2,2),imshow(b),title("Image 2");
subplot(2,2,3),imshow(c),title("Subtract");
```

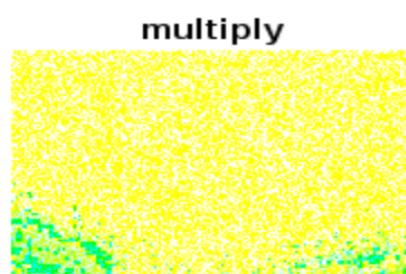
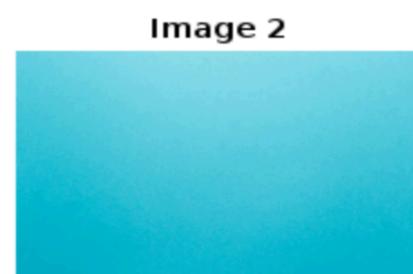
Output:



To multiply two images:

```
clc;
clear;
close all;
a = imread("orange.jpg");
b = imread("blue.jpg");
c = immultiply(a,b);
subplot(2,2,1),imshow(a),title("Image 1");
subplot(2,2,2),imshow(b),title("Image 2");
subplot(2,2,3),imshow(c),title("multiply");
```

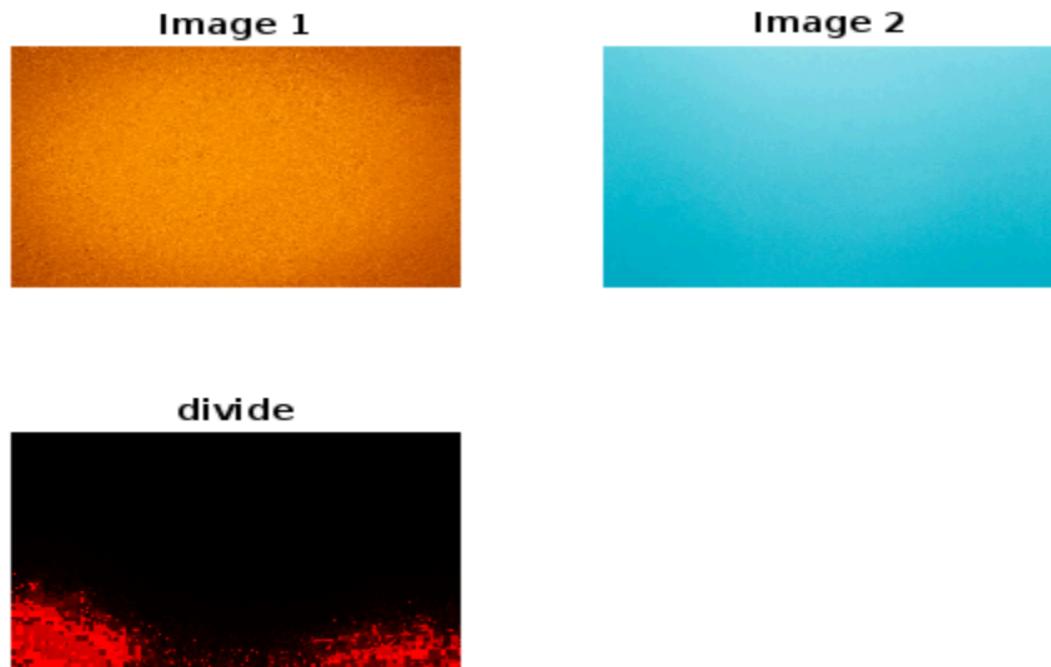
Output:



To divide two images:

```
clc;
clear;
close all;
a = imread("orange.jpg");
b = imread("blue.jpg");
c = imdivide(a,b);
subplot(2,2,1),imshow(a),title("Image 1");
subplot(2,2,2),imshow(b),title("Image 2");
subplot(2,2,3),imshow(c),title("divide");
```

Answer:



Result:

Thus the arithmetic operations of an image have been implemented using MATLAB.

Ex.No:2b**IMPLEMENTATION OF LOGICAL OPERATIONS**

Date:

Aim:

To implement logical operations of an image using Matlab.

Software Used:

MATLAB

Theory:

Logical operations apply only to binary images, whereas arithmetic operations apply to multi-valued pixels.

Logical operations are basic tools in binary image processing, where they are used for tasks such as masking, feature detection, and shape analysis. Logical operations on entire image are performed pixel by pixel.

Because the AND operation of two binary variables is 1 only when both variables are 1, the result at any location in a resulting AND image is 1 only if the corresponding pixels in the two input images are

As logical operation involve only one pixel location at a time, they can be done in place, as in the case of arithmetic operations. The XOR (exclusive OR) operation yields a 1 when one or other pixel (but not both) is 1, and it yields a 0 otherwise. The operation is unlike the OR operation, which is 1 when one or the other pixel is 1, or both pixels are 1.

Logical AND and OR operations are useful for the masking and compositing of images. For example, if we compute the AND of a binary image with some other image, then pixels for which the corresponding value in the binary image is 1 will be preserved, but pixels for which the corresponding binary value is 0 will be set to 0 (erased). Thus the binary image acts as a mask that removes information from certain parts of the image. On the other hand, if we compute the OR of a binary image with some other image, the pixels for which the corresponding value in the binary image is 0 will be preserved, but pixels for which the corresponding binary value is 1, will be set to 1 (cleared).

Logical AND:

Syntax:

$c = a \& b;$

Logical And is commonly used for detecting differences in images, highlighting target regions with a binary mask or producing bit-planes through an image.

Logical OR:

Syntax:

$C = a | b;$

It is useful for processing binary-valued images (0 or 1) to detect objects which have moved between frames.

Binary objects are typically produced through application of thresholding to a gray-scale image.

Logical NOT:

Syntax:

$B = \sim A$

This inverts the image representation. In the simplest case of a binary image, the (black) background pixels become (white) and vice versa.

Logical X-OR:

Syntax:

C = xor (a,b) ;

It is useful for processing binary-valued images (0 or 1) to detect objects which have moved between frames.

Binary objects are typically produced through application of thresholding to a gray-scale image.

Program:

To perform AND operation on two images:

```
imageSize = [200, 200];
i = zeros(imageSize);
rowStart = 50;
rowEnd = 150;
colStart = 80;
colEnd = 120;
i(rowStart:rowEnd, colStart:colEnd) = 1;
imageSize = [200, 200]; % Specify image size
j = ones(imageSize);
resultImage = i & j;
subplot(1, 3, 1), imshow(i), title('Image 1');
subplot(1, 3, 2), imshow(j), title('Image 2');
subplot(1, 3, 3), imshow(resultImage), title('Output Image');
```

Output:



Program:

To perform OR operation on two images:

```
imageSize = [200, 200];
i = zeros(imageSize);
rowStart = 50;
rowEnd = 150;
colStart = 80;
colEnd = 120;
i(rowStart:rowEnd, colStart:colEnd) = 1;
imageSize = [200, 200]; % Specify image size
j = ones(imageSize);
resultImage = i | j;
subplot(1, 3, 1), imshow(i), title('Image 1');
subplot(1, 3, 2), imshow(j), title('Image 2');
subplot(1, 3, 3), imshow(resultImage), title('Output Image');
```

Output:

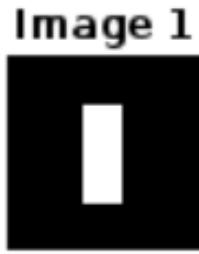


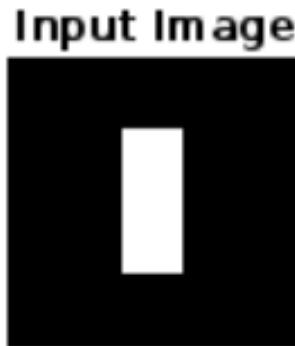
Image 2 Output Image

Program:

To perform NOT operation on an image:

```
imageSize = [200, 200];
i = zeros(imageSize);
rowStart = 50;
rowEnd = 150;
colStart = 80;
colEnd = 120;
i(rowStart:rowEnd, colStart:colEnd) = 1;
resultImage = ~i ;
subplot(2, 2, 1), imshow(i), title('Input Image');
subplot(2, 2, 2), imshow(resultImage), title('Output Image');
```

Output:



Output Image



Program:

To perform XOR operation on two images:

```
imageSize = [200, 200];
i = zeros(imageSize);
rowStart = 50;
rowEnd = 150;
colStart = 80;
colEnd = 120;
i(rowStart:rowEnd, colStart:colEnd) = 1;
imageSize = [200, 200];
j = ones(imageSize);
resultImage = xor(i,j);
```

```
subplot(1, 3, 1), imshow(i), title('Image 1');
subplot(1, 3, 2), imshow(j), title('Image 2');
subplot(1, 3, 3), imshow(resultImage), title('Output Image');
```

Output:



Result:

Thus the logical operations of an image have been implemented using MATLAB.

Ex.No:3a**IMPLEMENTATION OF SET OPERATIONS**

Date:

Aim:

To implement Set operations of an image using Matlab.

Software Used:

MATLAB

Theory:

Set operations in MATLAB refer to various mathematical operations performed on the pixel values of two or more images. These operations allow you to combine or manipulate the pixel values to achieve different effects. Here's an overview of some common set operations in MATLAB image processing.

Union:

Syntax:

`unionImage = max(image A, image B);`

The union of two images is obtained by taking the maximum pixel value at each corresponding pixel position from the input images. This operation can be used for merging images or enhancing certain features.

Intersection:

Syntax:

`intersectionImage = min(image A, image B);`

The intersection of two images is obtained by taking the minimum pixel value at each corresponding pixel position from the input images. This operation highlights common features between the images.

Complement:

Syntax:

`complementImage = 255 - image;`

The complement of an image is obtained by subtracting each pixel value from the maximum pixel value (often 255 for 8-bit images). This operation results in an image with inverted pixel values.

Difference:

Syntax:

`differenceImage = abs (image A - image B) ;`

The difference between two images is obtained by taking the absolute difference between their pixel values. This operation can be used for highlighting dissimilarities between images.

Program:

To perform Set operation's in an image

```
clc;
clear;
close all;
i = imread('img1.jpg');
j = imread('img2.jpg');
a = max(i, j);
b = min(i, j);
c = 255 - i;
d = abs(i - j);
subplot(2,2,1),imshow(a),title("Union:");

```

```
subplot(2,2,2),imshow(b),title("Interssection:");
subplot(2,2,3),imshow(c),title("Complement:");
subplot(2,2,4),imshow(d),title("Difference:");
images
imwrite(unionImage, 'union');
imwrite(intersectionImage,'intersection');
imwrite(complementImageA, 'complement');
imwrite(differenceImage,'difference');
disp('Set operation images saved.');
```

Output:



Interssection:



Complement:



Difference:



Result:

Thus, the set operations of an image have been implemented using MATLAB.

Ex.No:3b

IMPLEMENTATION OF LOCAL AVERAGING USING NEIGHBORHOOD PROCESSING

Date:

Aim:

To implement local averaging using neighborhood processing in an image using Matlab.

Software Used:

MATLAB

Theory:

Local averaging using neighborhood processing is a fundamental technique in image processing. It involves smoothing or blurring an image by computing the average value of pixels in a local neighborhood around each pixel. The goal is to reduce noise and fine details in the image while preserving its overall structure. Here's the theory behind the process.

Neighborhood Selection:

In this technique, a fixed-size neighborhood (also known as a kernel or filter) is defined around each pixel in the image. This neighborhood is typically square or rectangular and can vary in size. Common neighborhood sizes are 3x3, 5x5, or 7x7, but the choice depends on the specific application and desired level of smoothing.

Kernel Creation:

A kernel is created with values that represent the weights assigned to each pixel within the neighborhood. For local averaging, all values in the kernel are typically set to 1, and the sum of the kernel values is often normalized to 1 by dividing each value by the total number of values in the kernel. This ensures that the operation doesn't change the overall brightness of the image.

Convolution Operation:

To perform local averaging, a convolution operation is applied to the image. Convolution is a mathematical operation that combines two functions to produce a third function. In image processing, the convolution operation combines the pixel values in the neighborhood with the corresponding values in the kernel. The result is a weighted sum of pixel values, which effectively represents the average value of the pixels in the neighborhood.

Pixel Replacement:

The new value for the pixel at the center of the neighborhood is computed based on the weighted sum, and it replaces the original pixel value. This process is repeated for every pixel in the image.

Smoothing Effect:

The convolution operation effectively smooths the image by averaging pixel values in local regions. Pixels with strong noise or high-frequency details are averaged with their neighbors, leading to a blurring effect that reduces the impact of noise and enhances the visibility of larger-scale features in the image.

Adjustable Smoothing:

The degree of smoothing can be controlled by adjusting the size of the neighborhood and the values in the kernel. Larger neighborhoods or kernels with larger values will produce more significant smoothing, while smaller neighborhoods or kernels with smaller values will result in less smoothing. Local averaging using neighborhood processing is a simple yet powerful technique with a wide range of applications in image processing, such as noise reduction, edge-preserving smoothing, and feature extraction. It's a building block for more advanced filtering and processing techniques used in computer vision, image enhancement, and computer graphics.

Program:

```
clc;
clear;
close all;
i = imread('img1.jpg');
neighbourSize = 20;
filter = fspecial('average', neighbourSize);
averagedImage = imfilter(i, filter);
subplot(1, 2, 1),imshow(i),title('Original');
subplot(1, 2, 2),imshow(averagedImage),title('Averaged Image');
```

Output:



Result:

Thus, the local averaging using neighborhood processing of an image has been implemented using MATLAB.

Ex.No:4

IMPLEMENTATION OF CONVOLUTION OPERATION

Date:

Aim:

To implement Convolution operation of an image using Matlab.

Software Used:
MATLAB

Theory:

Convolution and correlation are the two fundamental mathematical operations involved in linear filters based on neighbourhood-oriented image processing algorithms.

Convolution

Convolution processes an image by computing, for each pixel, a weighted sum of the values of that pixel and its neighbours. Depending on the choice of weights, a wide variety of image processing operations can be implemented.

Different convolution masks produce different results when applied to the same input image. These operations are referred to as filtering operations and the masks as spatial filters. Spatial filters are often named based on their behaviour in the spatial frequency. Low-pass filters (LPFs) are those spatial filters whose effect on the output image is equivalent to attenuating the high-frequency components (fine details in the image) and preserving the low-frequency components (coarser details and homogeneous areas in the image). These filters are typically used to either blur an image or reduce the amount of noise present in the image. Linear low-pass filters can be implemented using 2D convolution masks with non-negative coefficients.

High-pass filters (HPFs) work in a complementary way to LPFs, that is, these preserve or enhance high-frequency components with the possible side-effect of enhancing noisy pixels as well.

High-frequency components include fine details, points, lines and edges. In other words, these highlight transitions in intensity within the image. There are two in-built functions in MATLAB's Image Processing Toolbox (IPT) that can be used to implement 2D convolution: conv2 and filter2.

1. conv2 computes 2D convolution between two matrices. For example, C=conv2(A,B) computes the two-dimensional convolution of matrices A and B. If one of these matrices describes a two-dimensional finite impulse response (FIR) filter, the other matrix is filtered in two dimensions.
2. filter2 function rotates the convolution mask, that is, 2D FIR filter, by 180° in each direction to create a convolution kernel and then calls conv2 to perform the convolution operation.

Program:

```
clc;
clear;
close all;
a=imread('img1.jpg');
subplot(2,5,1);
imshow(a);
title(' Original Image ');
b=rgb2gray(a);
subplot(2,5,3);
imshow(b);
```

```
title(' Gray Scale Image ');
c=imnoise(b,'salt & pepper',0.1);
subplot(2,5,6);
imshow(c);
title('Salt and Pepper Noise');
h1=1/9*ones(3,3);
c1=conv2(c,h1,'same');
subplot(2,5,5);
imshow(uint8(c1));
title(' 3x3 Smoothing' );
h2=1/25*ones(5,5);
c2=conv2(c,h2,'same');
subplot(2,5,8);
imshow(uint8(c2));
title(' 5x5 Smoothing ');
```

Output:

Original Image



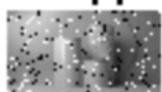
Gray Scale Image



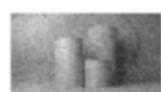
3x3 Smoothing



Salt and Pepper Noise



5x5 Smoothing



Result:

Thus, the convolution operations of an image have been implemented using MATLAB.

Ex.No:5**IMPLEMENTATION OF HISTOGRAM EQUALIZATION**

Date:

Aim:

To implement Histogram equalization of an image using Matlab.

Software Used:

MATLAB

Theory:

Histogram of an image is a plot of number of occurrences of gray level in the image against the gray level value. For dark image, histogram is concentrated in the lower (dark) side of the gray scale. For bright image, histogram is concentrated on higher side of the gray scale. Equalization is a process that attempts to spread out the gray levels in an image so that they are evenly distributed across the range.

Histogram Processing:

The contrast of an image can be modified by manipulating its histogram. A popular method is via Histogram equalization. Here, the given histogram is manipulated such that the distribution of pixel values is evenly spread over the entire range 0 to K-1. Histogram equalization can be done at a global

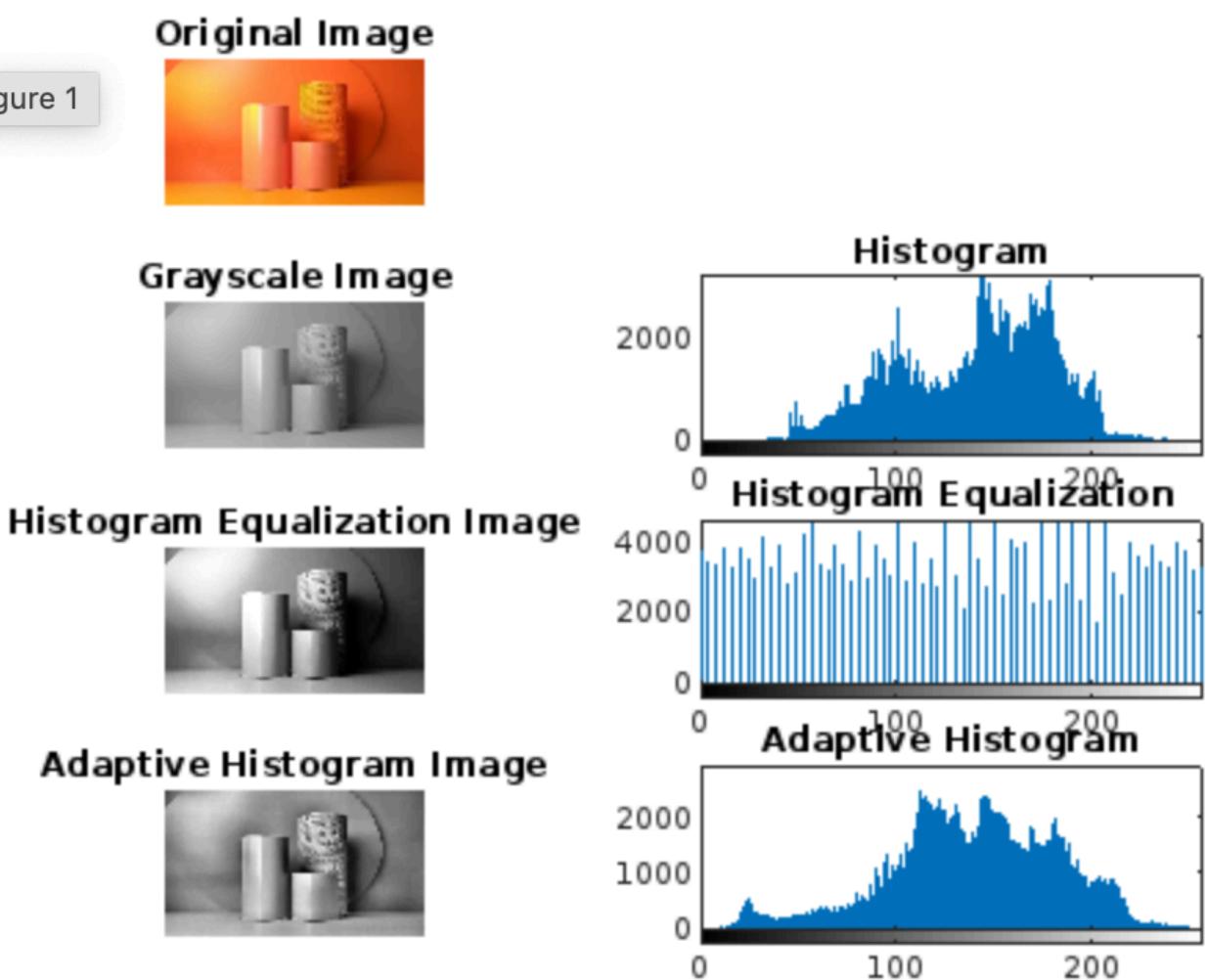
or local level. In the global level the histogram of the entire image is processed whereas at the local level, the given image is subdivided and the histograms of the subdivisions (or sub images) are manipulated individually. When histogram equalization is applied locally, the procedure is called Adaptive HistogramEqualization.

Program:

```
clc;
close all;
a=imread('img1.jpg');
subplot(4,2,1);
imshow(a);
title('original image');
b=rgb2gray(a);
subplot(4,2,3),imshow(b),title('gray scale image');
subplot(4,2,4);
imhist(b);
title('histogram');
subplot(4,2,5);
c=histeq(b);
imshow(c);
title('histogram equalisation image');
subplot(4,2,6),imhist(c),title('histogram equalisation');
subplot(4,2,7);
f=adapthisteq(b);
imshow(f);
title('adaptive histogram image');
subplot(4,2,8);
imhist(f);
title('adaptive histogram');
```

Output:

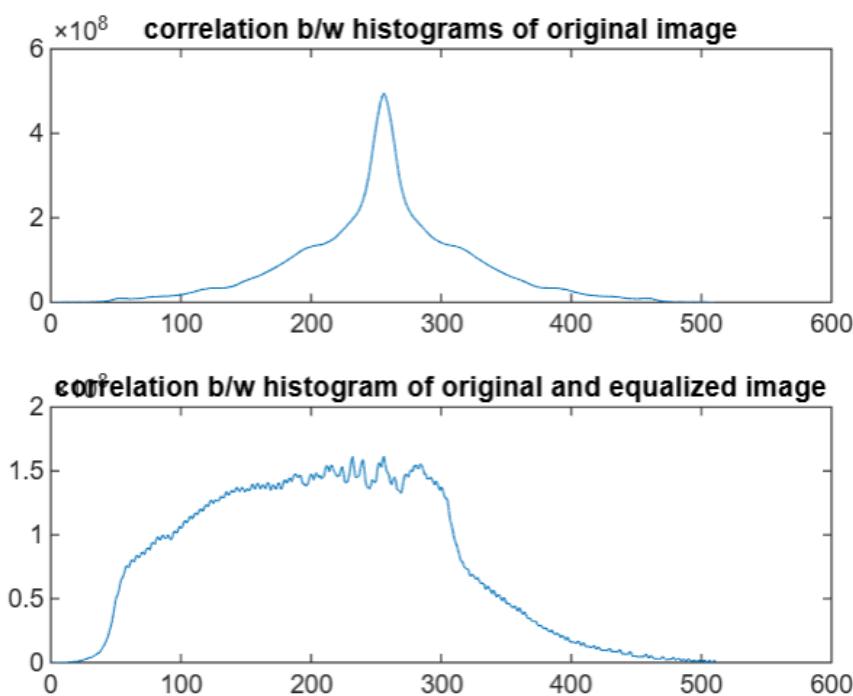
Figure 1



Program:

```
clc ;
clear;
close;
img= imread ('peppers.png');
img=rgb2gray(img);
[ count , cells ]= imhist (img) ;
lheq = histeq(img);
[count1,cells1 ]= imhist (lheq);
corrbsameimg = corr2(img,lheq)
disp(corrbsameimg);
x = xcorr ( count , count ) ;
x1 = xcorr ( count , count1 ) ;
subplot(2,1,1);
plot(x);
title('correlation b/w histograms of original image');
subplot(2,1,2);
plot(x1)
title('correlation b/w histogram of original and equalized image')
```

Output:



Result:

Thus, the Histogram equalization of an image have been implemented using MATLAB.

Ex.No:6

IMPLEMENTATION OF MEAN FILTER

Date:

Aim:

To implement mean filter in an image reduce noise in digital images using Matlab.

Software Used:

MATLAB

Theory:

When an image is acquired by a web camera or other imaging system, normally the vision system for which it is intended is unable to use it directly. The image may be corrupted by random variations in intensity, variations in illumination, poor contrast or noise that must be handle with in the early stages of vision processing. Therefore, mean filter is one of the techniques which is used to reduce noise of the images.

This is a local averaging operation and it is a one of the simplest linear filter. The value of each pixel is replaced by the average of all the values in the local neighborhood. Let $f(i,j)$ is a noisy image then the smoothed image $g(x,y)$ can be obtained by,

$$g(x,y) = \frac{1}{n} \sum_{(i,j) \in S} f(i,j)$$

Where S is a neighborhood of (x,y) and n is the number of pixels in S .

Program:

```
clc;
close all;
inputImage = imread('camerman.tif');
filterSize = 10;
paddedImage = padarray(inputImage, [filterSize, filterSize], 'replicate');
outputImage = zeros(size(inputImage));
for i = 1:size(inputImage, 1)
    for j = 1:size(inputImage, 2)
        neighborhood = paddedImage(i:i+filterSize-1, j:j+filterSize-1);
        meanValue = mean(neighborhood(:));
        outputImage(i, j) = meanValue;
    end
end
subplot(1, 2, 1);
imshow(inputImage);
title('Original Image');
subplot(1, 2, 2);
imshow(uint8(outputImage));
title('Mean Filtered Image');
```

Output;

org image



output image



Result:

The noise in an image is reduced using a mean filter, and it has been implemented using MATLAB.

Ex.No:7

IMPLEMENTATION OF ORDER STATISTICS FILTERS

Date:

Aim:

To implement Order Statistics filters in an image using Matlab.

Software Used:

MATLAB

Theory:

Order statistic filters are non-linear spatial filters whose response is based on the ordering(ranking) of the pixels contained in the image area encompassed by the filter, and then replacing the value in the center pixel with the value determined by the ranking result. The different types of order statistics filters include Median Filtering, Max and Min filtering and Mid-point filtering.

Median Filtering:

The median filter selects the middle value when the neighborhood values are sorted, making it effective at noise reduction and preserving edges.

$K = (N+1)/2$

Replaces the value of a pixel by the median of the pixel values in the neighborhood of that pixel.

Maximum Filtering:

The maximum filter selects the maximum value from the neighborhood, which enhances bright features and suppresses dark features. ($K=N$)

The maximum filtering is achieved using the following equation

$$f(x,y) = \max g(s,t)$$

Minimum Filtering:

This filter selects the minimum value from the neighborhood, effectively enhancing dark features and suppressing bright features. ($K=1$)

The minimum filtering is achieved using the following equation

$$f(x,y) = \min g(s,t)$$

Program:

```
clc;
close all;
b = imread('img1.jpg');
subplot(2,3,1);
imshow(b);
title('Original Image');
a=rgb2gray(b);
a = im2double(a);
a = imnoise(a,'salt & pepper',0.02);
subplot(2,3,2);
imshow(a);
title('Noise Image');
I = medfilt2(a);
subplot(2,3,3);
imshow(I);
title('Median filtered Image');
x=rand(size(a));
a(x(:)<0.05)=0;
```

```
max_Img = ordfilt2(a,9,ones(3,3));
subplot(2,3,4);
imshow(max_Img);
title('Maximum filtered Image');
a(x(:)<0.95)=255;
min_Img = ordfilt2(a,1,ones(3,3));
subplot(2,3,6);
imshow(min_Img);
title('Minimum filtered Image');
```

Output:

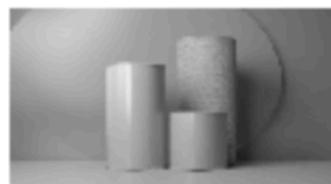
Original Image



Noise Image



Median filtered Image



Maximum filtered Image



Result:

The different Order Statistics filters in an image have been implemented using MATLAB.

Ex.No:8

REMOVE VARIOUS TYPES OF NOISE IN AN IMAGE

Date:

Aim:

To Remove Various types of Noise in an Image an image using Matlab.

Software Used:

MATLAB

Theory:

Image noise is the random variation of brightness or color information in images produced by the sensor and circuitry of a scanner or digital camera. Image noise can also originate in film grain and in the unavoidable shot noise of an ideal photon detector. Image noise is generally regarded as an undesirable by-product of image capture. Although these unwanted fluctuations became known as "noise" by analogy with unwanted sound they are inaudible and such as dithering.

The types of Noise are following.

Salt and Pepper Noise

Gaussian Noise

Rayleigh Noise

Erlang Noise

Exponential Noise

Uniform Noise

Salt and Pepper Noise:

An image containing salt-and-pepper noise will have dark pixels in bright regions and bright pixels in dark regions. This type of noise can be caused by dead pixels, analog-to-digital converter errors, bit errors in transmission, etc. This can be eliminated in large part by using dark frame subtraction and by interpolating around dark/bright pixels.

Gaussian Noise:

The standard model of amplifier noise is additive, Gaussian, independent at each pixel and independent of the signal intensity. In color cameras where more amplification is used in the blue color channel than in the green or red channel, there can be more noise in the blue channel. Amplifier noise is a major part of the "read noise" of an image sensor, that is, of the constant noise level in dark areas of the image.

Rayleigh Noise:

Rayleigh noise is characterized by a Rayleigh probability distribution. This distribution is commonly used to model the amplitude of a signal that has passed through a random medium, resulting in attenuation and phase shifts. Rayleigh noise is characterized by an intensity distribution, similar to the Rayleigh distribution in signal processing. The distribution describes the probability of various pixel intensity values in the presence of noise.

Erlang Noise:

Erlang noise, also known as the Erlang distribution, is a statistical model used to describe the behavior of certain types of noise or random processes. In image processing, Erlang noise is not as commonly encountered as other noise models like Gaussian or Rayleigh noise. It is a continuous probability distribution that is often used to model the sum of independent exponential random variables. It is also known as the gamma distribution when the shape parameter is an integer. In image processing, Erlang noise can be used to model variations in pixel intensities, especially when the image acquisition process involves cumulative effects. This is different from many other noise models that assume each pixel is independently affected.

Exponential Noise:

Exponential noise, also known as exponential distribution, is a statistical model that describes random variations in pixel intensities in digital images. This type of noise can be encountered in image processing due to various factors, and it is important to understand and address it. Exponential noise is characterized by the exponential probability distribution. This distribution is often used to model the time between events in a Poisson process, but it can also describe random variations in Image intensities.

Uniform Noise:

Uniform noise, also known as uniform distribution, is a statistical model used to describe variations in pixel intensities in digital images. It is one of the simpler noise models and is often encountered in image processing due to various sources of noise. Uniform noise follows the uniform probability distribution, which is characterized by a constant probability density over a specified range of Values. In image processing, uniform noise can be used to model variations in pixel intensities that result from various factors, such as sensor noise, quantization errors, or other sources of interference during image acquisition.

Program:

To remove various types of noise in an image:

```
clc;
clear all;
close all;
I = imread('img1.jpg');
J = imnoise(I,'salt & pepper',0.02);
subplot(2,3,1);
imshow(I)
title('Original Image');
subplot(2,3,2)
imshow(J)
title('Noisy Image');
Kmedian = medfilt3(J);
subplot(2,3,3);
imshow(Kmedian);
title('Noise removed Image');
```

Output:



Noisy Image



Noise Removed Image



Program:

Gaussian Noise:

```
clc;
close all;
clear all;
```

```

RGB = imread('img1.jpg');
I = im2gray(RGB);
J = imnoise(I,'Gaussian',0,0.025);
K = wiener2(J,[5 5]);
subplot(2,3,1);
imshow(I)
title('Original Image');
subplot(2,3,2);
imshow(J)
title('Added Gaussian Noise');
subplot(2,3,3);
imshow(K);
title('Wiener Filtered Image');

```

Output:



Program:

Rayleigh Noise:

```

clc;
close all;
clear all;
RGB = imread('saturn.png');
I = im2gray(RGB);
rayleighNoise = raylrnd(0.05, size(I));
J = im2double(I) + rayleighNoise;
K = wiener2(J, [5 5]);
subplot(2,3,1);
imshow(I)
title('Original Image');
subplot(2,3,2);
imshow(J)
title('Added Rayleigh Noise');
subplot(2,3,3);
imshow(K);
title('Wiener Filtered Image');

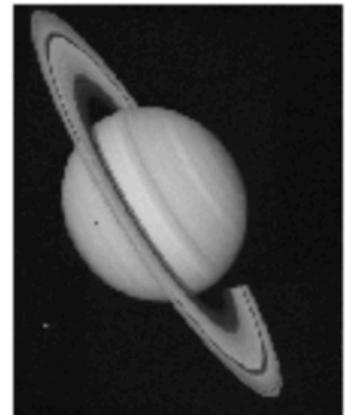
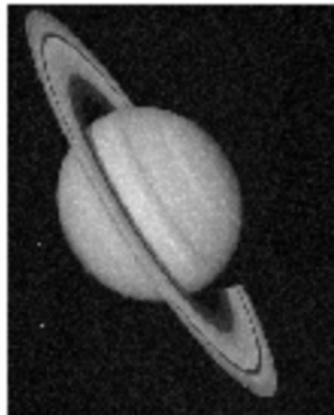
```

Output:

Original Image



Added Rayleigh Noise Wiener Filtered Image



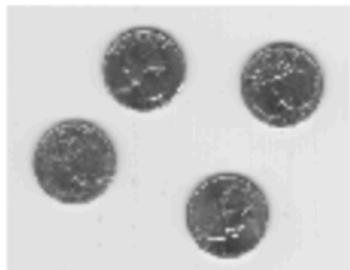
Program:

d.Erlang Noise:

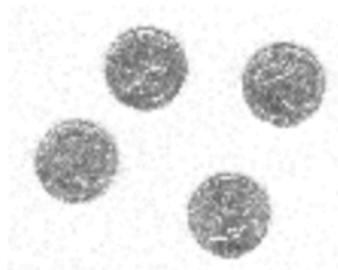
```
clc;
close all;
clear all;
I = imread('eight.tif');
scale = 10;
shape= 5;
sizeSignal = size(I);
erlangNoise = scale*gmrnd(shape, 1, sizeSignal);
noisy = double(I) + erlangNoise;
noisy = min(max(noisy, 0), 255);
noisy = uint8(noisy);
denoised=medfilt2(noisy);
figure;
subplot(2, 3, 1);
imshow(I);
title('Input Image');
subplot(2, 3, 2);
imshow(noisy);
title('Noisy Image');
subplot(2, 3, 3);
imshow(denoised);
title('Denoised Image');
```

Output:

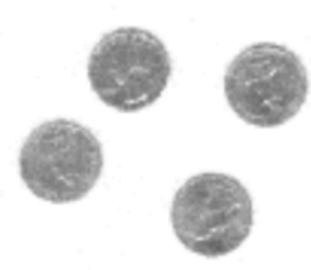
Input Image



Noisy Image



Denoised Image



Program:
Exponential :

```
clc;
close all;
clear all;
I = imread("img1.jpg");
lambda = 0.1;
sizeSignal = size(I);
exponentialNoise = -log(1 - rand(sizeSignal)) / lambda;
noisy = double(I) + exponentialNoise;
noisy = min(max(noisy, 0), 255);
noisy = uint8(noisy);
denoised=medfilt3(noisy);
figure;
subplot(1, 2, 1);
imshow(noisy);
title("Noisy Image");
subplot(1, 2, 2);
imshow(denoised);
title("Denoised Image");
```

Output:

Noisy Image



Denoised Image

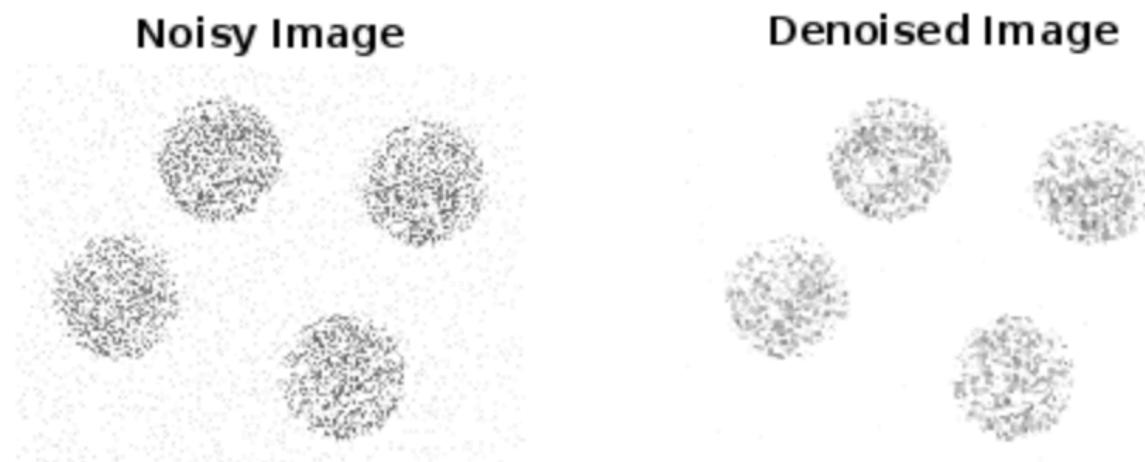


Program:
d.Uniform Noise:

```
I = imread('eight.tif');
minValue = 0;
maxValue = 255;
sizeImage = size(I);
uniformNoise = (maxValue - minValue) * rand(sizeImage) + minValue;
noisy = double(I) + uniformNoise;
noisy = min(max(noisy, 0), 255);
noisy = uint8(noisy);
denoised=medfilt3(noisy);
figure;
subplot(1, 2, 1);
```

```
imshow(noisy);
title('Noisy Image');
subplot(1, 2, 2);
imshow(denoised);
title('Denoised Image');
```

Output:



Result:

Thus, the various types of noise in an image have been removed and implemented using MATLAB.

Ex. No:9

IMPLEMENTATION OF SOBEL OPERATOR

Date:

Aim:

To implement SOBEL operator in digital images for edge detection using Matlab.

Software Used:

MATLAB

Theory:

The Sobel operator is a fundamental tool in image processing for edge detection and gradient estimation. It is used to find edges or boundaries in images by measuring the rate of change of intensity at each pixel. The theory behind the Sobel operator involves convolution with a pair of kernels to compute the gradients in both the horizontal and vertical directions. Here is a detailed explanation of the theory behind the Sobel operator.

Gradient Calculation

The Sobel operator is designed to compute the gradient of an image. The gradient represents the rate of change of pixel intensities, which is essential for identifying edges or abrupt changes in an image.

Convolution Operation

The core operation of the Sobel operator involves convolution. Convolution is a mathematical operation that combines two functions to produce a third. In image processing, it is used to apply a kernel or filter to an image.

Sobel Kernels

The Sobel operator uses two 3x3 convolution kernels, one for detecting changes in the horizontal direction (Sobel-X) and the other for changes in the vertical direction (Sobel-Y).

Sobel-X Kernel:

-1 0 1 2 0 2 -1 0 1

Sobel-X Kernel:

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

Gradient Computation

To calculate the gradient at a given pixel, the Sobel operator convolves the image with both the Sobel-X and Sobel-Y kernels separately.

The result of these two convolutions provides the horizontal gradient (G_x) and the vertical gradient (G_y) at each pixel.

Edge Detection

The Sobel operator highlights edges by emphasizing areas where the gradient magnitude (G) is high. A high gradient magnitude indicates a rapid change in pixel intensities, which is characteristic of edges or boundaries.

Thresholding

To extract significant edges, a threshold can be applied to the gradient magnitude. Pixels with a gradient magnitude above a certain threshold are considered part of an edge, while pixels with lower magnitudes are often treated as non-edge pixels.

Noise Sensitivity

The Sobel operator is sensitive to noise, as noise can create small variations that may be mistaken for edges. Preprocessing steps, such as Gaussian smoothing, are sometimes applied to reduce noise before applying the operator.

Applications

The Sobel operator is widely used in image processing and computer vision tasks, including object detection, feature extraction, image segmentation,

Program:

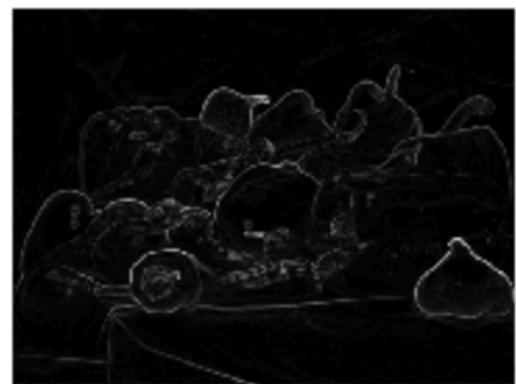
```
a = imread('pepper.png');
b = rgb2gray(a);
gray_img = double(b);
h_kernel = [-1, 0, 1; -2, 0, 2; -1, 0, 1];
v_kernel = [-1, -2, -1; 0, 0, 0; 1, 2, 1];
c = imfilter(gray_img, h_kernel);
d = imfilter(gray_img, v_kernel);
gradient_magnitude = sqrt(c.^2 + d.^2);
figure;
subplot(2, 2, 1);
imshow(a);
title('Original Image');
subplot(2, 2, 2);
imshow(uint8(gradient_magnitude));
title('Sobel Edge Detected Image');
```

Output:

Original Image



Sobel Edge Detected Image



Result:

The SOBEL operator in digital images for edge detection has been implemented using MATLAB.

MINI PROJECT

CONSTELLATION DETECTION IN NIGHT SKY

Problem Statement:

To detect and identify constellations in night sky using Matlab by importing datasets and mappings from constellation images to their respective names.

Software Used:

MATLAB

Dataset:

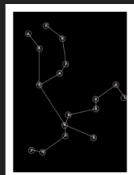


image0.jpg



image1.jpg



image2.jpg

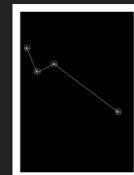


image3.jpg



image4.jpg

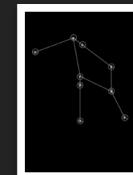


image5.jpg



image6.jpg



image7.jpg



image8.jpg



image9.jpg



image10.jpg



image11.jpg



image12.jpg



image13.jpg



image14.jpg



image15.jpg

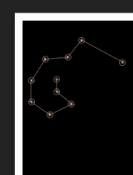


image16.jpg



image17.jpg



image18.jpg



image19.jpg



image20.jpg

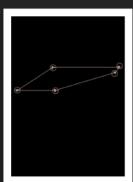


image21.jpg

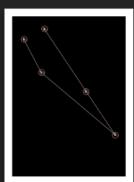


image22.jpg



image23.jpg



image24.jpg

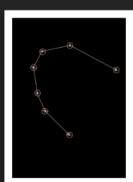


image25.jpg



image26.jpg



image27.jpg



image28.jpg

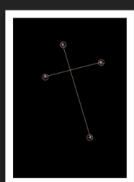


image29.jpg



image30.jpg



image31.jpg



image32.jpg



image33.jpg

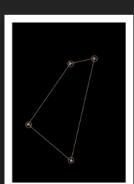


image34.jpg



image35.jpg

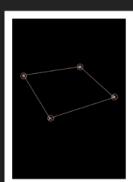


image36.jpg



image37.jpg



image38.jpg



image39.jpg



image40.jpg

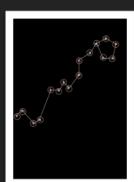


image41.jpg



image42.jpg



image43.jpg



image44.jpg



image45.jpg



image46.jpg



image47.jpg



image48.jpg



image49.jpg

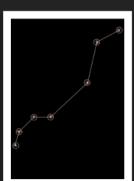


image50.jpg

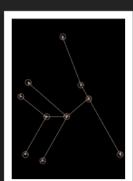


image51.jpg



image52.jpg



image53.jpg



image54.jpg

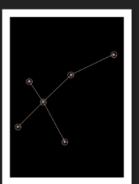


image55.jpg



image56.jpg



image57.jpg



image58.jpg



image59.jpg



image60.jpg



image61.jpg



image62.jpg



image63.jpg



image64.jpg



image65.jpg



image66.jpg



image67.jpg



image68.jpg



image69.jpg



image70.jpg



image71.jpg



image72.jpg



image73.jpg



image74.jpg

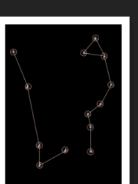


image75.jpg

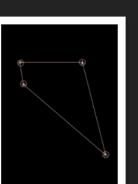


image76.jpg



image77.jpg



image78.jpg

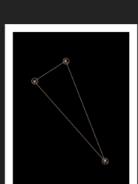


image79.jpg

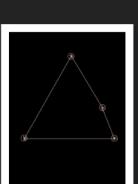


image80.jpg



image81.jpg



image82.jpg



image83.jpg

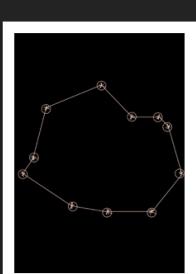


image84.jpg

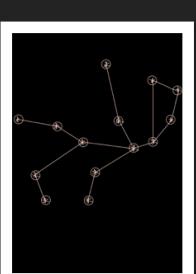


image85.jpg

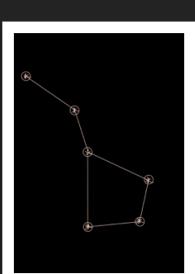


image86.jpg

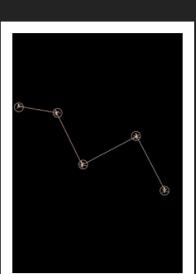


image87.jpg

Excel Sheet and Mapping:

Constellation Image file	Constellation name
image0.jpg	Andromeda – Royal Sea Monster Bait
image1.jpg	Antlia – Air Pump
image2.jpg	Apus – Bird of Paradise
image3.jpg	Aquarius – Water-Bearer
image4.jpg	Aquila – Thunderbolt Eagle
image5.jpg	Ara – Altar
image6.jpg	Aries – Ram
image7.jpg	Auriga – Charioteer
image8.jpg	Boötes – Herdsman
image9.jpg	Caelum – Chisel
image10.jpg	Camelopardalis – Giraffe
image11.jpg	Cancer – Crab
image12.jpg	Canes Venatici – Hunting Dogs
image13.jpg	Canis Major – Big Dog
image14.jpg	Canis Minor – Small Dog
image15.jpg	Capricornus – Sea Goat
image16.jpg	Carina – Keel of Argo Navis
image17.jpg	Cassiopeia – Vain Queen
image18.jpg	Centaurus – Centaur
image19.jpg	Cepheus – King
image20.jpg	Cetus – Whale
image21.jpg	Chamaeleon – Chameleon
image22.jpg	Circinus – Compass
image23.jpg	Columba – Dove
image24.jpg	Coma Berenices – Berenice's Hair
image25.jpg	Corona Australis – Southern Crown
image26.jpg	Corona Borealis – Northern Crown

image27.jpg	Corvus – Raven
image28.jpg	Crater – Cup
image29.jpg	Crux – Southern Cross
image30.jpg	Cygnus – Swan
image31.jpg	Delphinus – Dolphin
image32.jpg	Dorado – Fish
image33.jpg	Draco – Dragon
image34.jpg	Equuleus – Little Horse
image35.jpg	Eridanus – River
image36.jpg	Fornax – Furnace
image37.jpg	Gemini – Twins
image38.jpg	Grus – Crane
image39.jpg	Hercules – Strong Man
image40.jpg	Horologium – Pendulum Clock
image41.jpg	Hydra – Water Serpent
image42.jpg	Hydrus – Watersnake
image43.jpg	Indus – Indian
image44.jpg	Lacerta – Lizard
image45.jpg	Leo – Lion
image46.jpg	Leo Minor – Little Lion
image47.jpg	Lepus – Hare/Rabbit
image48.jpg	Libra – Scales
image49.jpg	Lupus – Wolf
image50.jpg	Lynx – Lynx
image51.jpg	Lyra – Harp
image52.jpg	Mensa – Table Mountain
image53.jpg	Microscopium – Microscope
image54.jpg	Monoceros – Unicorn
image55.jpg	Musca – Fly

image56.jpg	Norma – Level
image57.jpg	Octans – Octant
image58.jpg	Ophiuchus – Serpent-Bearer
image59.jpg	Orion – Hunter
image60.jpg	Pavo – Peacock
image61.jpg	Pegasus – Winged horse
image62.jpg	Perseus – Greek Hero
image63.jpg	Phoenix – Firebird
image64.jpg	Pictor – Painter's Easel
image65.jpg	Pisces – Fishes
image66.jpg	Piscis Austrinus – Southern Fish
image67.jpg	Puppis – Stern of Argo Navis
image68.jpg	Pyxis – Compass
image69.jpg	Reticulum – Reticle
image70.jpg	Sagitta – Arrow
image71.jpg	Sagittarius – Archer
image72.jpg	Scorpius – Scorpion
image73.jpg	Sculptor – Sculptor
image74.jpg	Scutum – Shield
image75.jpg	Serpens – Serpent
image76.jpg	Sextans – Sextant
image77.jpg	Taurus – Bull
image78.jpg	Telescopium – Telescope
image79.jpg	Triangulum – Triangle
image80.jpg	Triangulum Australe – Southern triangle
image81.jpg	Tucana – Toucan
image82.jpg	Ursa Major – Big bear
image83.jpg	Ursa Minor – Small bear
image84.jpg	Vela – Sails of Argo Navis

image85.jpg	Virgo – Young Maiden
image86.jpg	Volans – Flying Fish
image87.jpg	Vulpecula – Little Fox

Source Code:

```
f = '/MATLAB Drive/Constellation Detection/Mapper.xlsx';
d = readtable(f);
disp(head(d));
imgs = d.ConstellationImageFile;
names = d.ConstellationName;
map = containers.Map();
for i = 1:height(d)
    img = imgs{i};
    name = names{i};
    map(img) = name;
end
[file, path] = uigetfile('*jpg', 'Select an Image');
if file ~= 0
    img_path = fullfile(path, file);

    if isKey(map, file)
        label = map(file);
        img_data = imread(img_path);
        imshow(img_data);
        title(['Predicted Constellation: ', label]);
        fprintf('The selected image "%s" corresponds to the
        constellation: %s\n', file, label);
    else
        disp(['Warning: The selected image "', file, '" is not found
        in the map.']);
    end
else
    disp('No image selected.');
end
```

Output:

The screenshot shows a MATLAB interface with two windows open. The top window is titled "Select an Image" and displays a file browser for "MATLAB Drive". A folder named "train" is selected, containing ten image files: image0.jpg, image1.jpg, image2.jpg, image3.jpg, image4.jpg, image5.jpg, image6.jpg, image7.jpg, image8.jpg, image9.jpg, and image10.jpg. The bottom window shows the MATLAB code for "Project_Constellation.m" and its execution results. The code reads a CSV file, extracts constellation names and images, and displays a figure titled "Selected Constellation: Hydrus - Watersnake" showing a star map.

```

% MATLAB Drive/Project_Constellation.m
f = '/MATLAB Drive/ConstellationDetection/train';
d = readtable(f);
disp(head(d));

imgs = d.ConstellationImage;
names = d.ConstellationName;

man = containers.Map();
for i = 1:length(imgs)
    man(names{i}) = imgs{i};
end

```

The selected image "image42.jpg" corresponds to the constellation: Hydrus - Watersnake

Result:

Thus, the images of night sky were uploaded and the corresponding