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Digital Iamge Processing Assignment 1

Q1) Histogram Specification

Given Image1,Image2 as input result is Image3

























Code:

```
function []=histogram specification(image1,image2)
  n=256;
  img1=imread(image1);
  img2=imread(image2);
  img3=img1;
  for k=1:3
    X1=imhist(img1(:,:,k));
    cumulative_matrix = tril(ones(n,n),0);
    N=sum(X1);
    initial_cumulative_sum = round(((cumulative_matrix*X1)*(n-1))/N);
    X2=imhist(img2(:,:,k));
    cumulative_matrix = tril(ones(n,n),0);
    N=sum(X2);
    final cumulative sum = round(((cumulative matrix*X2)*(n-1))/N);
    img4=img1(:,:,k);
    for i=1:n
       temp=find(final_cumulative_sum>initial_cumulative_sum(i),1);
       if isempty(temp)
         z=n-1;
       else
         z=temp-1;
       end
      temp2=find(img1(:,:,k)==(i-1));
      if ~isempty(temp2)
         img4(temp2)=z;
      end
    end
    img3(:,:,k)=img4;
  end
  figure;
  subplot(1,3,1);
  imshow(img1);
  subplot(1,3,2);
  imshow(img2);
  subplot(1,3,3);
  imshow(uint8(img3));
end
```

Q1) Local Histogram Equalization:

Given Image1 as input result is Image2

window sizes=300,300,size(img),size(img)

















Code:

```
function []=local histogram equalization(image name,patch)
  img1=rgb2gray(imread(image name));
  [X,Y,Z]=size(img1);
  img2=img1;
  n=256;
  cumulative matrix = tril(ones(n,n),0);
  for k=1:Z
    i=1;
    while(i+patch < X)</pre>
       j=1;
       while(j+patch<Y)</pre>
         X1=imhist(img1(i:i+patch-1,j:j+patch-1,k),n);
         N=sum(X1);
         initial_cumulative_sum = round(((cumulative_matrix*X1)*(n-1))/N);
         img3=img1(i:i+patch-1,j:j+patch-1,k);
         for z=1:n
            temp=find(img1(i:i+patch-1,j:j+patch-1,k)==(z-1));
            if ~isempty(temp)
              img3(temp)=initial cumulative sum(z).*ones(1,size(temp,1));
         end
         img2(i:i+patch-1,j:j+patch-1)=img3;
         j=j+patch;
       end
       i=i+patch;
    end
  end
  figure;
  subplot(1,2,1);
  imshow(img1);
  subplot(1,2,2);
  imshow(uint8(img2));
end
```