

SUMMARY:

- Introduction
- Subfields in imaging science
- Methodology

1

Digital Image Processing

is the science that **extracts useful information about the world** by carrying out computations on **images** by digital computer.

2

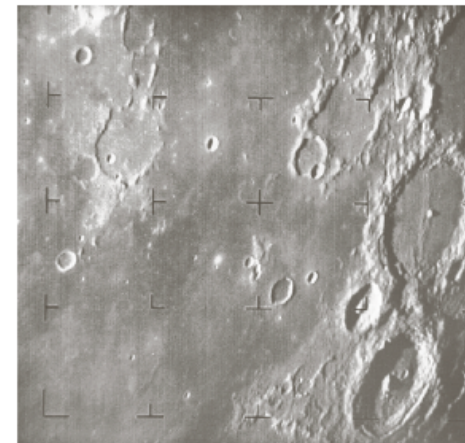
Origins



Produced in 1921 from coded tape by telegraph printer.

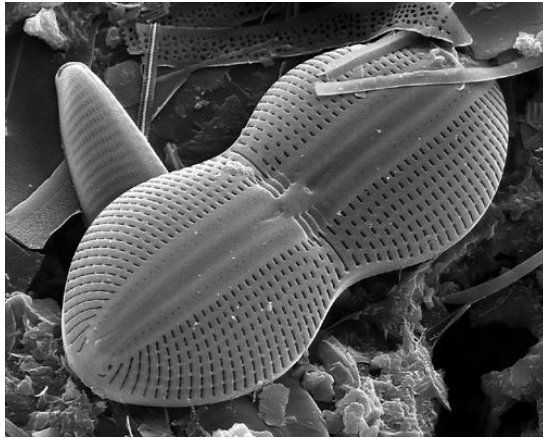
3

Origins



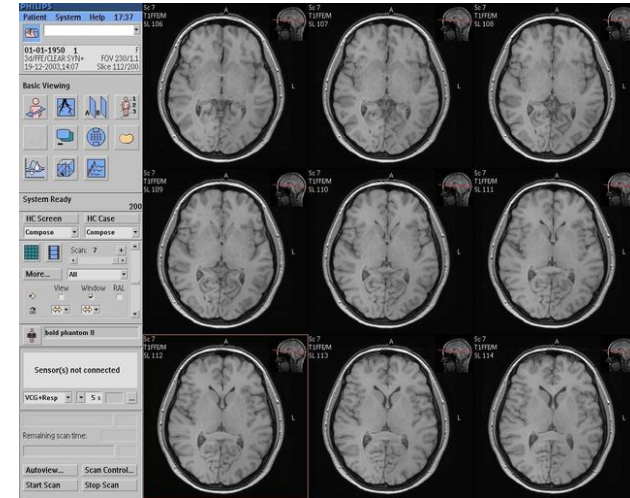
First picture of the moon by US spacecraft (July 31, 1964).

4



Diatom (*Diploneis heemskerkiana*).

5



Slices of an MRI head scan.

6

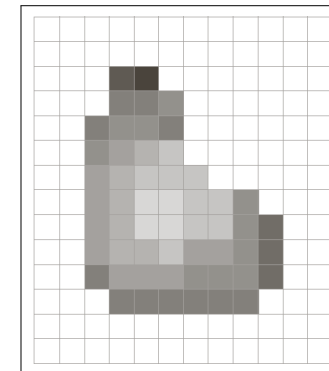
Classification

IMAGING SCIENCE (Beeldinformatica)

- COMPUTER GRAPHICS - Image Synthesis
- IMAGE PROCESSING - Image analysis
- COMPUTER VISION - 3D scene Analysis
- SCIENTIFIC VISUALIZATION

7

Digital image

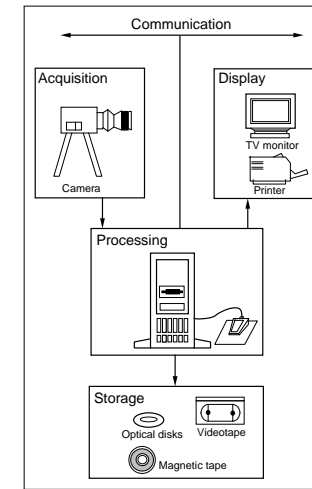


Discrete domain, discrete range.

8

- An image is a **spatial representation** of an object or a two- or three-dimensional scene.
- Usually the images we use are represented as a **function** $(x, y) \rightarrow f(x, y)$, where the domain of (x, y) -values is a 2D set, which can be **continuous** or **discrete**.
- The points (x, y) are called **pixels**, the values $f(x, y)$ are called **grey levels**: for 8-bit images these grey levels range from 0 to 255.
- grey levels can have different **interpretations**: intensity, range, symbolic.

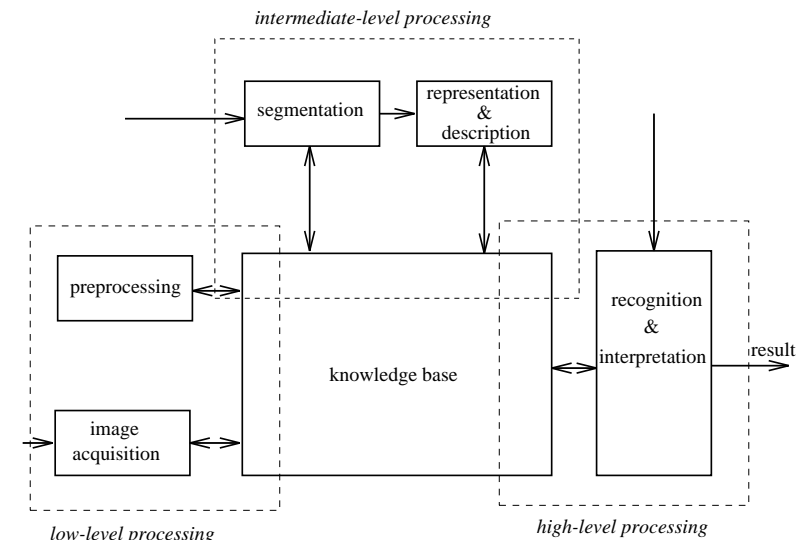
9



10

1. **image formation**
2. **conditioning** (enhancement, noise suppression)
3. **labeling** (spatial structures: edges, corners)
4. **grouping**: linking similar pixels into pixel **sets** (segmentation, edge linking)
5. **extraction of features**: area, center of gravity, number of holes, curvature, relation to other groups
6. **interpretation** (matching): find meaning in terms of real 3D world

11



12