Masking-Methods

November 22, 2020

1 Compare image conversion techniques

In our project we were tasked with providing a method to produce readable text in a video. We propose two methods, HSV inversion and Contrast transformation. These two methods are utilized to transform the entire image, where the text will then be masked by the transformed image to produce a text that is readable on top of the original image.

For HSV inversion we transform the images current color space of red green blue, RGB, into a hue saturation value, HSV, color space. Then we flip the values of the HSV space for the entire image using the bitwise not cv2 function. The method is pretty simple and fairly effective in generating readable text on top of the original image.

$$image_{mask} = \sim image_{hsv}$$

For the contrast transformation we implement a WCAG method usually used to test the contrast level of text in a browser to produce a contrasting color for each pixel of the original. In our implementation we tranform each color value to a linear color space, where our expected input is a color value from sRGB. We expect that each color value in sRGB is in the range of 0 to 1. This method of transformation is known as the reverse transformation, referred to as $rt(c)$. Below is our function for converting a sRGB color value to Linear.

$$rt(c) = \begin{cases} 0.0002 & \text{if c} < 0.0002 \\ \frac{c+0.055}{1.055}^{2.4} & \text{if c} > 0.04045 \\ \frac{c}{12.92} & \text{else} \end{cases}$$

$$\{c_{rl}, c_{gl}, c_{bl}\} = \{rt(c_r), rt(c_g), rt(c_b)\}$$

This converts the color into linear space. We refer to our color channels as c_r for red, c_g, for green, and r_b for blue. Once the color is in linear space we can calculate its contrast depending on its relative luminance, and determine the relative luminance it needs to be at to have a contrast difference of $contrast_{diff}$. $contrast_{diff}$ is provided as an input for our program, the `-cl` parameter. The minumum $contrast_{diff}$ is 4.5 as it's the least accessible color for large texts, 7.5 for small texts. This will allow the text to be readable to the human eye, even if the text color and background color is the same color palette.

$$contrast_{current} = \frac{1.05}{(0.2126 * c_{rl}) + (0.7152 * c_{gl}) + (0.0722 * c_{bl})}$$

$$contrast_{desired} = \begin{cases} contrast_{current} + contrast_{diff} & \text{if } contrast_{current} - contrast_{diff} < 0 \\ 21.0 & \text{if } contrast_{current} + contrast_{diff}\ 21 \\ contrast_{current} - contrast_{diff} & \text{else} \end{cases}$$

$$rl_{desired} = \frac{1.05}{contrast_{desired}} - 0.05$$

From our desired relative luminance we generate luminance constants for the red green and blue channels in linear space, and the minimum and maximum constants of the color for each channel. Cr, Cg, Cb are the channel constants. Cr_{min}, Cg_{min}, Cb_{min} are the minimum constants for each channel in linear space. Cr_{max}, Cg_{max}, Cb_{max} are the maximum constants for each channel in linear space.

$$C = \frac{rl_{desired}}{(0.2126 * c_{rl}) + (0.7152 * c_{gl}) + (0.0722 * c_{bl})} Cr = C, Cg = C, Cb = C$$

$$Cr_{max} = \frac{0.00000390625}{c_{rl}}, Cg_{max} = \frac{0.00000390625}{c_{gl}}, Cb_{max} = \frac{0.00000390625}{c_{bl}}$$

$$Cr_{max} = \frac{1}{c_{rl}}, Cg_{max} = \frac{1}{c_{gl}}, Cb_{max} = \frac{1}{c_{bl}}$$

From the constants we can then set the new linear color channels with the constants, but only if the color value and the resulting constants aren't met with 6 different scenarios. The scenarios are represented below as boolean values.

$$S_r = Cr_{min} > CrorCr_{max} < CrS_g = Cg_{min} > CgorCg_{max} < CgS_b = Cb_{min} > CborCb_{max} < CbS_{rg} = S_randS_gS_r$$

To resolve the scenarios we set the constant values unaffected by the scenarios relative to the current color value and the channels constant. $set(c_i, C_i)$ represents the change below.

$$set(c_i, C_i) = \begin{cases} \frac{1}{c_i} & \text{if } \frac{1}{c_i} < C_i \\ \frac{0.00000390625}{c_i} & \text{if } \frac{0.00000390625}{c_i} > C_i \\ C_i & \text{else} \end{cases}$$

When we come across a scenario we alter the constants of the color based. The alterations are reflected below.

$$\{C_r, C_g, C_b\} = \begin{cases} \{\frac{rl_{desired} - (0.7152 * c_{gl} * C_g) - (0.0722 * c_{bl} * C_b)}{0.2126 * c_{rl}}, set(c_{gl}, C_g), set(c_{bl}, C_b)\} & \text{if } S_{gb} \\ \{set(c_{rl}, C_r), \frac{rl_{desired} - (0.2126 * c_{rl} * C_r) - (0.0722 * c_{bl} * C_b)}{0.7152 * c_{gl}}, set(c_{bl}, C_b)\} & \text{if } S_{rb} \\ \{set(c_{rl}, C_r), set(c_{gl}, C_g), \frac{rl_{desired} - (0.2126 * c_{rl} * C_r) - (0.7152 * c_{gl} * C_g)}{0.0722 * c_{bl}}\} & \text{if } S_{rg} \\ \{\frac{rl_{desired} - (0.0722 * c_{bl} * C_b)}{(0.2126 * c_{rl}) + (0.7152 * c_{gl})}, C_r, set(c_{bl}, C_b)\} & \text{if } S_b \\ \{\frac{rl_{desired} - (0.7152 * c_{gl} * C_g)}{(0.2126 * c_{rl}) + (0.0722 * c_{bl})}, set(c_{gl}, C_g), C_r\} & \text{if } S_g \\ \{set(c_{rl}, C_r), \frac{rl_{desired} - (0.2126 * c_{rl} * C_r)}{(0.7152 * c_{gl}) + (0.0722 * c_{bl})}, C_g\} & \text{if } S_r \\ \{C_r, C_g, C_b\} & \text{else} \end{cases}$$

From the resulting constants of $\{C_r, C_g, C_b\}$ we can then convert them back into sRGB space using the $t(c)$ function shown below.

$$t(c) = \begin{cases} 0.0002 & \text{if c} < 0.0002 \\ (c^{\frac{1}{2.4}} * 1.055) - 0.055 & \text{if c} > 0.003131594552688991 \\ c * 12.92 & \text{else} \end{cases}$$

$$c_r = t(C_r), c_g = t(C_g), c_b = t(C_b)$$

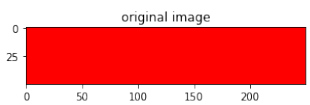
This method is applied to each unique color value to get the contrast transformation of the entire image.

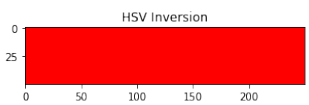
1.1 Experimental Results

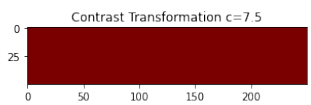
Below we compare the outputs of the HSV inversion and Contrast transformation for several different images, most of strict color. We do this as a litmus test for both methods. In each plot we provide the original image on the left, the HSV inversion image in the center, and the Constrast transformation method on the right.

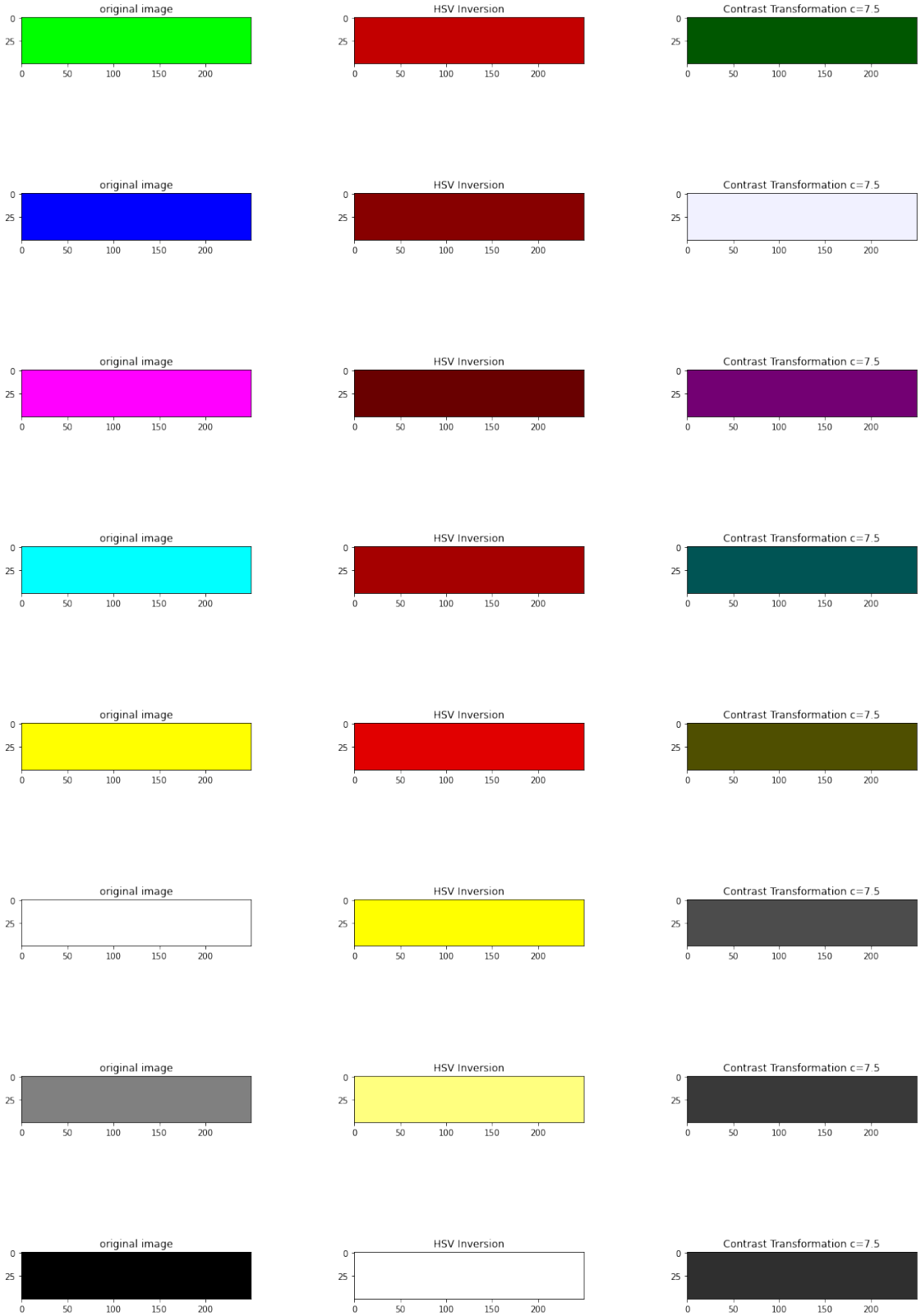
[4]:
```
from contrast.convert import Convert
import matplotlib.pyplot as plt
import numpy as np
import cv2

def generateTestImages(size = 50):
    blank_image = np.zeros((size,size*5,3)).astype('uint8')
    red = blank_image.copy();
    red[:,:,0] = 255
    green = blank_image.copy();
    green[:,:,1] = 255
    blue = blank_image.copy();
    blue[:,:,2] = 255
    magenta = blank_image.copy();
    magenta[:,:,0] = 255
    magenta[:,:,2] = 255
    cyan = blank_image.copy();
```

```
    cyan[:,:,1] = 255
    cyan[:,:,2] = 255
    yellow = blank_image.copy();
    yellow[:,:,0] = 255
    yellow[:,:,1] = 255
    white = blank_image.copy();
    white[:,:,0] = 255
    white[:,:,1] = 255
    white[:,:,2] = 255
    gray = blank_image.copy();
    gray[:,:,0] = 128
    gray[:,:,1] = 128
    gray[:,:,2] = 128
    black = blank_image.copy();
    return [red, green, blue, magenta, cyan, yellow, white, gray, black]

def getHSVInversion(image):
    return cv2.bitwise_not(cv2.cvtColor(image, cv2.COLOR_RGB2HSV))

def getContrastTransformation(image, contrast = 7.5):
    return Convert().image(image, contrast).astype("uint8")

def plotResults(image, hsvInversion, contrastTransformation, contrast = 7.5):
    plt.rcParams["figure.figsize"] = (20,1)
    fig, (axs1, axs2, axs3) = plt.subplots(1,3);
    axs1.set_title("original image")
    axs1.imshow(image);
    axs2.set_title("HSV Inversion")
    axs2.imshow(hsvInversion);
    axs3.set_title(f"Contrast Transformation c={contrast}")
    axs3.imshow(contrastTransformation);
    plt.show();

# images = generateTestImages();
# getHSVInversion(images[0].copy())
for image in generateTestImages():
    plotResults(
        image,
        getHSVInversion(image),
        getContrastTransformation(image.copy())
    );
```








original image
HSV Inversion
Contrast Transformation c=7.5
0
25
0
50
100
150
200

[ ]: