

DIGITAL IMAGE PROCESSING

Digital Image Fundamentals: Session 1

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Today's Lecture



- Elements of Visual Perception
- Image Sensing and Acquisition
- Image Sampling and Quantization

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Structure of the

Human Eye

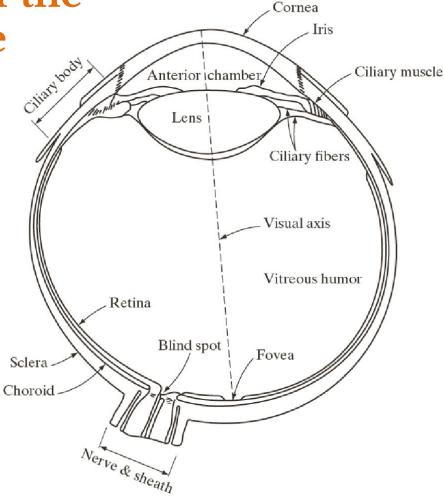




Image Formation in

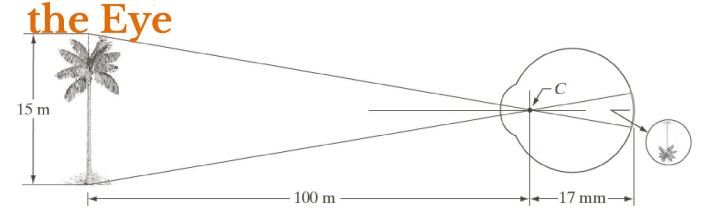


FIGURE 2.3
Graphical representation of the eye looking at

a palm tree. Point *C* is the optical center of the lens.

- a. If h is the height in mm of the that object in the retinal image then the figure yields $\frac{15}{100} = \frac{h}{17} \Rightarrow h = 2.55 \ mm$.
- b. The retinal image is reflected primarily in the area of the fovea.

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Brightness Adaption and Discrimination

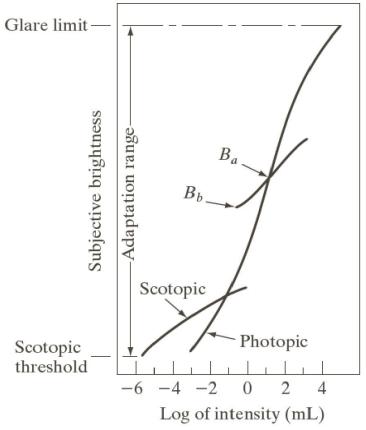


FIGURE 2.4

Range of subjective brightness sensations showing a particular adaptation level.





Brightness Adaption and Discrimination

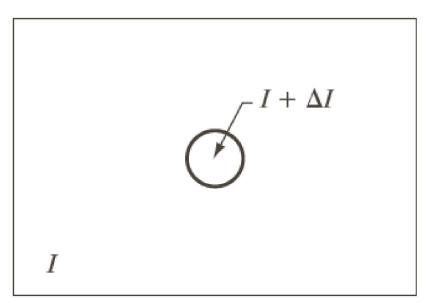


FIGURE 2.5 Basic experimental setup used to characterize brightness discrimination.



Brightness Adaption and Discrimination

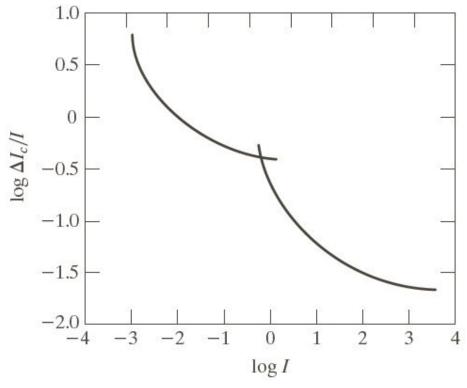
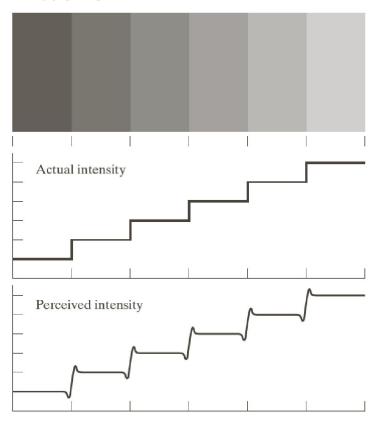


FIGURE 2.6
Typical Weber ratio as a function of intensity.

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Brightness Adaption and Discrimination



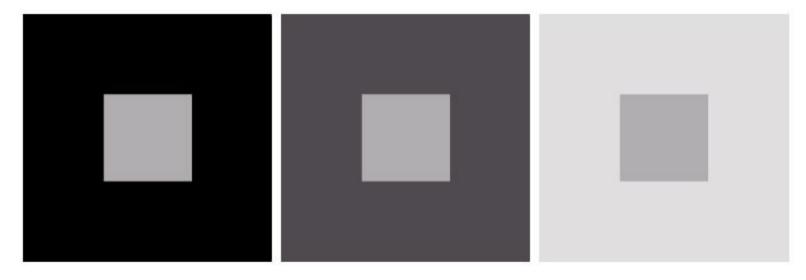
a b

FIGURE 2.7

Illustration of the Mach band effect. Perceived intensity is not a simple function of actual intensity.



Brightness Adaption and Discrimination



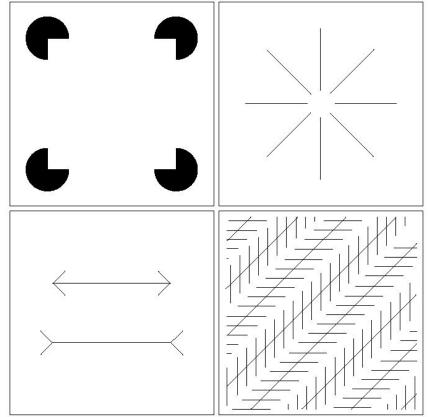
a b c

FIGURE 2.8 Examples of simultaneous contrast. All the inner squares have the same intensity, but they appear progressively darker as the background becomes lighter.

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Brightness Adaption and Discrimination

FIGURE 2.9 Some well-known optical illusions.





Light and the Electromagnetic Spectrum

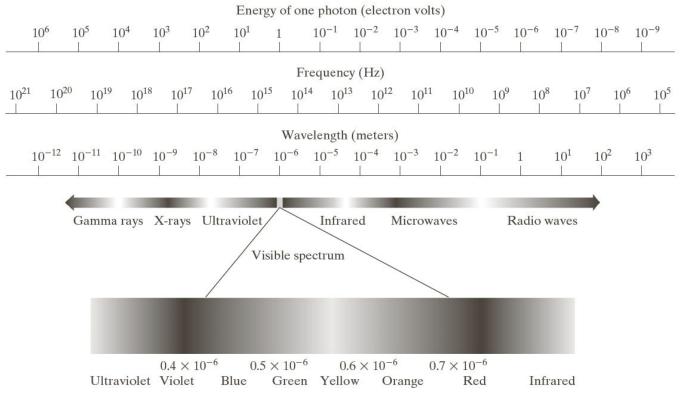


FIGURE 2.10 The electromagnetic spectrum. The visible spectrum is shown zoomed to facilitate explanation, but note that the visible spectrum is a rather narrow portion of the EM spectrum.



Image Acquisition using Sensor Strips and

Sensor

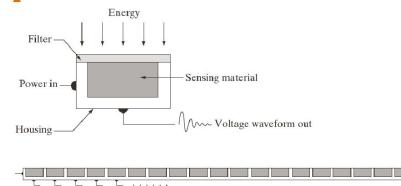




FIGURE 2.12

- (a) Single imaging sensor.
- (b) Line sensor.
- (c) Array sensor.

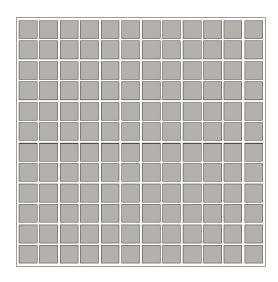




Image Acquisition using Linear Sensor Strip and Circular

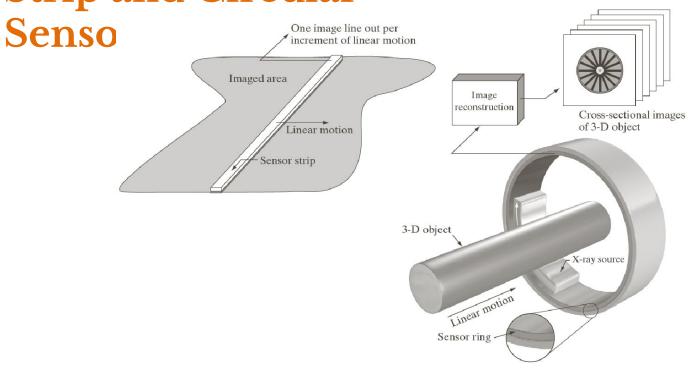




FIGURE 2.14 (a) Image acquisition using a linear sensor strip. (b) Image acquisition using a circular sensor strip.



Image Acquisition Proc

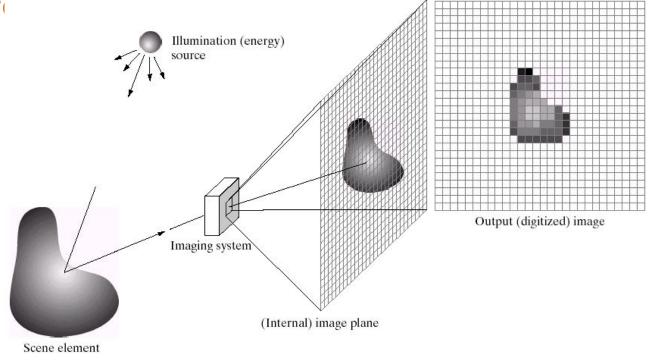




FIGURE 2.15 An example of the digital image acquisition process. (a) Energy ("illumination") source. (b) An element of a scene. (c) Imaging system. (d) Projection of the scene onto the image plane. (e) Digitized image.



A Simple Image Formation Model

$$f(x,y)=i(x,y)*r(x,y)$$

f(x, y): intensity at the point (x, y)

i(x, y): illumination at the point (x, y)

(the amount of source illumination incident on the scene)

r(x, y): reflectance at the point (x, y)

(the amount of illumination reflected by the object)

where
$$0 < i(x, y) < \infty$$
 and $0 < r(x, y) < 1$



Some Typical Ranges of Illumination

- Lumen a unit of light flow or luminous flux
- Lumen per square meter (lm/m²) the metric unit of measure for illuminance of a surface
- On a clear day, the sun may produce in excess of 90,000 lm/m² of illumination on the surface of the Earth
- On a cloudy day, the sun may produce less than 10,000 lm/m² of illumination on the surface of the Earth
- On a clear evening, the moon yields about 0.1 lm/m² of illumination



Some Typical Ranges of Reflectance

- 0.01 for black velvet
- 0.65 for stainless steel
- 0.80 for flat-white wall paint
- 0.90 for silver-plated metal
- 0.93 for snow

Image Sampling and Quantization



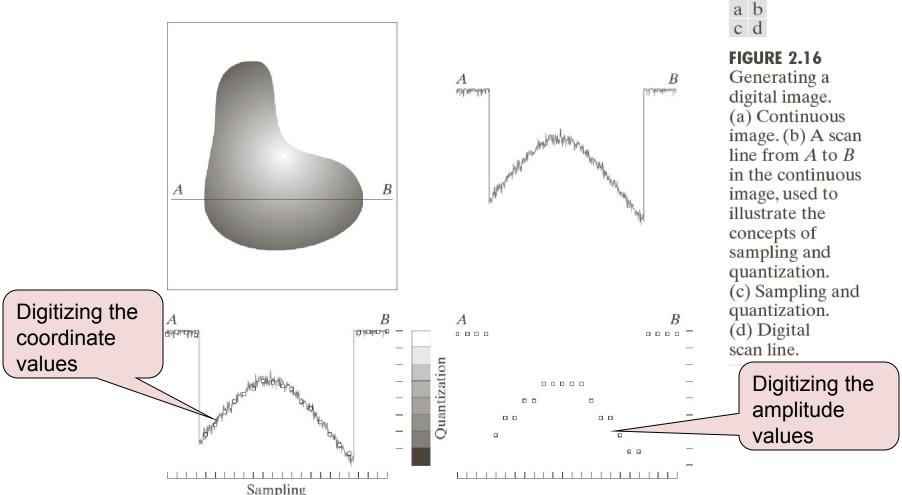
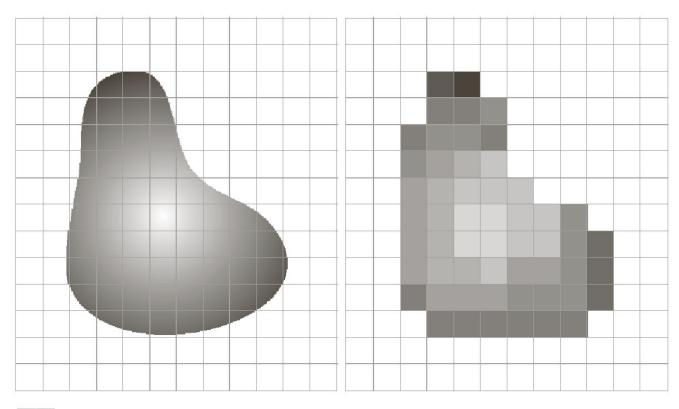


Image Sampling and Quantization





a b

FIGURE 2.17 (a) Continuous image projected onto a sensor array. (b) Result of image sampling and quantization.

Representing Digital Images



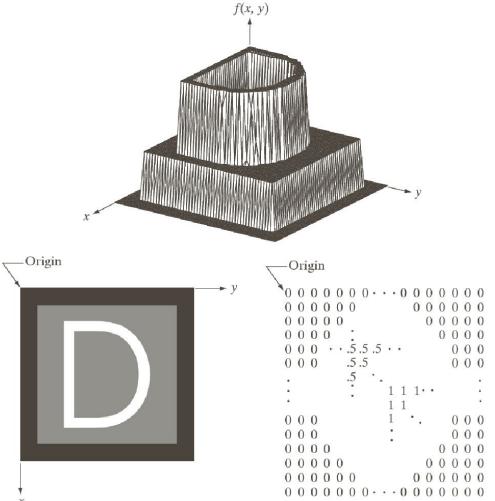




FIGURE 2.18

- (a) Image plotted as a surface.
- (b) Image displayed as a visual intensity array.
- (c) Image shown as a 2-D numerical array (0, .5, and 1 represent black, gray, and white, respectively).

Representing Digital Images



The representation of a $M \times N$ numerical array as

$$f(x,y) = \begin{bmatrix} f(0,0) & f(0,1) & \dots & f(0,N-1) \\ f(1,0) & f(1,1) & \dots & f(1,N-1) \\ \dots & \dots & \dots & \dots \\ f(M-1,0) & f(M-1,1) & \dots & f(M-1,N-1) \end{bmatrix}$$

Representing Digital Images



- Discrete intensity interval [0, L 1], $L = 2^k$
- The number b bits required to store a $M \times N$ digitized Image

$$b = M \times N \times k$$



Spatial Resolution

- a measure of smallest discernible detail in an image
- □ stated with *dots* (*pixels*) *per unit distance*, *dots per inch* (*dpi*)

Intensity Resolution

- ☐ the smallest discernible change in intensity level
- □ stated with 8 bits, 16 bits, 24 bits, etc.

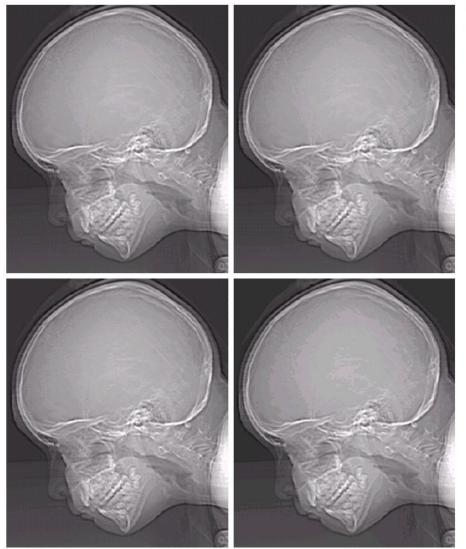




a b c d

FIGURE 2.20 Typical effects of reducing spatial resolution. Images shown at: (a) 1250 dpi, (b) 300 dpi, (c) 150 dpi, and (d) 72 dpi. The thin black borders were added for clarity. They are not part of the data.





a b c d

FIGURE 2.21
(a) 452 × 374, 256-level image. (b)–(d) Image displayed in 128, 64, and 32 gray levels, while keeping the spatial resolution

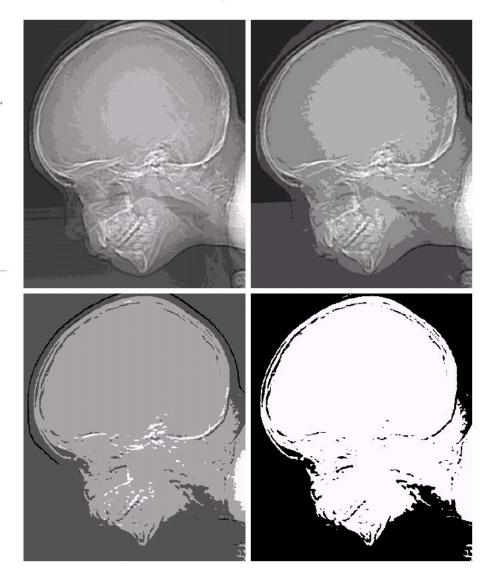
constant.



e f g h

FIGURE 2.21

(Continued) (e)-(h) Image displayed in 16, 8, 4, and 2 gray levels. (Original courtesy of Dr. David R. Pickens, Department of Radiology & Radiological Sciences, Vanderbilt University Medical Center.)



Next Class



- Digital Image Fundamentals
 - Image sampling and quantization image interpolation
 - Relationship between pixels
 - The conditions for linear operations

Thank you: Question?