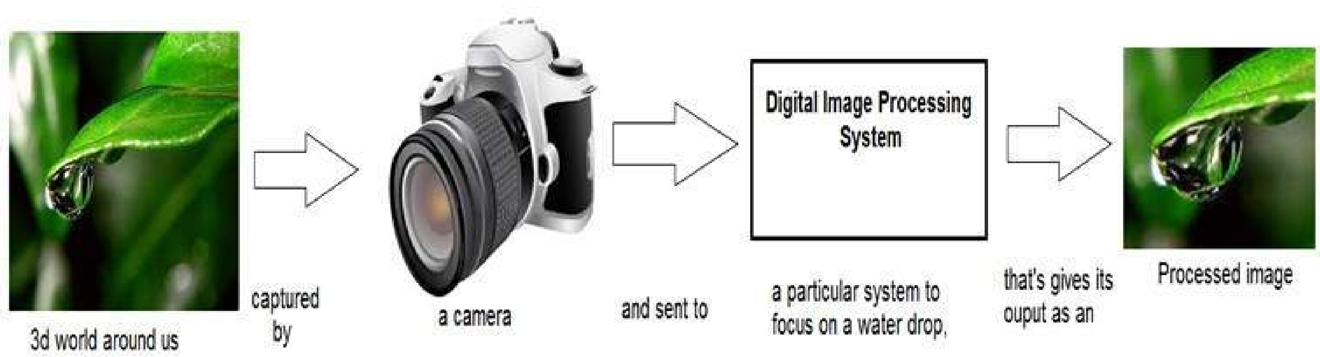
Unit – I

Digital image processing deals with manipulation of digital images through a digital computer. It is a subfield of signals and systems but focus particularly on images. DIP focuses on developing a computer system that is able to perform processing on an image. The input of that system is a digital image and the system process that image using efficient algorithms, and gives an image as an output. The most common example is Adobe Photoshop. It is one of the widely used application for processing digital images.

How it works

In the above figure, an image has been captured by a camera and has been sent to a digital system to remove all the other details, and just focus on the water drop by zooming it in such a way that the quality of the image remains the same.



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Introduction

Signal processing is a discipline in electrical engineering and in mathematics that deals with analysis and processing of analog and digital signals, and deals with storing, filtering , and other operations on signals. These signals include transmission signals, sound or voice signals, image signals, and other signals e.t.c.

Out of all these signals, the field that deals with the type of signals for which the input is an image and the output is also an image is done in image processing. As it name suggests, it deals with the processing on images.

It can be further divided into analog image processing and digital image processing.

Analog image processing

Analog image processing is done on analog signals. It includes processing on two dimensional analog signals. In this type of processing, the images are manipulated by electrical means by varying the electrical signal. The common example include is the television image.

Digital image processing has dominated over analog image processing with the passage of time due its wider range of applications.

Digital image processing

The digital image processing deals with developing a digital system that performs operations on an digital image.

What is an Image

An image is nothing more than a two dimensional signal. It is defined by the mathematical function f(x,y) where x and y are the two co-ordinates horizontally and vertically.

The value of f(x,y) at any point is gives the pixel value at that point of an image.

The above figure is an example of digital image that you are now viewing on your computer screen. But actually, this image is nothing but a two dimensional array of numbers ranging between 0 and 255.

128	30	123
232	123	321
123	77	89
80	255	255

Each number represents the value of the function f(x,y) at any point. In this case the value 128 , 230 ,123 each represents an individual pixel value. The dimensions of the picture is actually the dimensions of this two dimensional array.

How a digital image is formed

Since capturing an image from a camera is a physical process. The sunlight is used as a source of energy. A sensor array is used for the acquisition of the image. So when the sunlight falls upon the object, then the amount of light reflected by that object is sensed by the sensors, and a continuous voltage signal is generated by the amount of sensed data. In order to create a digital image, we need to convert this data into a digital form. This involves sampling and quantization. (They are discussed later on). The result of sampling and quantization results in an two dimensional array or matrix of numbers which are nothing but a digital image.

Signals

In electrical engineering, the fundamental quantity of representing some information is called a signal. It does not matter what the information is i-e: Analog or digital information. In mathematics, a signal is a function that conveys some information. In fact any quantity measurable through time over space or any higher dimension can be taken as a signal. A signal could be of any dimension and could be of any form.

Analog signals

A signal could be an analog quantity that means it is defined with respect to the time. It is a continuous signal. These signals are defined over continuous independent variables. They are difficult to analyze, as they carry a huge number of values. They are very much accurate due to a large sample of values. In order to store these signals , you require an infinite memory because it can achieve infinite values on a real line. Analog signals are denoted by sin waves.

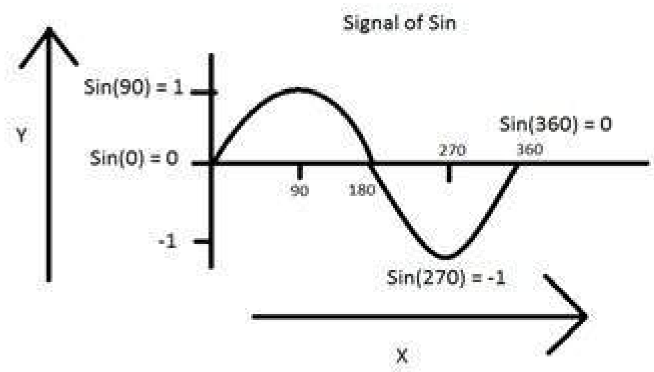
For example:

Human voice

Human voice is an example of analog signals. When you speak, the voice that is produced travel through air in the form of pressure waves and thus belongs to a mathematical function, having independent variables of space and time and a value corresponding to air pressure.

Another example is of sin wave which is shown in the figure below.

Y = sin(x) where x is independent



Digital signals

As compared to analog signals, digital signals are very easy to analyze. They are discontinuous signals. They are the appropriation of analog signals.

The word digital stands for discrete values and hence it means that they use specific values to represent any information. In digital signal, only two values are used to represent something i-e: 1 and 0 (binary values). Digital signals are less accurate then analog signals because they are the discrete samples of an analog signal taken over some period of time. However digital signals are not subject to noise. So they last long and are easy to interpret. Digital signals are denoted by square waves.

For example:

Computer keyboard

Whenever a key is pressed from the keyboard, the appropriate electrical signal is sent to keyboard controller containing the ASCII value that particular key. For example the electrical signal that is generated when keyboard key a is pressed, carry information of digit 97 in the form of 0 and 1, which is the ASCII value of character a.

Difference between analog and digital signals

Comparison element	**Analog signal**	**Digital signal**

Analysis	Difficult	Possible to analyze
Representation	Continuous	Discontinuous
Accuracy	More accurate	Less accurate
Storage	Infinite memory	Easily stored
Subject to Noise	Yes	No
Recording Technique	Original signal is preserved	Samples of the signal are taken and preserved
Examples	Human voice, Thermometer, Analog phones e.t.c	Computers, Digital Phones, Digital pens, e.t.c

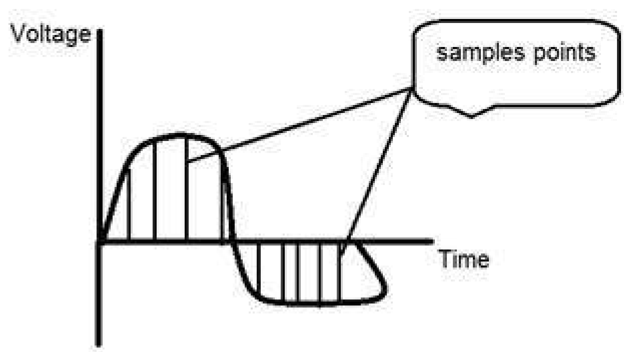
Conversion of analog to digital signals

Since there are lot of concepts related to this analog to digital conversion and vice-versa. We will only discuss those which are related to digital image processing.There are two main concepts that are involved in the coversion.

- Sampling
- Quantization

Sampling

Sampling as its name suggests can be defined as take samples. Take samples of a digital signal over x axis. Sampling is done on an independent variable. In case of this mathematical equation:



Sampling is done on the x variable. We can also say that the conversion of x axis (infinite values) to digital is done under sampling.

Sampling is further divide into up sampling and down sampling. If the range of values on x-axis are less then we will increase the sample of values. This is known as up sampling and its vice versa is known as down sampling.

Quantization

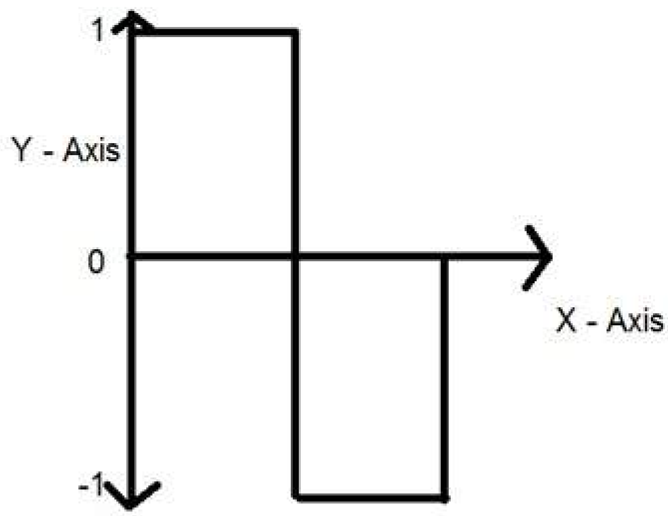
Quantization as its name suggest can be defined as dividing into quanta (partitions). Quantization is done on dependent variable. It is opposite to sampling.

In case of this mathematical equation y = sin(x)

Quantization is done on the Y variable. It is done on the y axis. The conversion of y axis infinite values to 1, 0, -1 (or any other level) is known as Quantization.

These are the two basics steps that are involved while converting an analog signal to a digital signal.

The quantization of a signal has been shown in the figure below.



Why do we need to convert an analog signal to digital signal.

The first and obvious reason is that digital image processing deals with digital images, that are digital signals. So when ever the image is captured, it is converted into digital format and then it is processed.

The second and important reason is, that in order to perform operations on an analog signal with a digital computer, you have to store that analog signal in the computer. And in order to store an analog signal, infinite memory is required to store it. And since thats not possible, so thats why we convert that signal into digital format and then store it in digital computer and then performs operations on it.

Applications of Digital Image Processing

Some of the major fields in which digital image processing is widely used are mentioned below

- Image sharpening and restoration
- Medical field
- Remote sensing
- Transmission and encoding
- Machine/Robot vision
- Color processing
- Pattern recognition
- Video processing

- Microscopic Imaging
- Others

1. Color Models:

- **RGB (Red, Green, Blue):**

  This is a common model where each pixel's color is represented by the intensity of its red, green, and blue components.

  - Each color channel (R, G, B) typically uses 8 bits, allowing for 256 possible intensity levels (0-255).
  - By combining these intensities, a wide range of colors can be created.
  - RGB is an additive color model, meaning that combining the primary colors (red, green, blue) creates other colors.
- **CMYK (Cyan, Magenta, Yellow, Black):**

  This model is often used in printing, where the colors are created by subtracting light from a white surface.
- **HSI (Hue, Saturation, Intensity):**

  This model represents color based on hue (the color itself), saturation (the purity of the color), and intensity (the brightness).
- **YIQ:**

  This model is used in the NTSC television standard and separates the image into luminance (Y) and chrominance (IQ) components.
- **Other Models:**
  There are also models like HSV (Hue, Saturation, Value), HSL (Hue, Saturation, Lightness), and more, each with its own way of representing color data.

2. Image Representation:

- **Pixel Matrix:**

  A color image is essentially a matrix (or array) of pixels, where each pixel contains the color information (e.g., RGB values).
- **Channels:**

  Color images typically have three channels (RGB), but some images can have more channels (e.g., RGBA, which includes an alpha channel for transparency).
- **Data Types:**

  The color values for each pixel are represented using numerical values, often integers (e.g., 8-bit integers for RGB channels).
- **Image Formats:**
  Different image formats (e.g., JPEG, PNG, TIFF) use different methods for storing and compressing image data, including color information.

3. Color Image Processing:

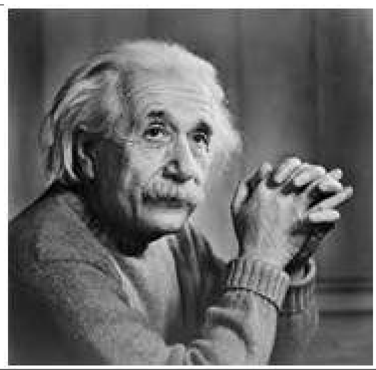
- **Manipulation:**

  Digital image processing techniques can be used to manipulate color images, such as adjusting brightness, contrast, color balance, and applying filters.

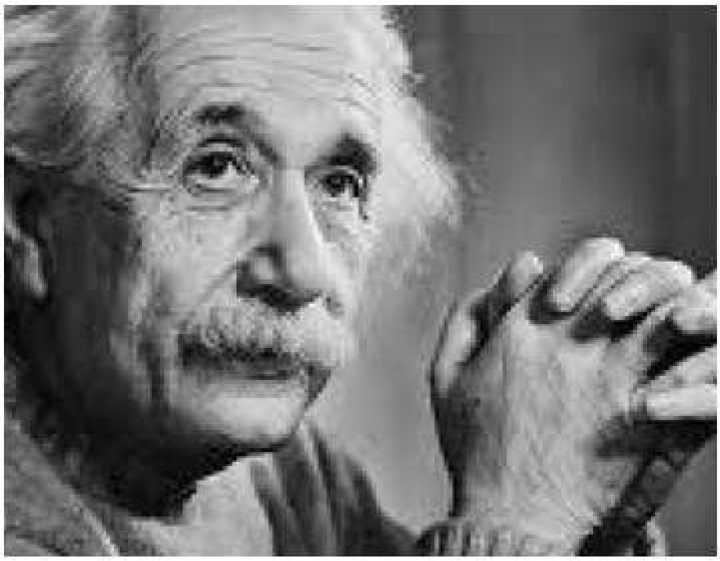
- **Enhancement:**

  These techniques can also be used to enhance the appearance of images, such as sharpening edges, reducing noise, and improving color fidelity.
- **Analysis:**
  Color information can be used for various image analysis tasks, such as object segmentation, object recognition, and scene understanding.

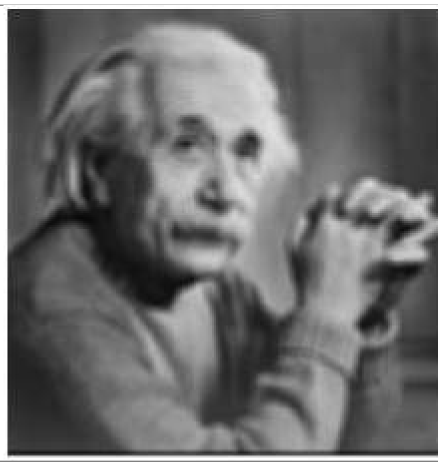
- The original image



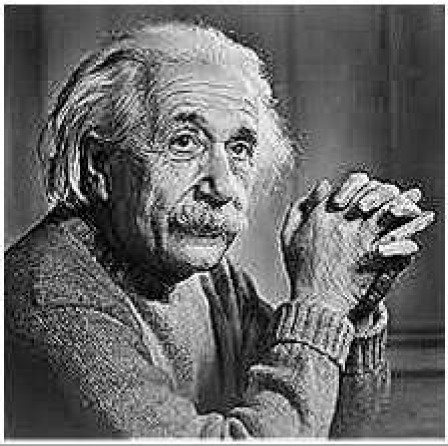
- The zoomed image



- Blurr image



- Sharp image

- 

- Edges

- 

Medical field

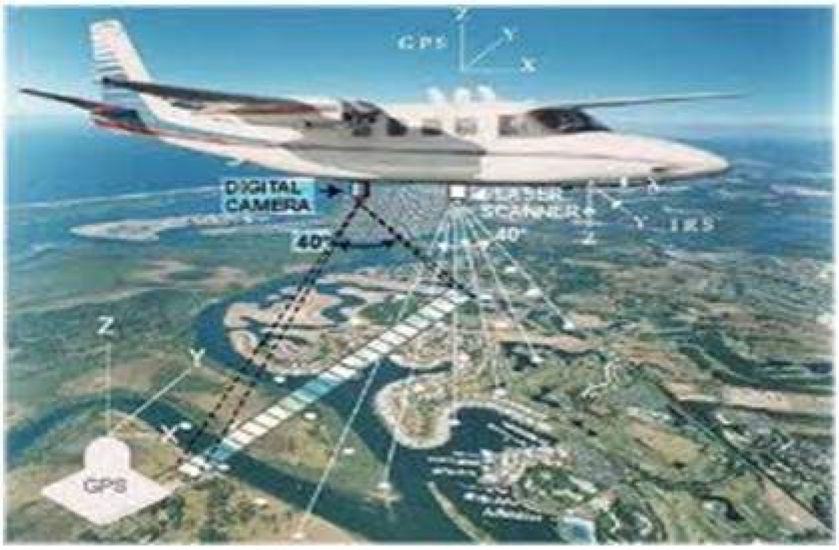
The common applications of DIP in the field of medical is

- Gamma ray imaging
- PET scan
- X Ray Imaging
- Medical CT
- UV imaging

UV imaging

In the field of remote sensing , the area of the earth is scanned by a satellite or from a very high ground and then it is analyzed to obtain information about it. One particular application of digital image processing in the field of remote sensing is to detect infrastructure damages caused by an earthquake.

As it takes longer time to grasp damage, even if serious damages are focused on. Since the area effected by the earthquake is sometimes so wide , that it not possible to examine it with human eye in order to estimate damages. Even if it is , then it is very hectic and time consuming procedure. So a solution to this is found in digital image processing. An image of the effected area is captured from the above ground and then it is analyzed to detect the various types of damage done by the earthquake.



The key steps include in the analysis are

- The extraction of edges
- Analysis and enhancement of various types of edges

Transmission and encoding

The very first image that has been transmitted over the wire was from London to New York via a submarine cable. The picture that was sent is shown below.

The picture that was sent took three hours to reach from one place to another.

Now just imagine , that today we are able to see live video feed , or live cctv footage from one continent to another with just a delay of seconds. It means that a lot of work has been done in this field too. This field doesnot only focus on transmission, but also on encoding. Many different formats have been developed for high or low bandwith to encode photos and then stream it over the internet or e.t.c.

Machine/Robot vision

Apart form the many challenges that a robot face today , one of the biggest challenge still is to increase the vision of the robot. Make robot able to see things , identify them , identify the hurdles e.t.c. Much work has been contributed by this field and a complete other field of computer vision has been introduced to work on it.

Hurdle detection

Hurdle detection is one of the common task that has been done through image processing, by identifying different type of objects in the image and then calculating the distance between robot and hurdles.

Line follower robot

Most of the robots today work by following the line and thus are called line follower robots. This help a robot to move on its path and perform some tasks. This has also been achieved through image processing.

Color processing

Color processing includes processing of colored images and different color spaces that are used. For example RGB color model , YCbCr, HSV. It also involves studying transmission , storage , and encoding of these color images.

Pattern recognition

Pattern recognition involves study from image processing and from various other fields that includes machine learning (a branch of artificial intelligence). In pattern recognition , image processing is used for identifying the objects in an images and then machine learning is used to train the system for the change in pattern. Pattern recognition is used in computer aided diagnosis , recognition of handwriting , recognition of images e.t.c

Video processing

A video is nothing but just the very fast movement of pictures. The quality of the video depends on the number of frames/pictures per minute and the quality of each frame being used. Video processing involves noise reduction , detail enhancement , motion detection , frame rate conversion , aspect ratio conversion , color space conversion e.t.c.

Representing Digital Images:

We will use two principal ways to represent digital images. Assume that an image f(x, y) is sampled so that the resulting digital image has M rows and N columns. The values of the coordinates (x, y) now become discrete quantities. For notational clarity and convenience, we shall use integer values for these discrete coordinates. Thus, the values of the coordinates at the origin are (x, y) = (0, 0). The next coordinate values along the first row of the image are represented as (x, y) = (0, 1). It is important to keep in mind that the notation (0, 1) is used to signify the second sample along the first row. It does not mean that these are the actual values of physical coordinates when the image was sampled. Figure 1 shows the coordinate convention used.

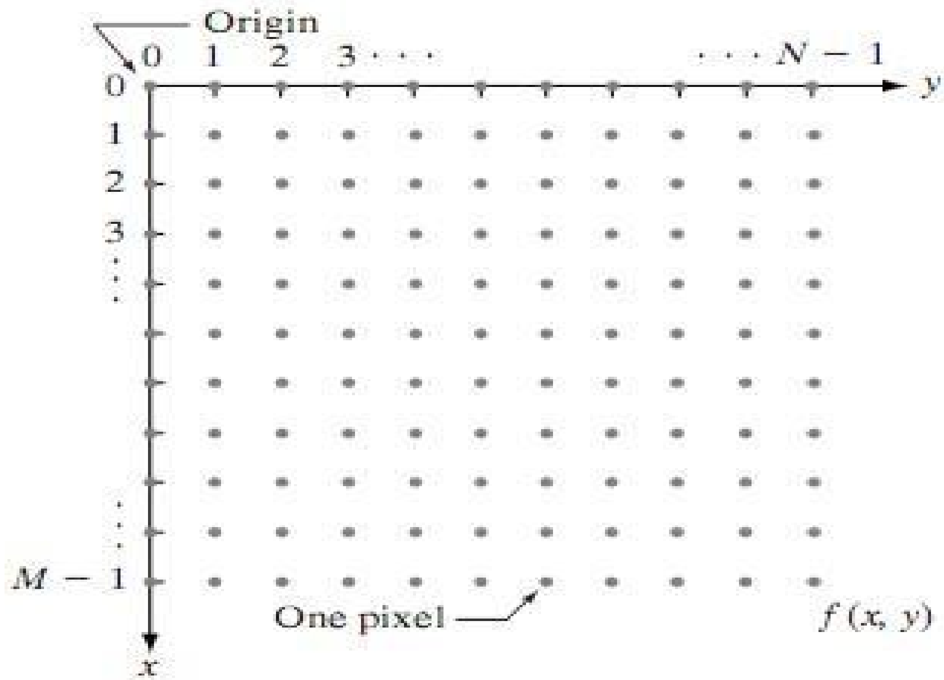


Fig 1 Coordinate convention used to represent digital images

The notation introduced in the preceding paragraph allows us to write the complete M*N digital image in the following compact matrix form:

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

The right side of this equation is by definition a digital image. Each element of this matrix array is called an image element, picture element, pixel, or pel.

Fundamental steps in Digital Image Processing

Image acquisition is the first process shown in Fig.2. Note that acquisition could be as simple as being given an image that is already in digital form. Generally, the image acquisition stage involves preprocessing, such as scaling.

Image enhancement is among the simplest and most appealing areas of digital image processing. Basically, the idea behind enhancement techniques is to bring out detail that is obscured, or simply to highlight certain features of interest in an image. A familiar example of enhancement is when we increase the contrast of an image because "it looks better." It is important to keep in mind that enhancement is a very subjective area of image processing.

Image restoration is an area that also deals with improving the appearance of an image. However, unlike enhancement, which is subjective, image restoration is objective, in the sense that restoration techniques tend to be based on mathematical or probabilistic models of image degradation. Enhancement, on the other hand, is based on human subjective preferences regarding what constitutes a "good" enhancement result.

Color image processing is an area that has been gaining in importance because of the significant increase in the use of digital images over the Internet.

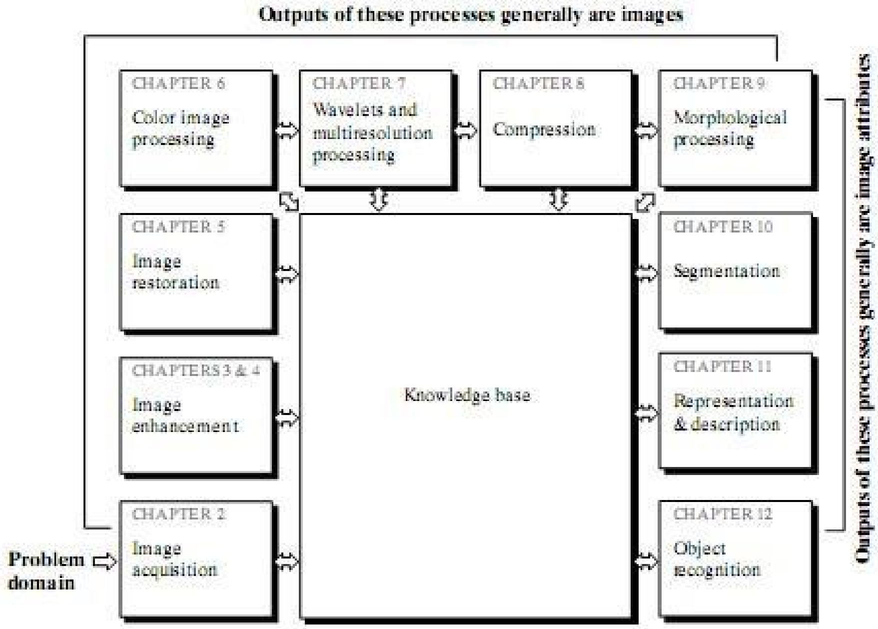


Fig.2. Fundamental steps in Digital Image Processing

Wavelets are the foundation for representing images in various degrees of resolution. Compression, as the name implies, deals with techniques for reducing the storage required to save an image, or the bandwidth required to transmit it. Although storage technology has improved significantly over the past decade, the same cannot be said for transmission capacity. This is true particularly in uses of the Internet, which are characterized by significant pictorial content. Image compression is familiar (perhaps inadvertently) to most users of computers in the form of image file extensions, such as the jpg file extension used in the JPEG (Joint Photographic Experts Group) image compression standard.

Morphological processing deals with tools for extracting image components that are useful in the representation and description of shape.

Segmentation procedures partition an image into its constituent parts or objects. In general, autonomous segmentation is one of the most difficult tasks in digital image processing. A rugged segmentation procedure brings the process a long way toward successful solution of imaging problems that require objects to be identified individually. On the other hand, weak or erratic segmentation algorithms almost always guarantee eventual failure. In general, the more accurate the segmentation, the more likely recognition is to succeed.
Representation and description almost always follow the output of a segmentation stage, which usually is raw pixel data, constituting either the boundary of a region (i.e., the set of pixels separating one image region from another) or all the points in the region itself. In either case, converting the data to a form suitable for computer processing is necessary. The first decision that must be made is whether the data should be represented as a boundary or as a complete region. Boundary representation is appropriate when the focus is on external shape characteristics, such as corners and inflections. Regional representation is appropriate when the focus is on internal properties, such as texture or skeletal shape. In some applications, these representations complement each other. Choosing a representation is only part of the solution for transforming raw data into a form suitable for subsequent computer processing. A method must also be specified for describing the data so that features of interest are highlighted. Description, also called feature selection, deals with extracting attributes that result in some quantitative information of interest or are basic for differentiating one class of objects from another.

Recognition is the process that assigns a label (e.g., “vehicle”) to an object based on its descriptors. We conclude our coverage of digital image processing with the development of methods for recognition of individual objects.

Image sampling and quantization process

The output of most sensors is a continuous voltage waveform whose amplitude and spatial behavior are related to the physical phenomenon being sensed. To create a digital image, we need to convert the continuous sensed data into digital form. This involves two processes: sampling and quantization.

Basic Concepts in Sampling and Quantization:

The basic idea behind sampling and quantization is illustrated in Fig.6.1. Figure 6.1(a) shows a continuous image, f(x, y), that we want to convert to digital form. An image may be continuous with respect to the x- and y-coordinates, and also in amplitude. To convert it to digital form, we have to sample the function in both coordinates and in amplitude. Digitizing the coordinate values is called sampling. Digitizing the amplitude values is called quantization.

The one-dimensional function shown in Fig.6.1 (b) is a plot of amplitude (gray level) values of the continuous image along the line segment AB in Fig. 6.1(a).The random variations are due to image noise. To sample this function, we take equally spaced samples along line AB, as shown in Fig.6.1 (c).The location of each sample is given by a vertical tick mark in the bottom part of the figure. The samples are shown as small white squares superimposed on the function. The set of these discrete locations gives the sampled function. However, the values of the samples still span (vertically) a continuous range of gray-level values. In order to form a digital function, the gray- level values also must be converted (quantized) into discrete quantities. The right side of Fig. 6.1
(c) shows the gray-level scale divided into eight discrete levels, ranging from black to white. The vertical tick marks indicate the specific value assigned to each of the eight gray levels. The continuous gray levels are quantized simply by assigning one of the eight discrete gray levels to each sample. The assignment is made depending on the vertical proximity of a sample to a vertical.

tick mark. The digital samples resulting from both sampling and quantization are shown in Fig.6.1(d). Starting at the top of the image and carrying out this procedure line by line produces a two- dimensional digital image.

Sampling in the manner just described assumes that we have a continuous image in both coordinate directions as well as in amplitude. In practice, the method of sampling is determined by the sensor arrangement used to generate the image. When an image is generated by a single sensing element combined with mechanical motion, as in Fig. 2.13, the output of the sensor is quantized in the manner described above. However, sampling is accomplished by selecting the number of individual mechanical increments at which we activate the sensor to collect data. Mechanical motion can be made very exact so, in principle; there is almost no limit as to how fine we can sample an image. However, practical limits are established by imperfections in the optics used to focus on the

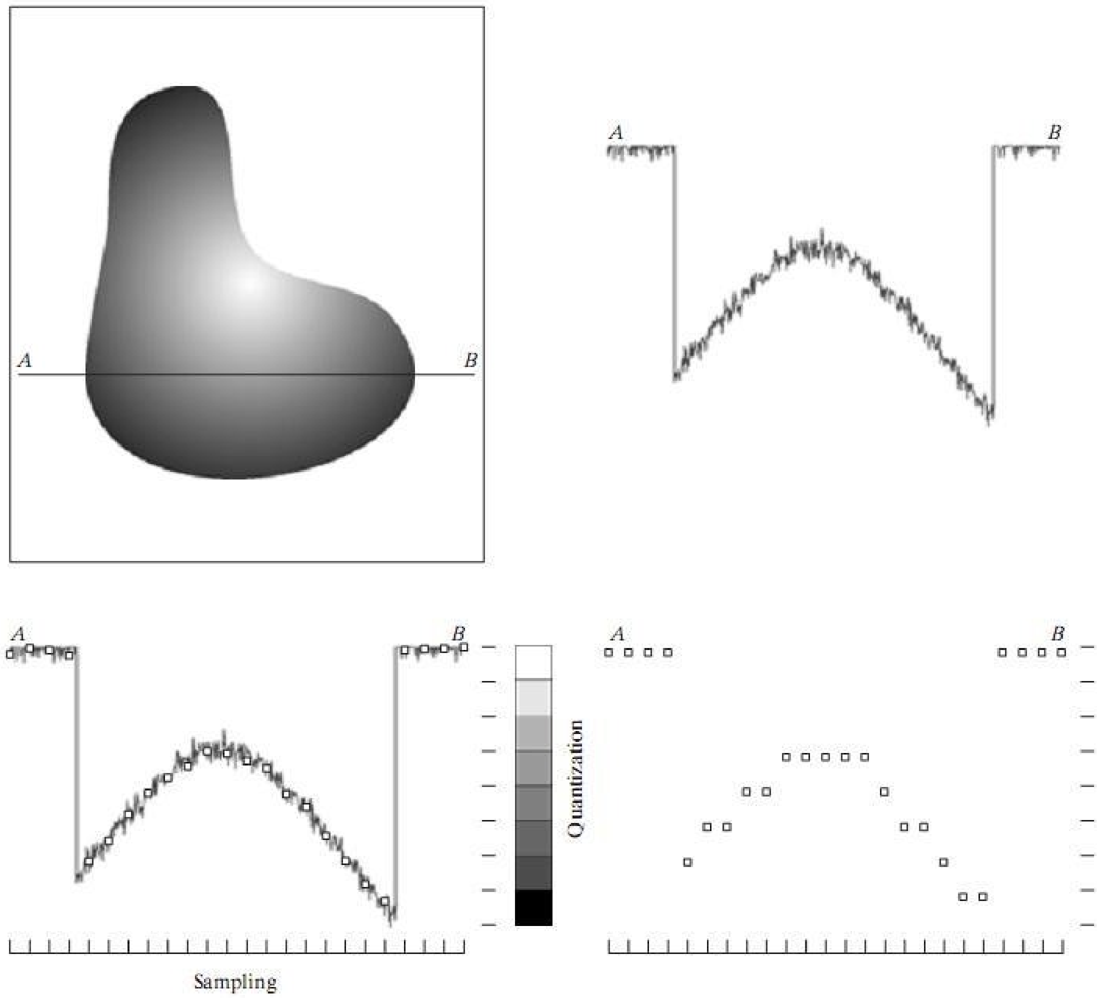


Fig.6.2. (a) Continuos image projected onto a sensor array (b) Result of image sampling and quantization.

Fig.6.2. (a) Continuos image projected onto a sensor array (b) Result of image sampling and quantization.

sensor an illumination spot that is inconsistent with the fine resolution achievable with mechanical displacements. When a sensing strip is used for image acquisition, the number of sensors in the strip establishes the sampling limitations in one image direction. Mechanical motion in the other direction can be controlled more accurately, but it makes little sense to try to achieve sampling density in one direction that exceeds the sampling limits established by the number of sensors in the other. Quantization of the sensor outputs completes the process of generating a digital image.

When a sensing array is used for image acquisition, there is no motion and the number of sensors in the array establishes the limits of sampling in both directions. Figure 6.2 illustrates this concept. Figure 6.2 (a) shows a continuous image projected onto the plane of an array sensor. Figure 6.2 (b) shows the image after sampling and quantization. Clearly, the quality of a digital image is determined to a large degree by the number of samples and discrete gray levels used in sampling and quantization.

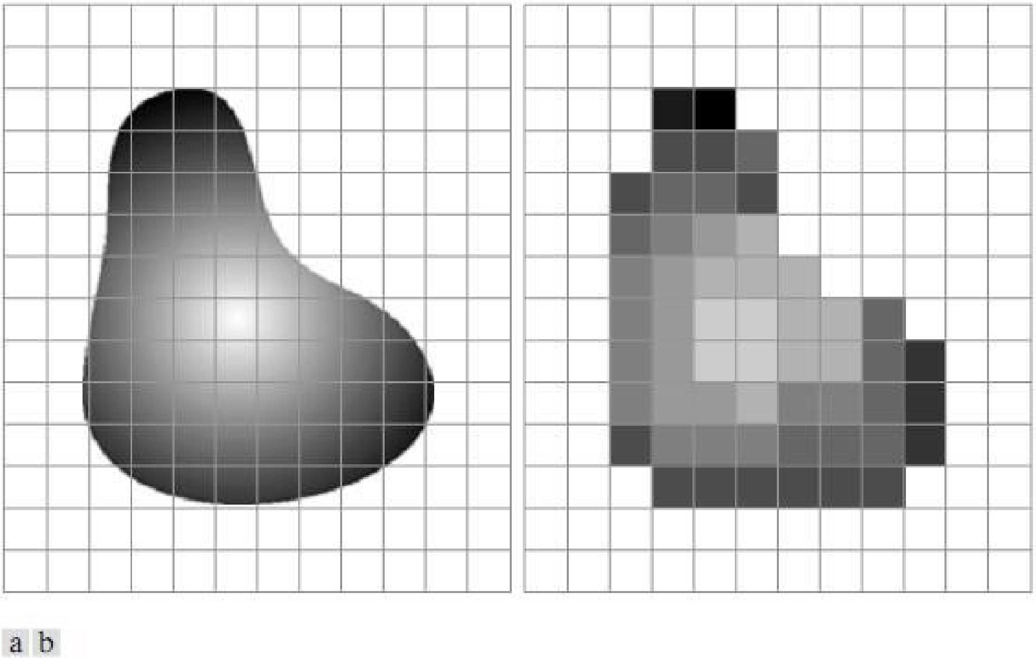


Fig.6.2. (a) Continuos image projected onto a sensor array (b) Result of image sampling and quantization.

Process of image acquisition

Image Sensing and Acquisition:

The types of images in which we are interested are generated by the combination of an "illumination" source and the reflection or absorption of energy from that source by the elements of the "scene" being imaged. We enclose illumination and scene in quotes to emphasize the fact that they are considerably more general than the familiar situation in which a visible light source illuminates a common everyday 3-D (three-dimensional) scene. For example, the illumination may originate from a source of electromagnetic energy such as radar, infrared, or X-ray energy. But, as noted earlier, it could originate from less traditional sources, such as ultrasound or even a computer-generated illumination pattern.

Similarly, the scene elements could be familiar objects, but they can just as easily be molecules, buried rock formations, or a human brain. We could even image a source, such as acquiring images of the sun. Depending on the nature of the source, illumination energy is reflected from, or transmitted through, objects. An example in the first category is light reflected from a planar surface. An example in the second category is when X-rays pass through a patient's body for the purpose of generating a diagnostic X-ray film. In some applications, the reflected or transmitted energy is focused onto a photo converter (e.g., a phosphor screen), which converts the energy into visible light. Electron microscopy and some applications of gamma imaging use this approach.
Figure 5.1 shows the three principal sensor arrangements used to transform illumination energy into digital images. The idea is simple: Incoming energy is transformed into a voltage by the combination of input electrical power and sensor material that is responsive to the particular type of energy being detected. The output voltage waveform is the response of the sensor(s), and a digital quantity is obtained from each sensor by digitizing its response.

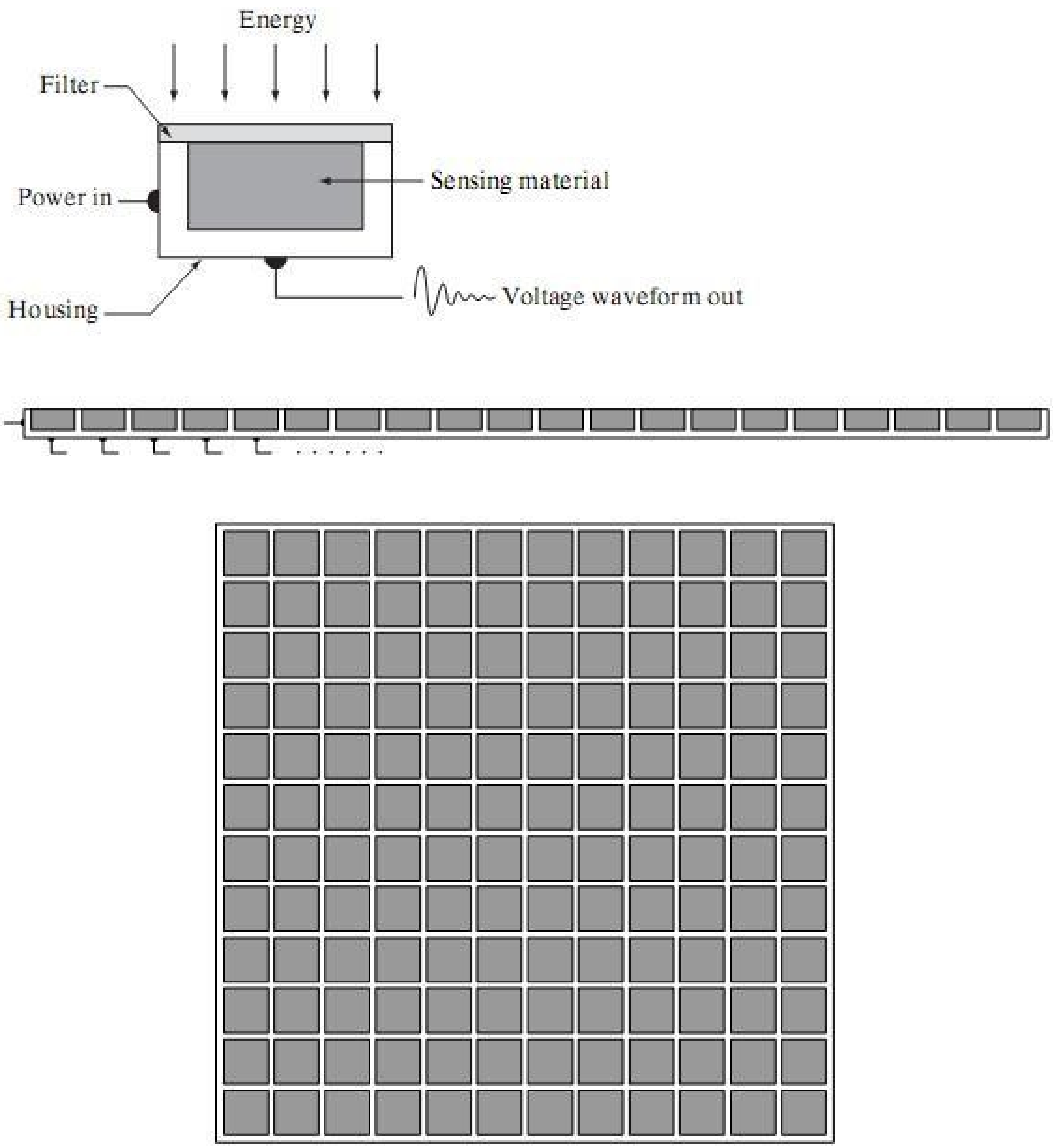


Fig.5.1 (a) Single imaging Sensor (b) Line sensor (c) Array sensor

(1) Image Acquisition Using a Single Sensor:

Figure 5.1 (a) shows the components of a single sensor. Perhaps the most familiar sensor of this type is the photodiode, which is constructed of silicon materials and whose output voltage waveform is proportional to light. The use of a filter in front of a sensor improves selectivity. For example, a green (pass) filter in front of a light sensor favors light in the green band of the color spectrum. As a consequence, the sensor output will be stronger for green light than for other components in the visible spectrum.

In order to generate a 2-D image using a single sensor, there has to be relative displacements in both the x- and y-directions between the sensor and the area to be imaged. Figure 5.2 shows an arrangement used in high-precision scanning, where a film negative is mounted onto a drum whose mechanical rotation provides displacement in one dimension. The single sensor is mounted on a lead screw that provides motion in the perpendicular direction. Since mechanical motion can be controlled with high precision, this method is an inexpensive (but slow) way to obtain high- resolution images. Other similar mechanical arrangements use a flat bed, with the sensor moving in two linear directions. These types of mechanical digitizers sometimes are referred to as microdensitometers.

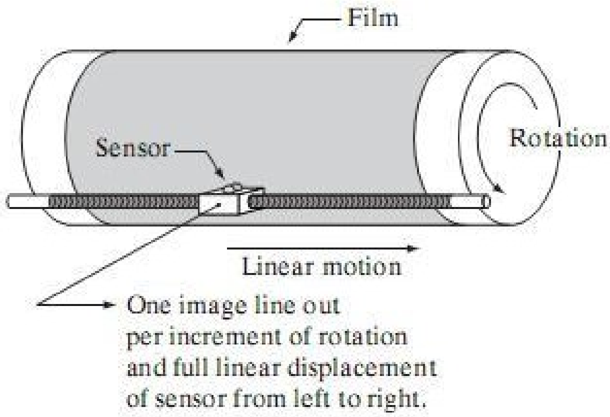


Fig.5.2. Combining a single sensor with motion to generate a 2-D image

(2) Image Acquisition Using Sensor Strips:

A geometry that is used much more frequently than single sensors consists of an in-line arrangement of sensors in the form of a sensor strip, as Fig. 5.1 (b) shows. The strip provides imaging elements in one direction. Motion perpendicular to the strip provides imaging in the other direction, as shown in Fig. 5.3 (a).This is the type of arrangement used in most flat bed scanners. Sensing devices with 4000 or more in-line sensors are possible. In-line sensors are used routinely in airborne imaging applications, in which the imaging system is mounted on an aircraft that flies at a constant altitude and speed over the geographical area to be imaged. One-dimensional imaging sensor strips that respond to various bands of the electromagnetic spectrum are mounted perpendicular to the direction of flight. The imaging strip gives one line of an image at a time, and the motion of the strip completes the other dimension of a two-dimensional image. Lenses or other focusing schemes are used to project the area to be scanned onto the sensors.

Sensor strips mounted in a ring configuration are used in medical and industrial imaging to obtain cross-sectional ("slice") images of 3-D objects, as Fig. 5.3 (b) shows. A rotating X-ray source provides illumination and the portion of the sensors opposite the source collect the X-ray energy that pass through the object (the sensors obviously have to be sensitive to X-ray energy).This is the basis for medical and industrial computerized axial tomography (CAT). It is important to note that the output of the sensors must be processed by reconstruction algorithms whose objective is to transform the sensed data into meaningful cross-sectional images.
In other words, images are not obtained directly from the sensors by motion alone; they require extensive processing. A 3-D digital volume consisting of stacked images is generated as the object is moved in a direction perpendicular to the sensor ring. Other modalities of imaging based on the CAT principle include magnetic resonance imaging (MRI) and positron emission tomography (PET).The illumination sources, sensors, and types of images are different, but conceptually they are very similar to the basic imaging approach shown in Fig. 5.3 (b)

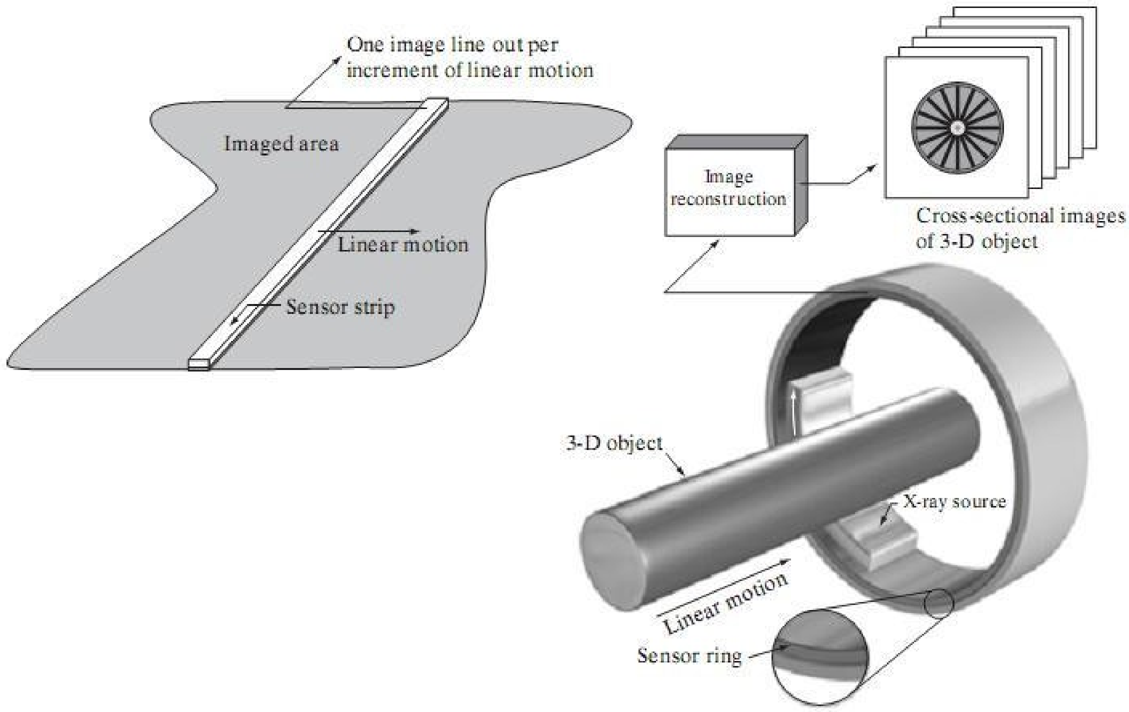


Fig.5.3 (a) Image acquisition using a linear sensor strip (b) Image acquisition using a circular sensor strip.

(3) Image Acquisition Using Sensor Arrays:

Figure 5.1 (c) shows individual sensors arranged in the form of a 2-D array. Numerous electromagnetic and some ultrasonic sensing devices frequently are arranged in an array format. This is also the predominant arrangement found in digital cameras. A typical sensor for these cameras is a CCD array, which can be manufactured with a broad range of sensing properties and can be packaged in rugged arrays of 4000 * 4000 elements or more. CCD sensors are used widely in digital cameras and other light sensing instruments. The response of each sensor is proportional to the integral of the light energy projected onto the surface of the sensor, a property that is used in astronomical and other applications requiring low noise images. Noise reduction is achieved by letting the sensor integrate the input light signal over minutes or even hours. Since the sensor array shown in Fig. 5.4 (c) is two dimensional, its key advantage is that a complete image can be obtained by focusing the energy pattern onto the surface of the array. The principal manner in which array sensors are used is shown in Fig.5.4. This figure shows the energy from an illumination source being reflected from a scene element, but, as mentioned at the beginning of this section, the energy also could be transmitted through the scene elements. The first function performed by the imaging system shown in Fig.5.4 (c) is to collect the incoming energy and focus it onto an image plane. If the illumination is light, the front end of the imaging system is a lens, which projects the viewed scene onto the lens focal plane, as Fig. 2.15(d) shows. The sensor array, which is coincident with the focal plane, produces outputs proportional to the integral of the light received at each sensor. Digital and analog circuitry sweep these outputs and converts them to a video signal, which is then digitized by another section of the imaging system. The output is a digital image, as shown diagrammatically in Fig. 5.4 (e).

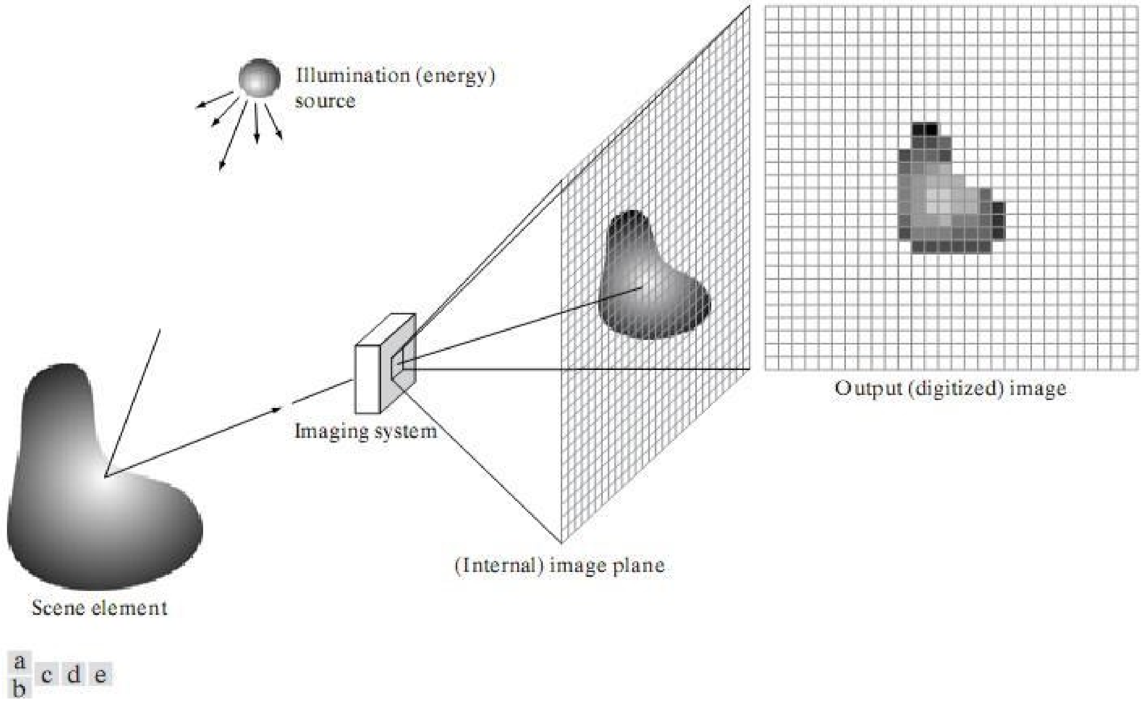


Fig.5.4 An example of the digital image acquisition process (a) Energy ("illumination") source (b) An element of a scene (c) Imaging system (d) Projection of the scene onto the image plane (e) Digitized image

Color image processing

In digital image processing, color images are typically represented using color models like RGB, where each pixel is represented by three values (red, green, and blue) or other models like CMYK, HSI, or YIQ, each with its own way of representing color data.

1. Color Models:

- **RGB (Red, Green, Blue):**

This is a common model where each pixel's color is represented by the intensity of its red, green, and blue components.

  - Each color channel (R, G, B) typically uses 8 bits, allowing for 256 possible intensity levels (0-255).
  - By combining these intensities, a wide range of colors can be created.
  - RGB is an additive color model, meaning that combining the primary colors (red, green, blue) creates other colors.

- **CMYK (Cyan, Magenta, Yellow, Black):**

This model is often used in printing, where the colors are created by subtracting light from a white surface.

- **HSI (Hue, Saturation, Intensity):**

This model represents color based on hue (the color itself), saturation (the purity of the color), and intensity (the brightness).

- **YIQ:**

This model is used in the NTSC television standard and separates the image into luminance (Y) and chrominance (IQ) components.

- **Other Models:**

There are also models like HSV (Hue, Saturation, Value), HSL (Hue, Saturation, Lightness), and more, each with its own way of representing color data.

2. Image Representation:

- **Pixel Matrix:**

A color image is essentially a matrix (or array) of pixels, where each pixel contains the color information (e.g., RGB values).

- **Channels:**

Color images typically have three channels (RGB), but some images can have more channels (e.g., RGBA, which includes an alpha channel for transparency).

- **Data Types:**

The color values for each pixel are represented using numerical values, often integers (e.g., 8-bit integers for RGB channels).

- **Image Formats:**

Different image formats (e.g., JPEG, PNG, TIFF) use different methods for storing and compressing image data, including color information.

3. Color Image Processing:

- **Manipulation:**

Digital image processing techniques can be used to manipulate color images, such as adjusting brightness, contrast, color balance, and applying filters.

- **Enhancement:**

These techniques can also be used to enhance the appearance of images, such as sharpening edges, reducing noise, and improving color fidelity.

- **Analysis:**

Color information can be used for various image analysis tasks, such as object segmentation, object recognition, and scene understanding.