Image Processing – A1, part 2

# Improving Image Contrast

The topic I chose for part two of this assignment, was contrast enhancement. The three algorithms I choose to use where: morph\_CE, morph\_toggleCE, and an algorithm I created through some experimentation and searching, which I called drew\_CE.

However, I performed a little bit of a twist on this part of the assignment, as instead of performing the contrast enhancements on grey scale images, I decided to apply these algorithms to colour images. To apply these algorithms to colour images required converting them from RGB to HSV, and then applying the algorithm to the H component of the image. Next the enhanced image must be converted back to RGB so it can be saved.

# Discussing the Algorithms

I will now briefly go through each of the algorithms, and discuss how they work.

## morph\_CE

Meow

## morph\_toggleCE

There morph toggle mixes two parts: an eroded version of the image, and a dilated version of the image.

The gist of the morph toggle algorithm is to create a disk structuring element that determines how future operations will be applied to the image. Then using the disk structuring element, two versions of the original image are created. First: an eroded image, and second a dilated image. Then for each pixel, the difference between the original pixel, and the eroded/dilated pixel is calculated. The pixel with the smaller difference from the original pixel is chosen.

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| Erode Erode, as its name intuitively suggests, erodes the image. This darkens the dark areas, even the dark areas that border on white areas interestingly. It also makes the image appear “fuzzy”. | [Eroded Image Link](https://1drv.ms/i/s!As-TTArLWDqlhoUWMhVH3R9pL6pBZg) | C:\Users\andre\AppData\Local\Microsoft\Windows\INetCacheContent.Word\lowcontrast1.jpg  [Original Image Link](https://1drv.ms/i/s!As-TTArLWDqlhoUNuid1jzYaSWC2bg) |
| Dilate Dilate does opposite of erode, meaning dilate lightens the image. Its seems to fairly aggressively eat away at dark areas surrounded by very light areas. | C:\Users\andre\AppData\Local\Microsoft\Windows\INetCacheContent.Word\contrast1 - dilate.jpg  [Dilated Image Link](https://1drv.ms/i/s!As-TTArLWDqlhoUVKvjCIsWf-innEQ) | C:\Users\andre\AppData\Local\Microsoft\Windows\INetCacheContent.Word\contrast1.jpg  [Original Image Link](https://1drv.ms/i/s!As-TTArLWDqlhoUNuid1jzYaSWC2bg) |

From the above examples, it is easy to see that neither erode nor dilate gets us closer to improving the original images contrast in a good looking manner. So somehow, morph toggle blends these two images to get much better results. The manner in which morph toggle blenders the two images is by comparing the pixels from the two images against the original, and choosing the pixels that are closest to the original image.

By taking the pixel closest to the original images pixel, some of the darkening benefits of erode can be gained, while having that darkening rereigned in by the dilated version in the lighter areas of the image. A battle and balance between dark and light if you will.

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| C:\Users\andre\AppData\Local\Microsoft\Windows\INetCacheContent.Word\lowcontrast1 - less like original.jpg  [Pixel most different from original](https://1drv.ms/i/s!As-TTArLWDqlhoUYLXnmDuSz-2QDUw) | [Original Image Link](https://1drv.ms/i/s!As-TTArLWDqlhoUNuid1jzYaSWC2bg) | C:\Users\andre\AppData\Local\Microsoft\Windows\INetCacheContent.Word\lowcontrast1 - morph_toggleCE.JPG  [Pixel least different from original](https://1drv.ms/i/s!As-TTArLWDqlhoUX4vtiRKNh-GEZBg) |

## drew\_CE

After looking at the code provided, and spending several hours experimenting, I realized I didn’t really have any idea how to get the results I wanted.

# Experiments Performed

# Quantitative Analysis of Algorithms

# Notable Computational Differences Between Algorithms

# Difficulties Processing Images within the Context of the Topic Choosen