

Histogram equalisation is not ideally equalised, <sup>uniformly</sup> but relatively better than original

$$s = (L-1) \sum_0^x p_r(r)$$

Derivation:

$$s = T(r)$$

$$p_s(s) = p_r(r) \frac{\partial r}{\partial s}$$

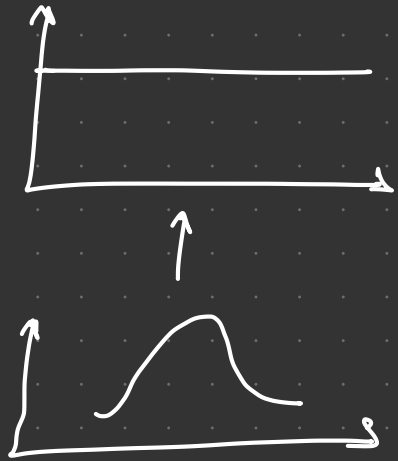
$$p_s(s) \delta s = p_r(r) \cdot \delta r$$

$$\frac{\partial s}{L-1} = p_r(r) \delta r$$

$$\delta s = (L-1) p_r(r) \delta r$$

On integration,

$$s = (L-1) \int_0^x p_r(w) dw$$

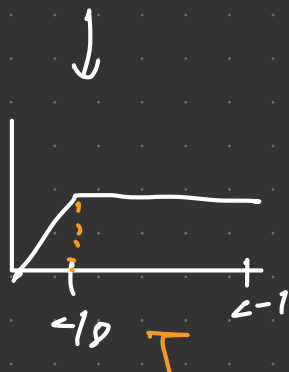


Example:

Original:

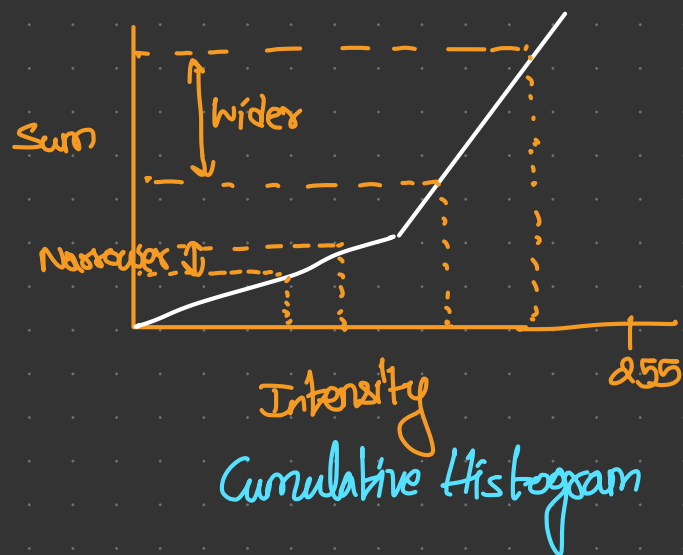


Output



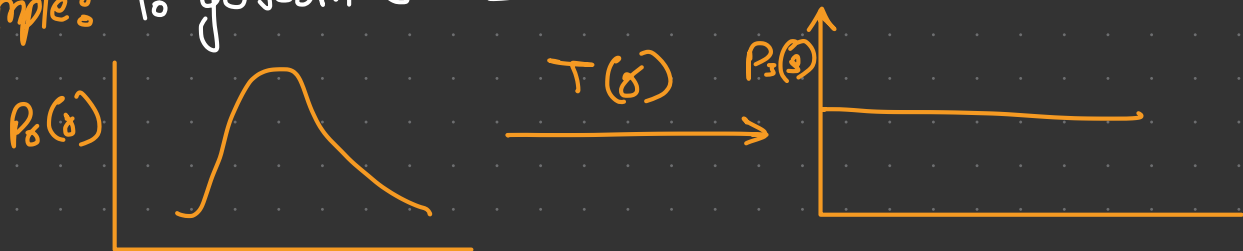
Transform

Multiple  $r$  can be mapped to single  $s$ .

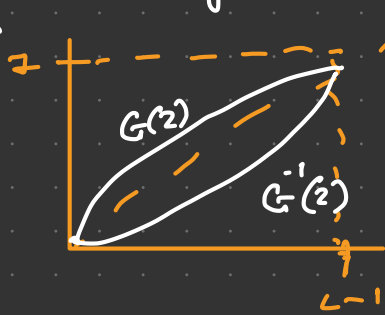


Histogram equalisation may not always work well for all images

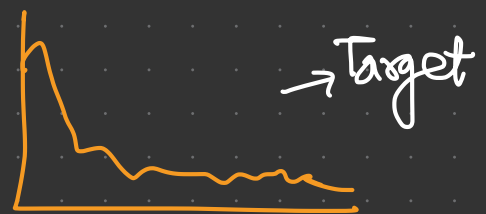
Example: To go from  $s \rightarrow z$



Inverse is taken by reflection about  $y=x$  axis



$$G'(z) \updownarrow G(z)$$



If  $s$  maps to multiple  $z$  then inverse mapping can create an issue as we're not sure which  $s$  it should be mapped to?

Example  $s_5 = 7$   
 $s_6 = 7$   
 $s_7 = 7$  } Not sure which value 7 will be mapped to

Solution possibilities  $\rightarrow$  Map to smaller  
 $\rightarrow$  Map to random  
 $\rightarrow$  Average

Histogram specification (custom curve)

Tweak figure by changing control points

## Histogram specification [Style Transfer]

Obtain curve from reference image and apply to original image

## Histogram processing [Global Attribute to point]

Histogram processing is also essentially point to point

1) Not dependent on image size  
(after normalisation)

2) Draw backs:

→ No spatial info

→ Intensity centric

→ Row (Unnormalised): Img.-size dependent

3) Equalisation:

→ Normalisation approach

→ Improves global contrast [could also increase noise]

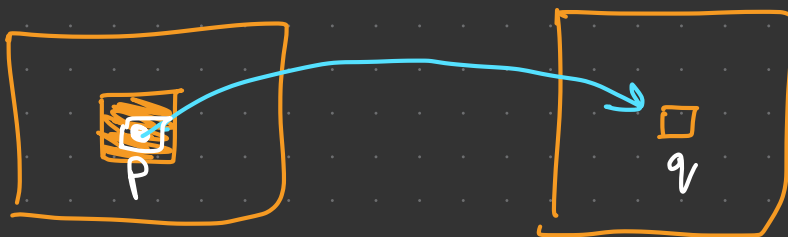
Pt → Pt → Intensity Transform

Global → Pt Histogram equalisation

## Neighbourhood to point:

→ Value to value but transform function takes neighbourhood too

→ Dependent on whole neighbourhood



$$q = T(N(p))$$

↪ Neighbourhood of p

## Local Hist. Processing:

- Map small regions and do histogram equalisation [can overlap too]
- Window by window basis

and conditioned on statistics

## Cond. Image Enhancement:

- Enhance certain dark or light images by defining threshold,
- Use some statistical parameters [local & global] like mean, threshold of dark & light

$$R_2 \sigma^2(x) < \sigma^2(s_{xy}) < R_1 \sigma^2(x)$$