

Lecture 16 Color Image Processing

$$\begin{bmatrix} C \\ M \\ Y \end{bmatrix} = \underbrace{\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}}_{\text{White}} - \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

Color Models:

- RGB: perceptually non-uniform, not good in capturing notion of ^{color}
- HSI/HSV
- CIE LAB

Device Color Gamuts

- RGB cube sits within color space
- Use CIE chromaticity diagram to compare
- Not all colors in CIE color space will lie in RGB color space
- Not all colors can be printed despite seeing them on the monitor

Measuring color diff:

Diff b/w colors in L^*a^*b color space,

$$\text{Color Dist}_{Lab}(C_1, C_2) = \|C_1 - C_2\|$$

HSI color space:

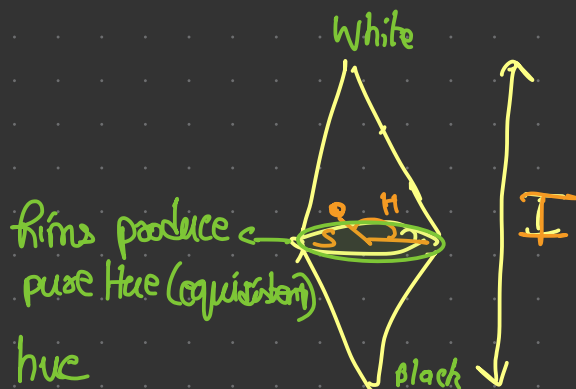
Hue: (H)

→ Most dominant wavelength

Saturation (S):

→ Amount of white light mixed with hue

→ Pure colors are fully saturated [pink = White + Red in less saturated]



Brightness (I):

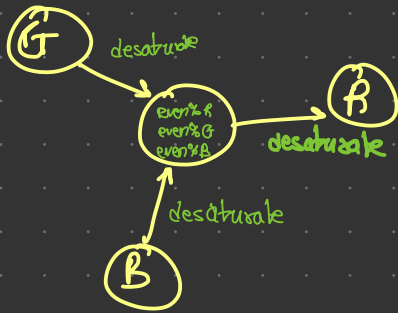
Achromatic notion of intensity

$$I = f(R, G, B)$$

RGB \rightarrow Better for color generation
HSI \rightarrow Better for color description

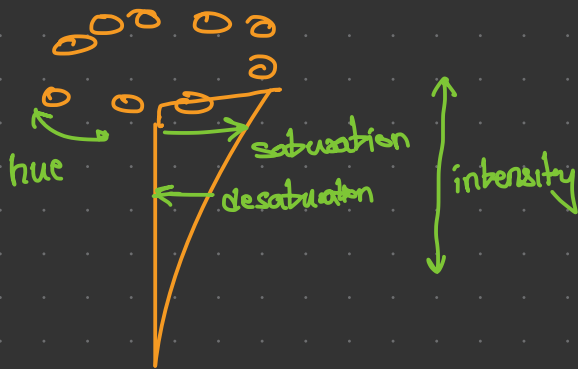
RGB \rightarrow HSV conversion

Saturation



Run of circle gives pure hue [$s=1$]
Hue dominates less as moving towards center
At center no hue dominates ($s=0$)

HSI



Conversion

- ① Normalise to $[0,1]$
- ② $C_{\max} = \max(R', G', B')$
 $C_{\min} = \min(R', G', B')$
- ③ $\Delta = C_{\max} - C_{\min}$

LMS Color space

- \rightarrow Performing chromatic adaptation [estimating appearance of sample under diff illuminant]
- \rightarrow Used in study of color blindness
- \rightarrow Best mimics human optical system

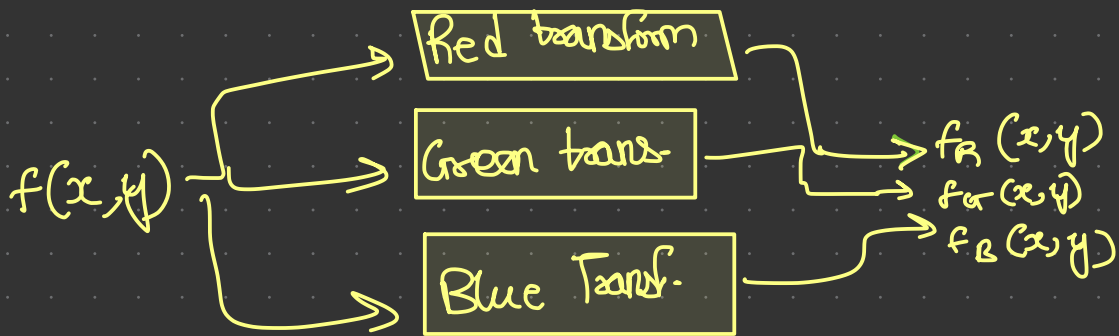
White balancing is done by calibrating 'true white' then recalibrate rest of the points

Von Kries Method

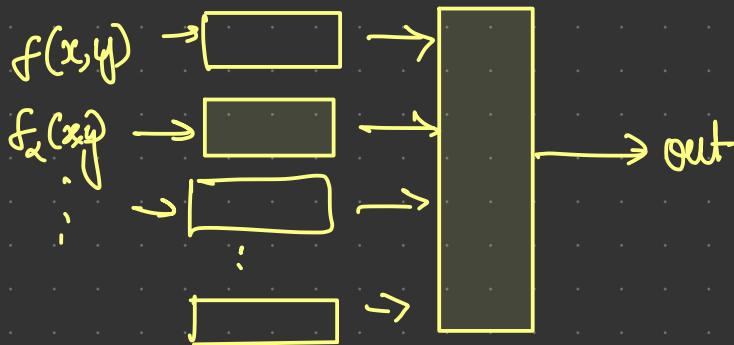
→ Scaling is performed in ZMS space to mimic human sensory system better

Pseudo Image Processing

- Assigning colors to gray values based on context
- Mainly for human visualisation
- Can be used to obtain depth image colorised



Multispectral



RGBA space

A = Alpha for transparency [used in image edition]

$[0, 1]$
Transparent \rightarrow Fully opaque

$$I_{\text{out}} = \alpha I_{\text{fore}} + (1 - \alpha) I_{\text{bg}}$$

Contrast enhancement

