

Digital Image Processing

Image Enhancement

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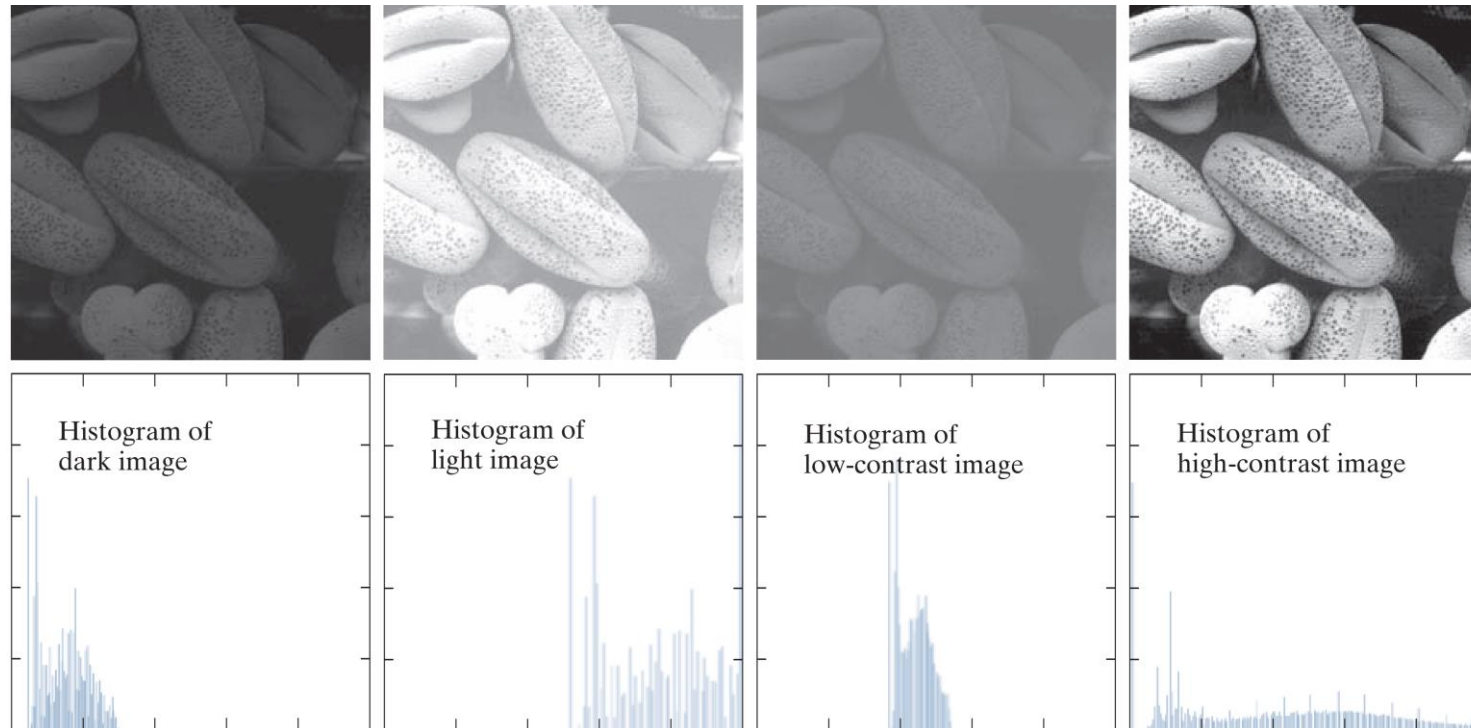
Distance/online Course: Session 03

Date: 21 February 2021, 3rd Esfand 1399

Histogram Processing

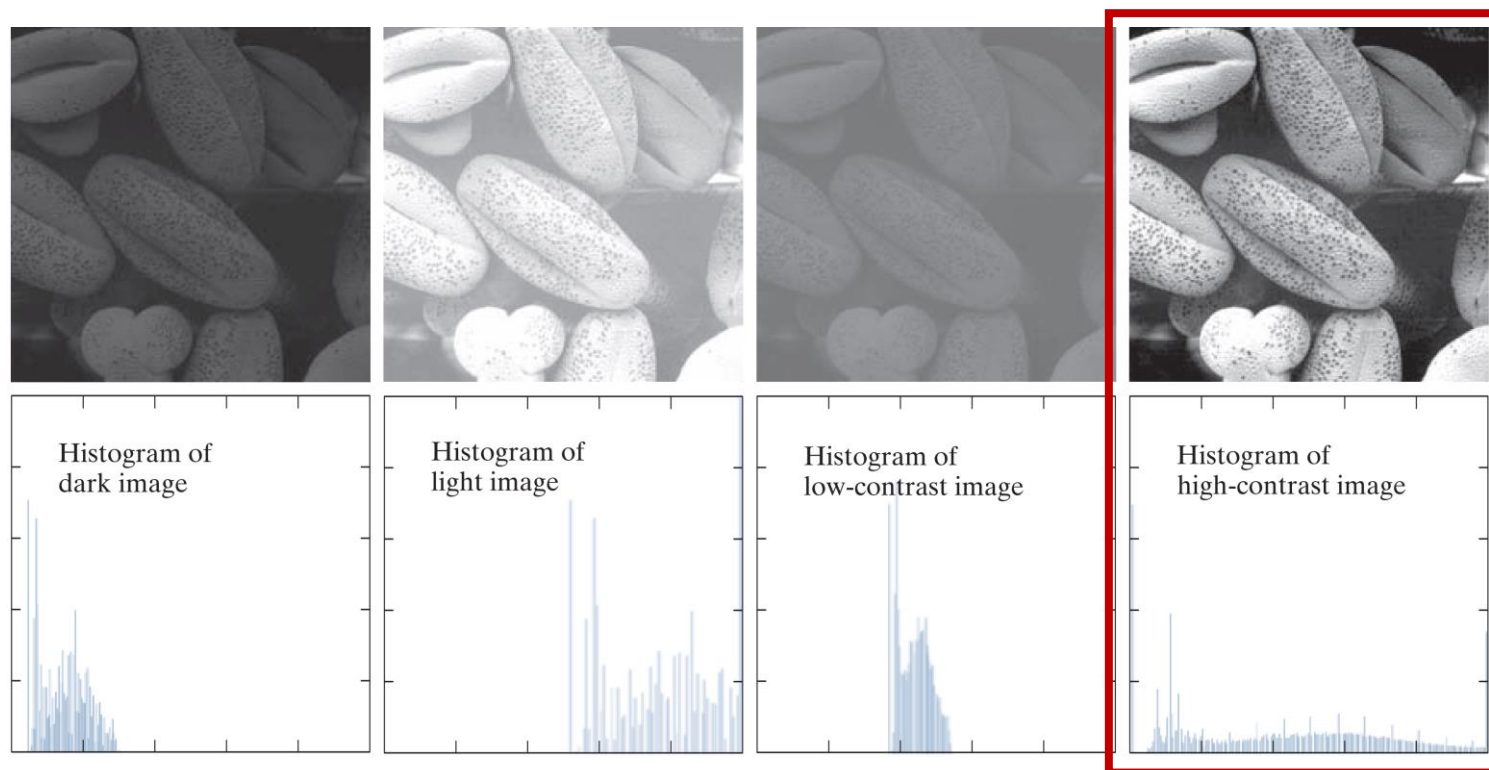
› Image **Histogram** and **Normalized Histogram**:

$$\text{› } h(r_k) = n_k, \quad k = 0, 1, 2, \dots, L - 1 \Rightarrow p(r_k) = \frac{n_k}{MN}$$



Histogram Processing

› Effect of histogram on Image quality:

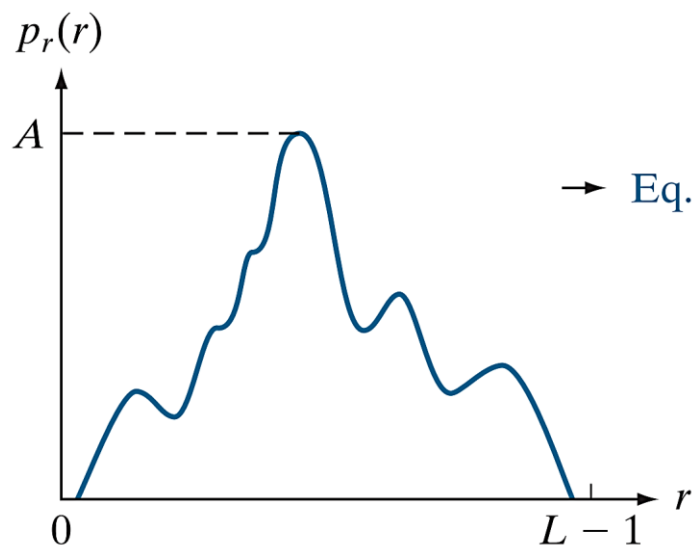


Histogram Equalization

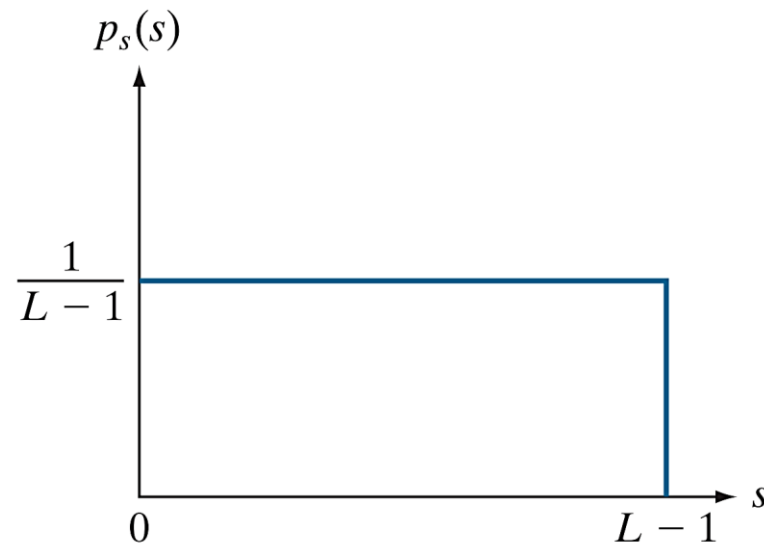
› Continuous case:

$p_r(r) \sim \text{Input Image pdf}$

$$s = T(r) = (L - 1) \int_0^r p_r(w) dw \propto \text{Uni}[0, L - 1]$$



→ Eq. (3-11) →

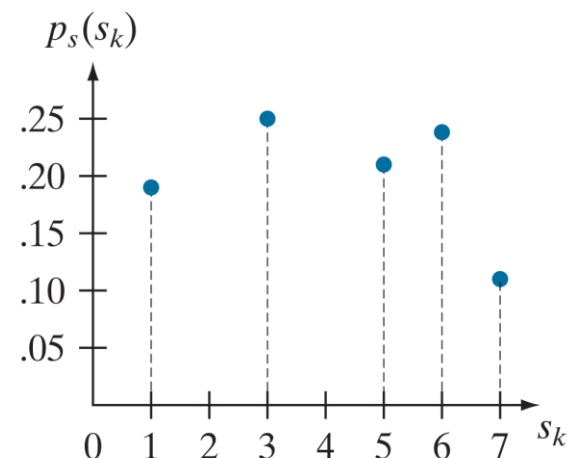
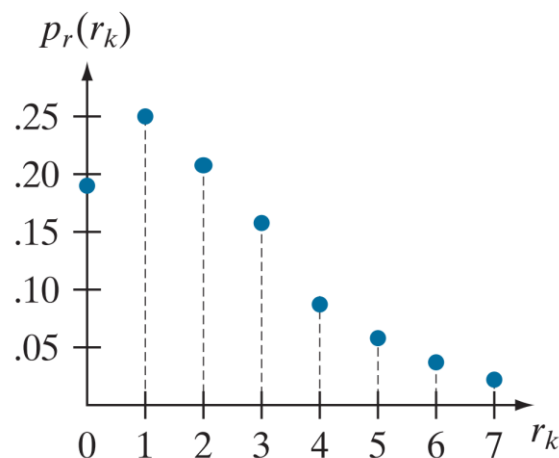


Histogram Equalization

› Discrete case:

$$p_r(r_k) = \frac{n_k}{MN}$$

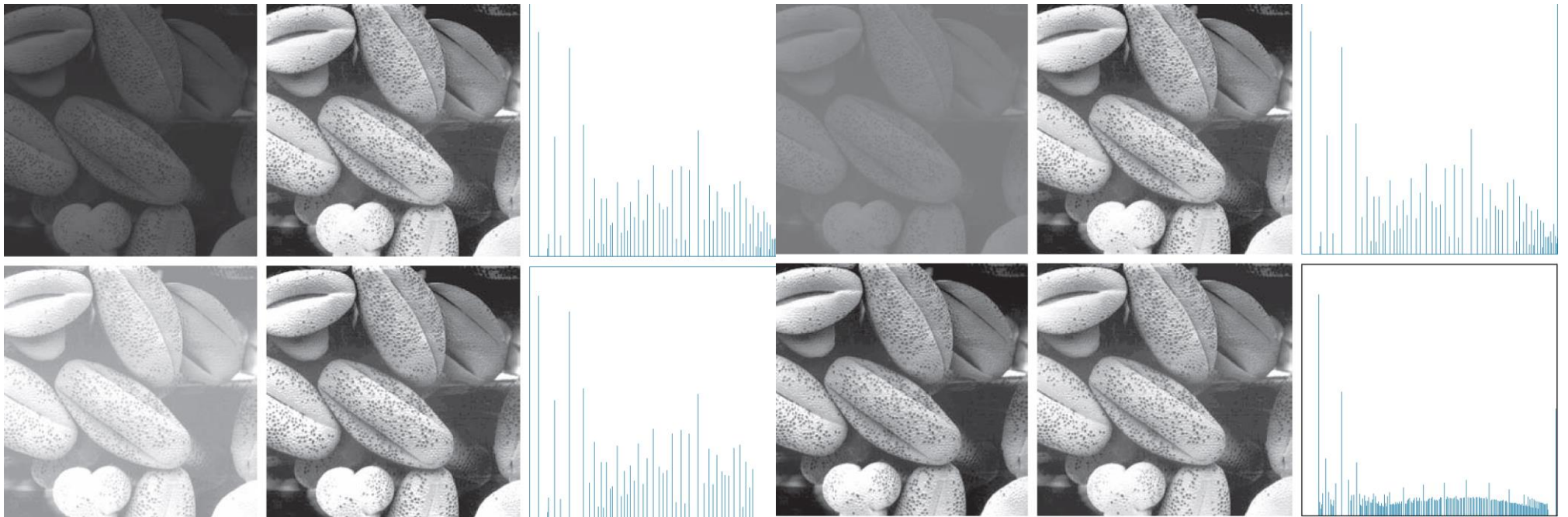
$$s = T(r) = (L - 1) \sum_{j=0}^k p_r(r_j) \propto ???$$



Histogram Equalization

› Example:

– Exact equalization is NOT achieved!



Histogram Matching

- › Image with highest quality in field does NOT obey uniform distribution, necessarily!
- › Assume we know target optimal distribution, $p_z(r)$

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

$$G(z) = (L - 1) \int_0^z p_z(v) dv = s$$

$$z = G^{-1}(T(r)) \propto p_z(z)$$

Local Processing

- › Local processing is very effective approach in image processing (Natural images are Non-stationary)
 - Local histogram equalization
 - Local and adaptive intensity transform
 - Local statistics (mean and variance)

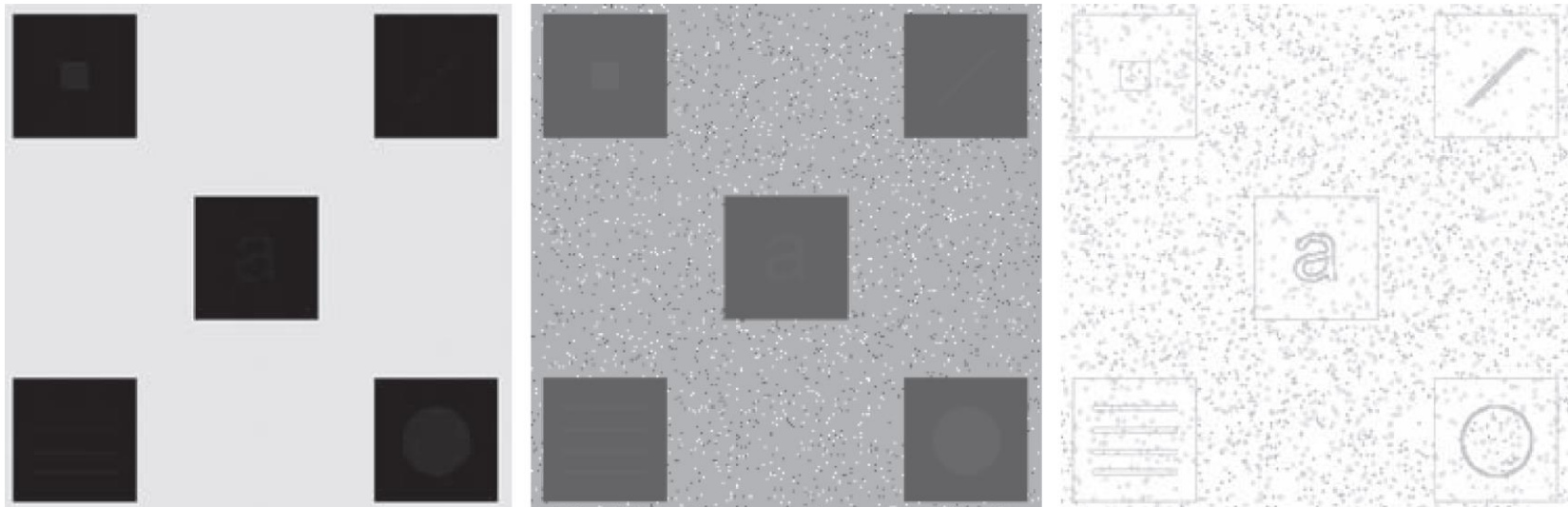
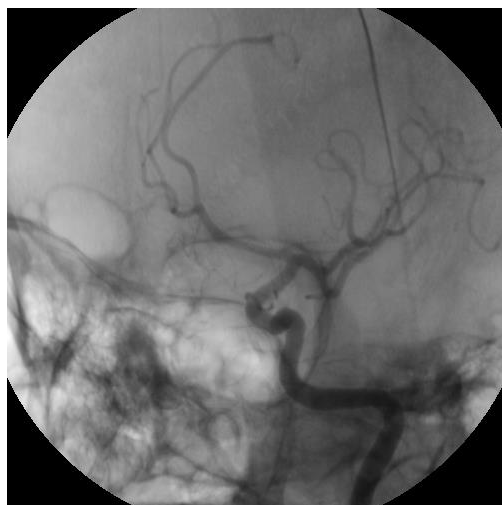
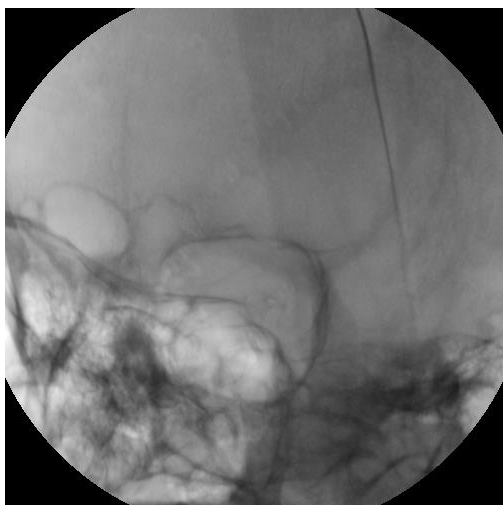


Image Subtraction

› Digital Subtraction Angiography: $f_{Enh} = K(f_{Post} - f_{Pre}) + f_{Pre}$



Pre Contrast Agent Injection

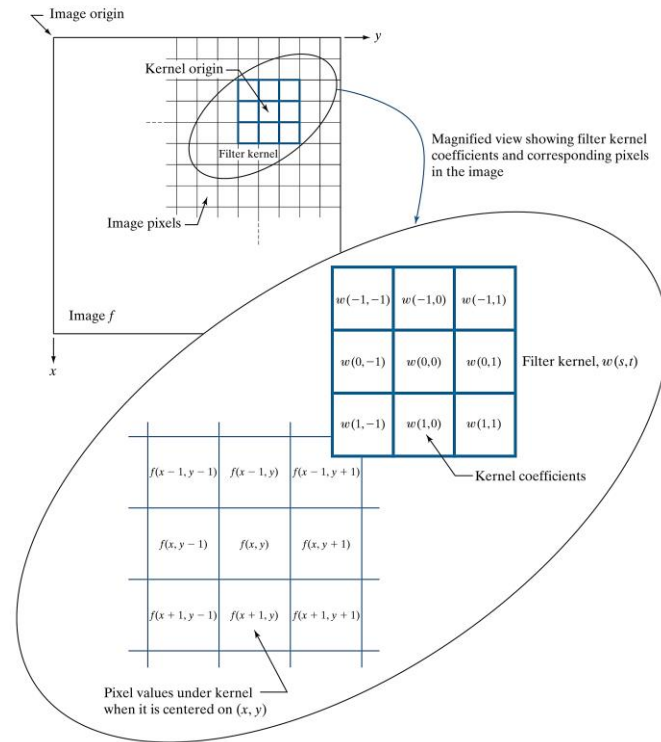
Post Contrast Agent Injection

Subtraction without Registration

Subtraction with Registration

Spatial Domain Process

- › For $n \times n$ window,
 - Filtering/Mask/Kernel/Window/Template Processing



Spatial Domain Process

› Smoothing Linear Filtering (Correlation and/or Convolution)

$$\text{› } g(x, y) = \sum_{s=-a}^a \sum_{t=-b}^b w(s, t) f(x - s, y - t)$$

$$\text{› } g(x, y) = \sum_{s=-a}^a \sum_{t=-b}^b w(s, t) f(x + s, y + t)$$

Spatial Domain Process

› Correlation/Convolution, valid (center) and same (right)

| Initial position for w | Correlation result | Full correlation result |
|---|---|---|
| <div> <div> <div>1</div> <div>2</div> <div>3</div> </div> <div> <div>4</div> <div>5</div> <div>6</div> </div> <div> <div>7</div> <div>8</div> <div>9</div> </div> </div> <div> <div>0</div><div>0</div><div>0</div><div>1</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> </div> | <div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>9</div><div>8</div><div>7</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>6</div><div>5</div><div>4</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>3</div><div>2</div><div>1</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> </div> | <div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>9</div><div>8</div><div>7</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>6</div><div>5</div><div>4</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>3</div><div>2</div><div>1</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> </div> |

| Rotated w | Convolution result | Full convolution result |
|---|---|---|
| <div> <div> <div>9</div> <div>8</div> <div>7</div> </div> <div> <div>6</div> <div>5</div> <div>4</div> </div> <div> <div>3</div> <div>2</div> <div>1</div> </div> </div> <div> <div>0</div><div>0</div><div>0</div><div>1</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> </div> | <div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>1</div><div>2</div><div>3</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>4</div><div>5</div><div>6</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>7</div><div>8</div><div>9</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> </div> | <div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>1</div><div>2</div><div>3</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>4</div><div>5</div><div>6</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>7</div><div>8</div><div>9</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> <div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div><div>0</div> </div> |

Spatial Domain Process

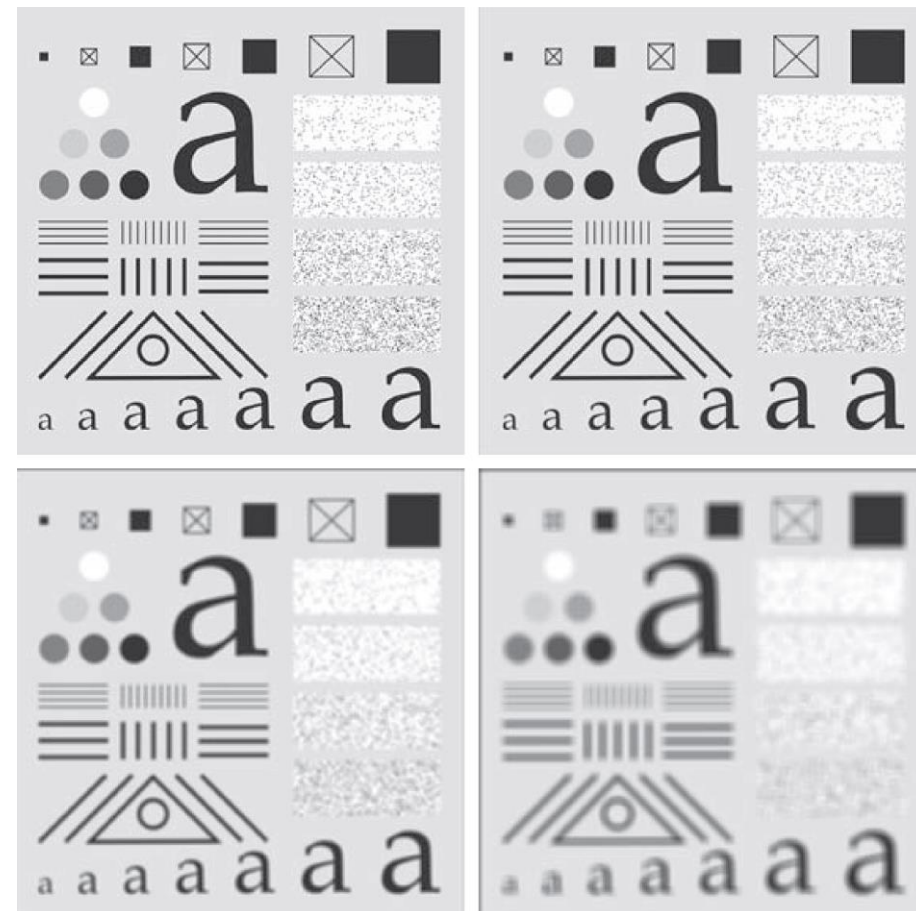
› Blurring Effect:

› Boxcar windows:

| | |
|----------------|----------------|
| 1×1 | 3×3 |
| 11×11 | 21×21 |

$$\frac{1}{9} \times$$

| | | |
|---|---|---|
| 1 | 1 | 1 |
| 1 | 1 | 1 |
| 1 | 1 | 1 |



Spatial Domain Process

› Most Common Spatial Filter:

–Gaussian Kernel:

$$G_{\sigma}(x, y) = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}} \xrightarrow{\text{kernel limited size}} G_{\sigma}(x, y) = K e^{-\frac{x^2+y^2}{2\sigma^2}}$$

–Kernel/Windows size: $\approx ([6\sigma] \times [6\sigma])$

–K: Normalization factor ($\sum_x \sum_y G_{\sigma}(x, y) = 1$)

–Less blurring

Spatial Domain Process

› Order statistics filter:

- Median (Best simple choice for salt & pepper noise)

- $g(x, y) = \sum_{(s,t) \in S(x,y)} \text{median}\{f(s, t)\}$



Spatial Domain Process

- › Image Sharpening:
 - Highlight edges using *first* or *second* derivative:
- › Laplacian of image

$$\pm \left(\frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial Y^2} \right) = \pm \nabla^2 f$$

- › Discrete Implementation with **+** sign (left) and **–** sign (right):

| | | | | | | | | | | | |
|---|----|---|---|----|---|----|----|----|----|----|----|
| 0 | 1 | 0 | 1 | 1 | 1 | 0 | -1 | 0 | -1 | -1 | -1 |
| 1 | -4 | 1 | 1 | -8 | 1 | -1 | 4 | -1 | -1 | 8 | -1 |
| 0 | 1 | 0 | 1 | 1 | 1 | 0 | -1 | 0 | -1 | -1 | -1 |

Spatial Domain Process

› Image enhancement:

$$g(x, y) = f(x, y) + c \nabla^2 f(x, y)$$

› Kernel formulation:

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} + c \begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

Spatial Domain Process

› Example:

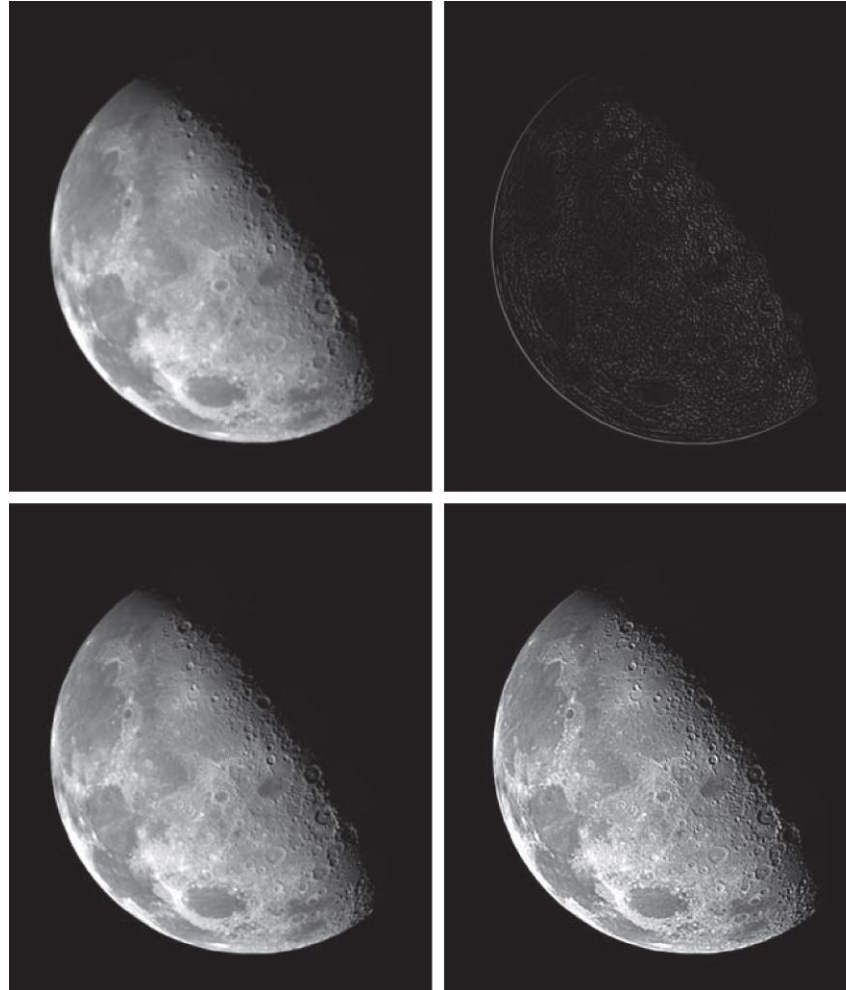
| | |
|---|---|
| a | b |
| c | d |

(a) Blurred image of the North Pole of the moon.

(b) Laplacian image obtained using the kernel in Fig. 3.45(a).

(c) Image sharpened using Eq. (3-54) with $c = -1$.

(d) Image sharpened using the same procedure, but with the kernel in Fig. 3.45(b).



Spatial Domain Process

› Noise suppression in Laplacian processing:

$$-\left(\frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial Y^2}\right) = -\nabla^2 f$$

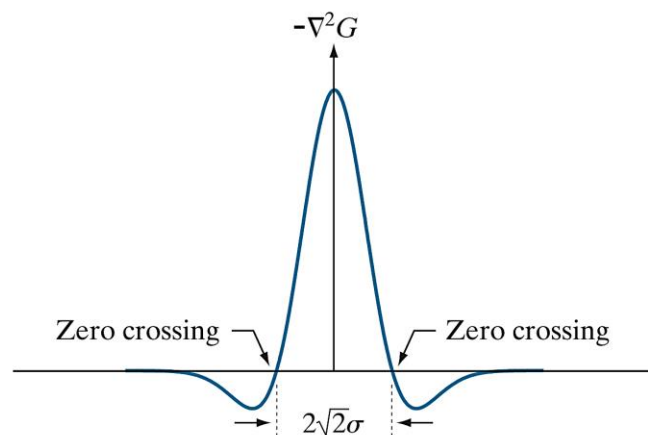
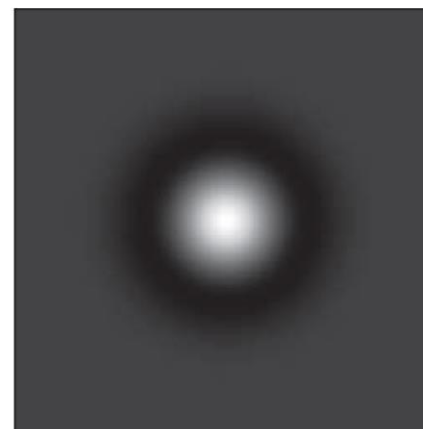
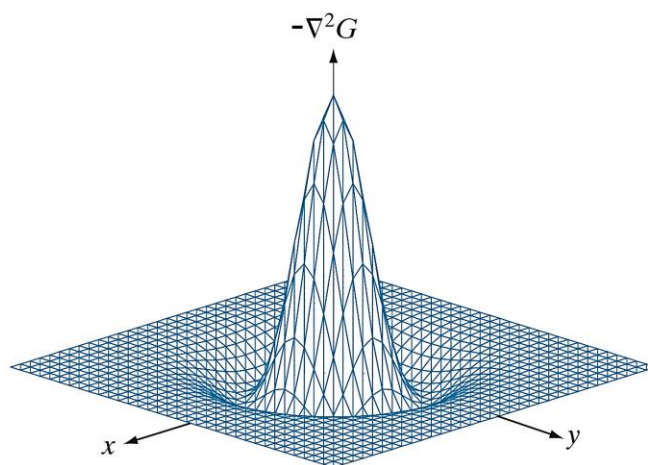
› Laplacian of Gaussian (LoG) of image:

$$LoG(f) = -\nabla^2 (G_\sigma * f) = (-\nabla^2 G_\sigma) * f$$

$$\nabla^2 G_\sigma = \left(\frac{2\sigma^2 - x^2 - y^2}{\sigma^4}\right) e^{-\frac{x^2+y^2}{2\sigma^2}}$$

Spatial Domain Process

› *LoG Kernel*



| | | | | |
|----|----|----|----|----|
| 0 | 0 | -1 | 0 | 0 |
| 0 | -1 | -2 | -1 | 0 |
| -1 | -2 | 16 | -2 | -1 |
| 0 | -1 | -2 | -1 | 0 |
| 0 | 0 | -1 | 0 | 0 |

Spatial Domain Process

› *LoG* approximation via *DoG* (Difference of Gaussian)

$$G_D(x, y) = \frac{1}{2\pi\sigma_1^2} e^{-\frac{x^2+y^2}{2\sigma_1^2}} - \frac{1}{2\pi\sigma_2^2} e^{-\frac{x^2+y^2}{2\sigma_2^2}}$$

Spatial Domain Process

› Image Sharpening using image gradient:

$$\nabla f = \begin{bmatrix} g_x \\ g_y \end{bmatrix} = \begin{bmatrix} \frac{\partial f}{\partial x} & \frac{\partial f}{\partial y} \end{bmatrix}^T \Rightarrow M(x, y) = \|\nabla f\|, \hat{M}(x, y) = \left| \frac{\partial f}{\partial x} \right| + \left| \frac{\partial f}{\partial y} \right|$$

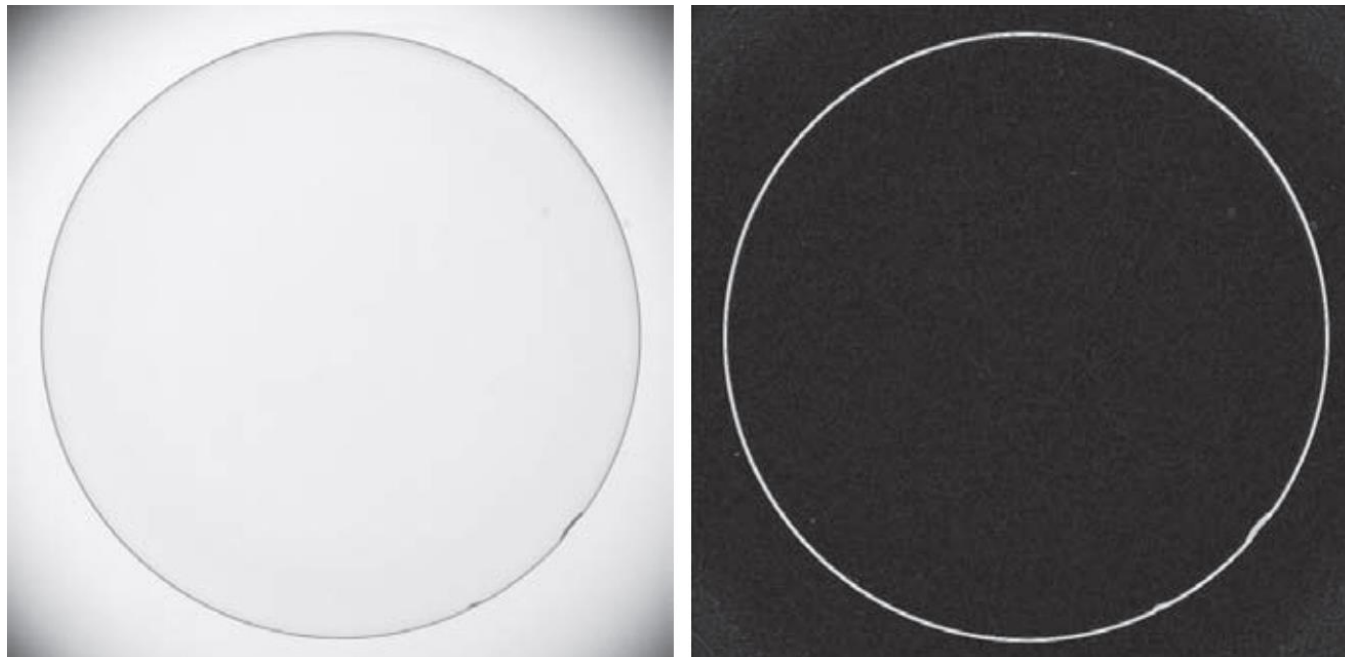
› Discrete implementation of g_x and g_y (*Sobel Mask*):

| | | |
|----|----|----|
| -1 | -2 | -1 |
| 0 | 0 | 0 |
| 1 | 2 | 1 |

| | | |
|----|---|---|
| -1 | 0 | 1 |
| -2 | 0 | 2 |
| -1 | 0 | 1 |

Spatial Domain Process

› Image Sharpening using image gradient, $M(x, y)$:



Matlab Command

› Image Statistics:

–means2, std2, corr2, imhist, regionprops

› Image Intensity Adjustment:

–imadjust, histeq, adapthisteq, imnoise

› Linear Filter:

–imfilter, fspecial, conv2, corr2,

› Nonlinear filter:

–medfilt2, ordfilt2

The End

› AnY QuEsTiOn?

