Homework title: Hw2_Image Sharpening

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Technical description

透過拉普拉斯運算子後可以將影像中物體與物體或物體與背景的交界獻給勾勒出來,並形成一張圖像,而運算子可依以下分類成一階微分、二階微分等。(a)(c)皆為一階微分運算子、(b)(d)皆為二階微分運算子。而二階微分所呈現於影像的強度會相較一階微分更亮些。計算方式則是使用運算子對影像的pixel值做乘法後,即可得到拉普拉斯運算後的圖,如果運算子中心值偽正則與原圖相加,若運算子中心為負,則與原圖相減,即可得到shrapen後的圖片。

而high-boost filter image的計算方式如此公式 $f_{\rm hb}(x,y)=Af(x,y)-\overline{f}(x,y),$ 或此公式 $f_{\rm hb}(x,y)=(A-1)f(x,y)+f_s(x,y)$, \overline{f} 代表拉普拉斯後的圖像,而A>=1,透 過此方式後,即可得the sharpen image of high-boost filter。

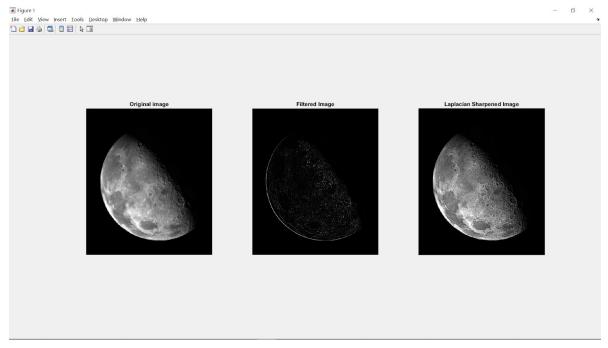
0	1	0	1	1	1
1	-4	1	1	-8	1
0	1	0	1	1	1
0	-1	0	-1	-1	-1
-1	4	-1	-1	8	-1
0	-1	0	-1	-1	-1

a b c d

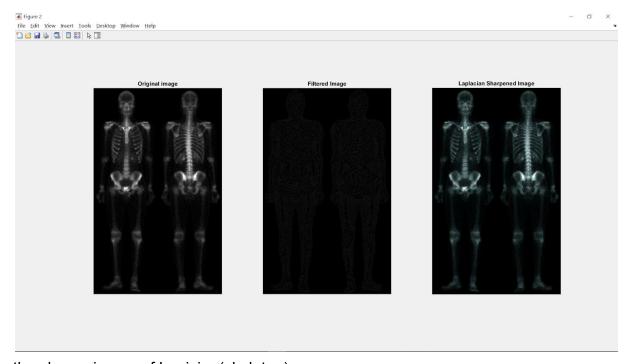
FIGURE 3.39 (a) Filter mask used to implement the digital Laplacian, as defined in Eq. (3.7-4). (b) Mask used to implement an extension of this equation that includes the diagonal neighbors. (c) and (d) Two other implementations

of the Laplacian.

Experimental results



the shrpen image of Lapician(moon)



the shrpen image of Lapician(skeleton)

Filtered Image

Original Image

Filtered Image

Filtered Image

Original Construction Image

Filtered Image

F

the shrpen image of high-boost filter(moon) 係數A=1



the sharpen image of high-boost filter(skeleton) 係數A=1

Discussions

透過微積分及梯度概念,將laplacian opreator應用與影像的運算中,將圖片的物體、背景的交界算出後,在與原先圖片做處理,產生出一張更加優美及協調的圖片。而大家常用的修圖軟體,其中必定也含有許多數學模型的運算,讓圖片變得更加具有美感,而用於醫療影像中,使得圖片細節更加緊密而清楚,讓醫生能夠以更多的線索來判斷病徵的可能,達到有效醫治病患的效果。數學模型的發現,影響了影像處理的發展,帶動了人們追求精美圖片的需求。

References and Appendix 教授Ch03.ppt

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