



(a) Original



(b) Threshold = 50



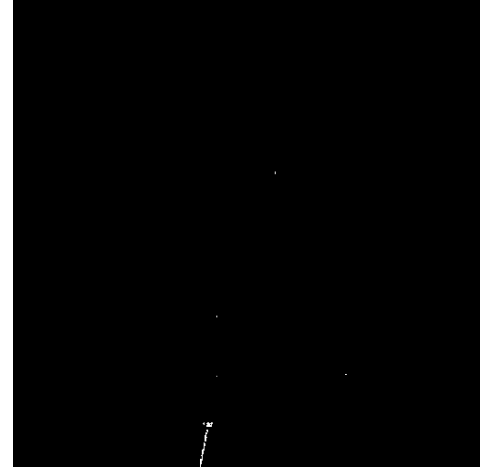
(c) Threshold = 100



(d) Threshold = 150



(e) Threshold = 200



(f) Threshold = 250

Figure 1: Cameraman Binarization Thresholding



(a) Original



(b) Threshold = 50



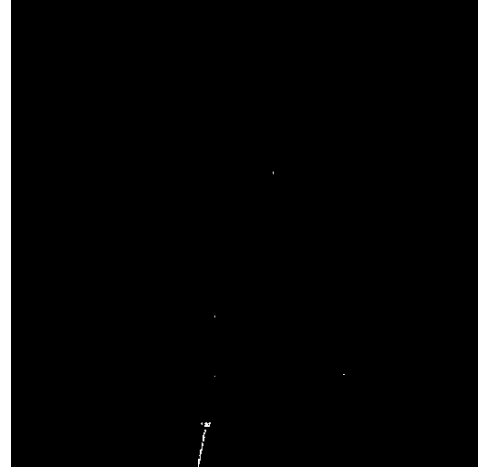
(c) Threshold = 100



(d) Threshold = 150



(e) Threshold = 200



(f) Threshold = 250

Figure 2: Cameraman Reject Thresholding



(a) Original



(b) Threshold = 50



(c) Threshold = 100



(d) Threshold = 150



(e) Threshold = 200



(f) Threshold = 250

Figure 3: Cameraman Accept Thresholding

Original Image



Equalized Image

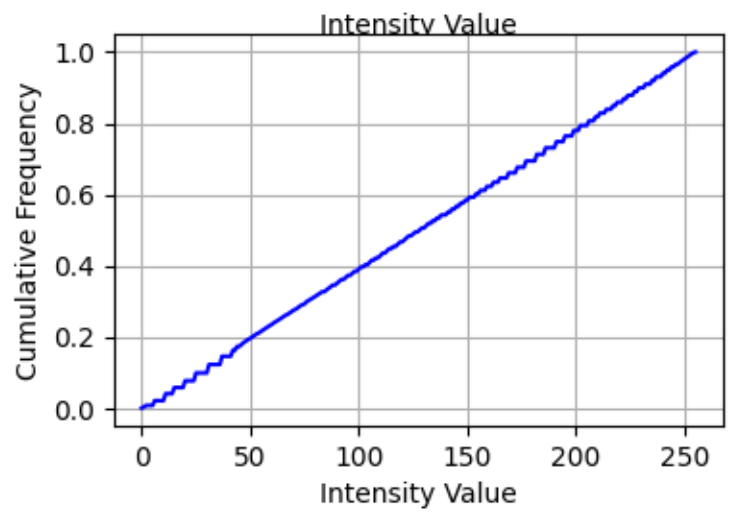
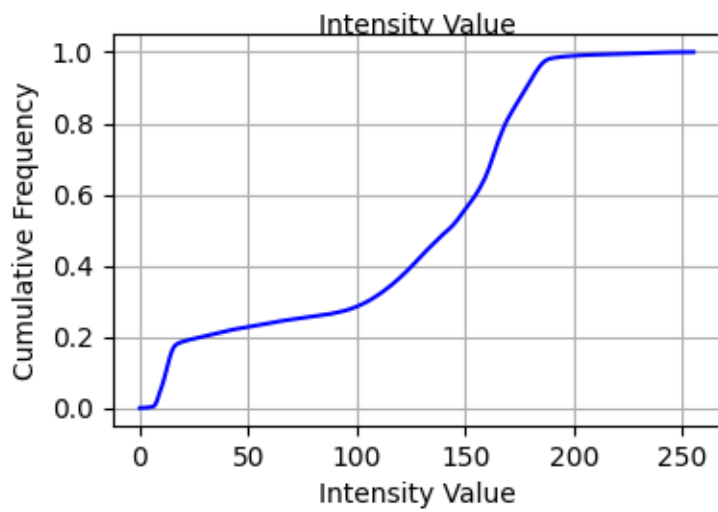
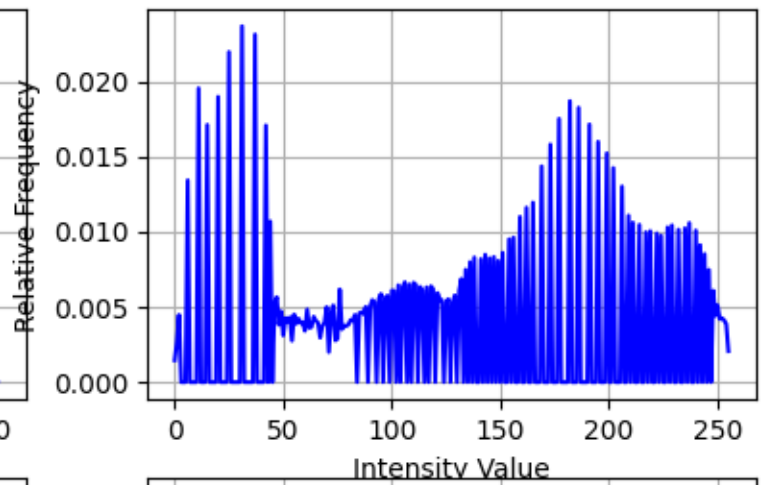
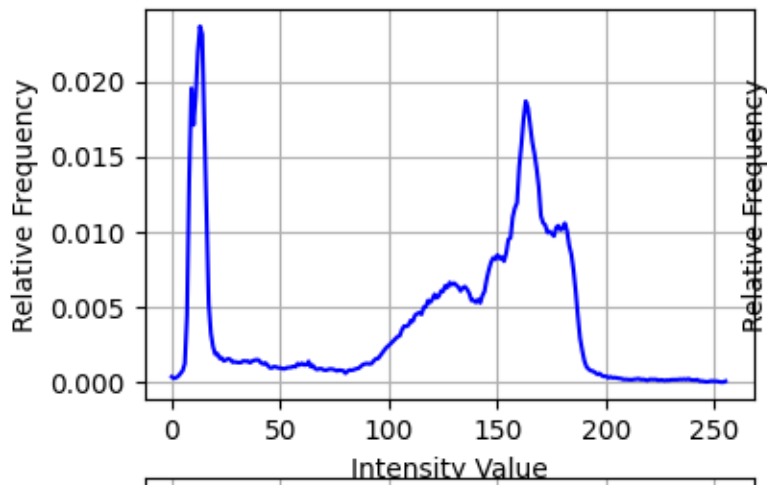
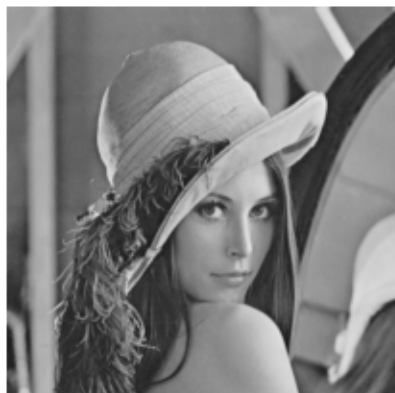


Figure 4: Cameraman Histogram Equalization

Original Image



Equalized Image

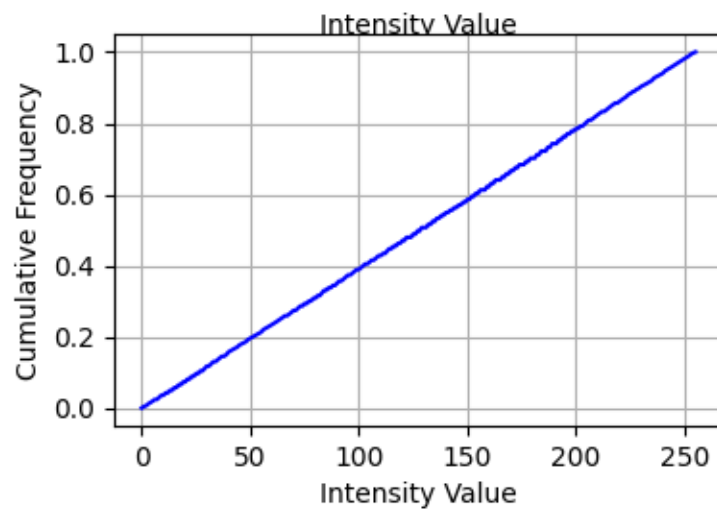
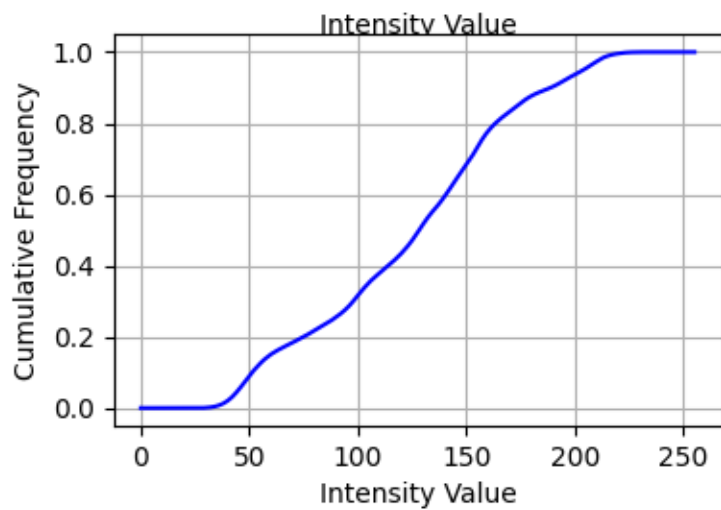
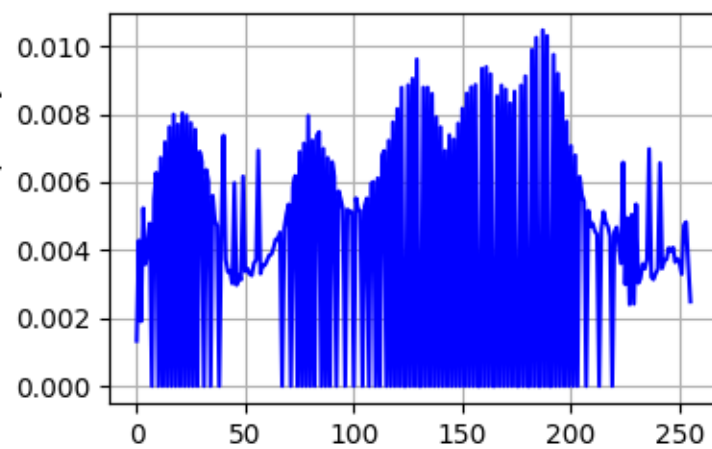
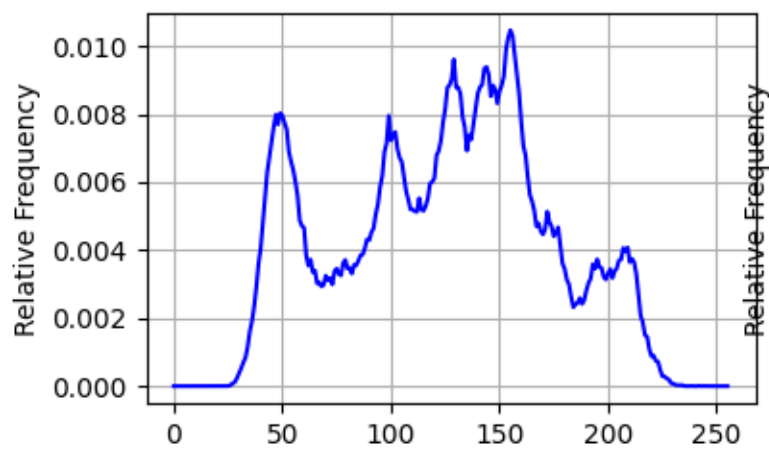
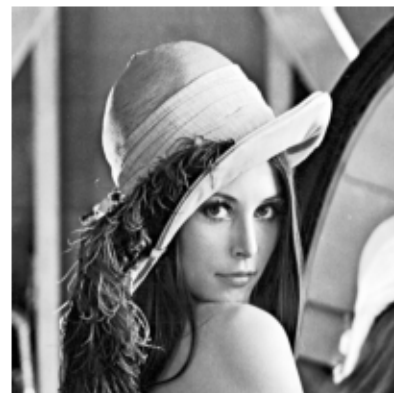
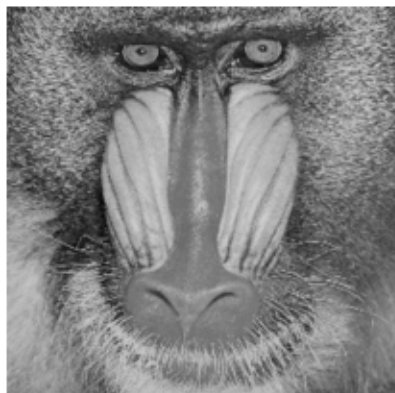


Figure 5: Lena Histogram Equalization

Original Image



Equalized Image

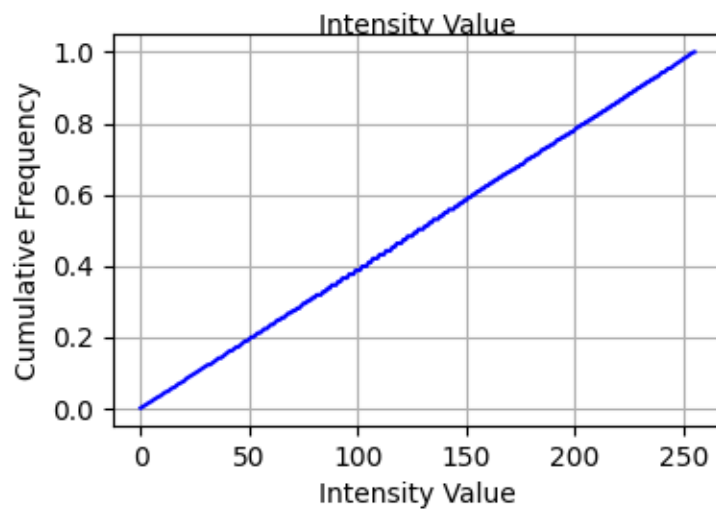
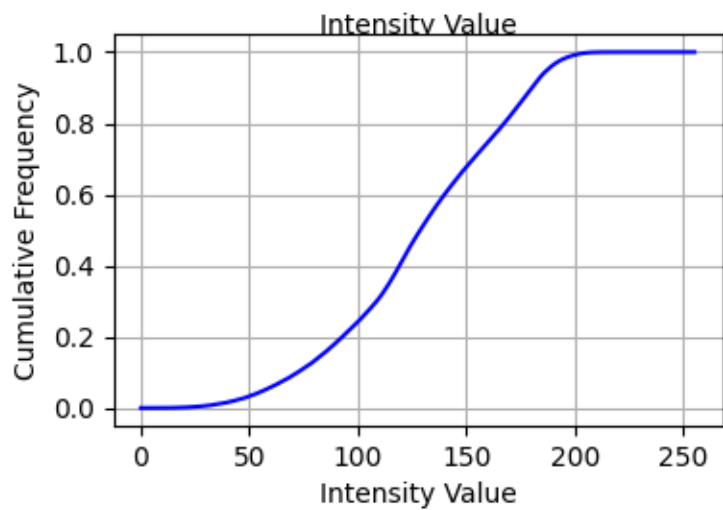
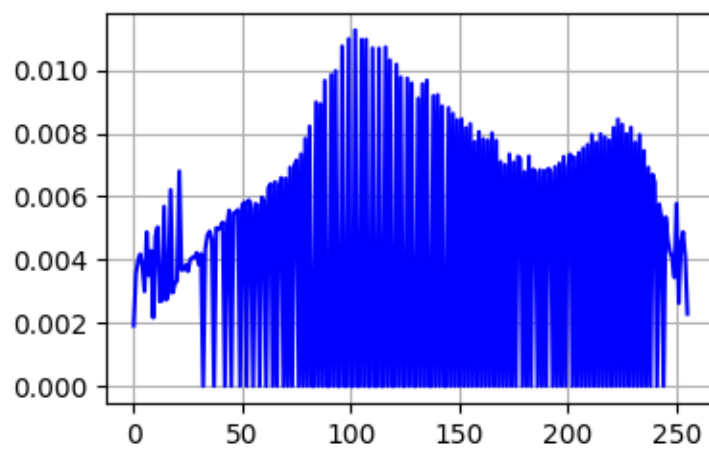
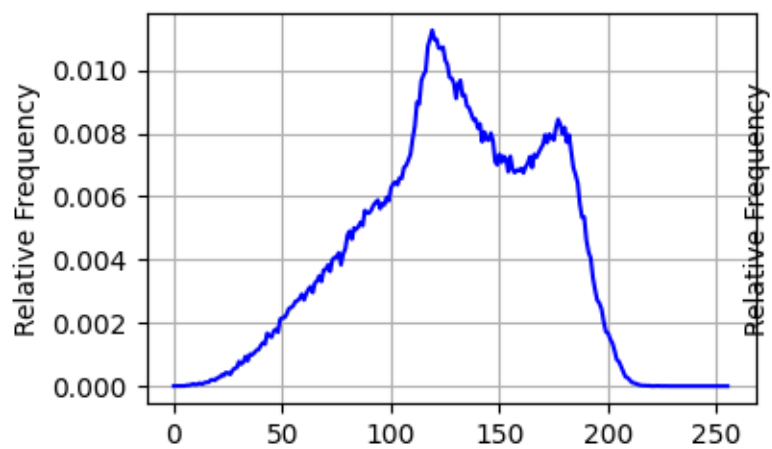
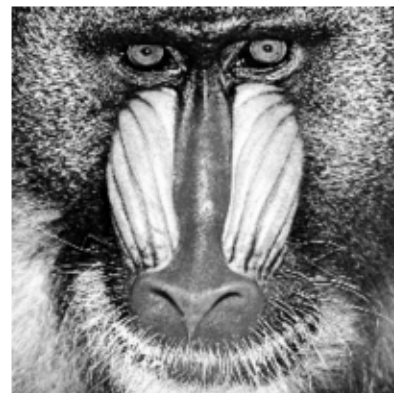


Figure 6: Mandril Histogram Equalization



Original Image



Equalized Image

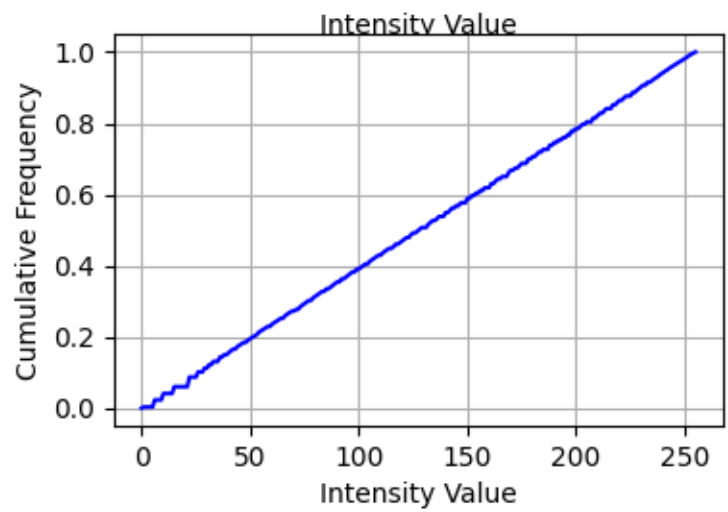
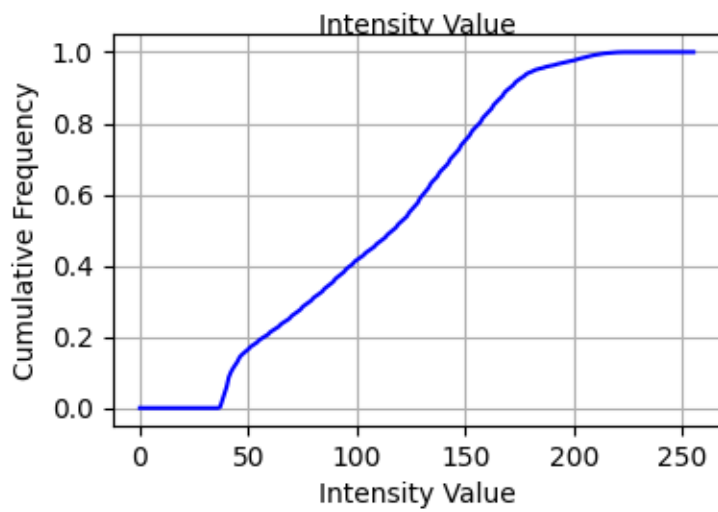
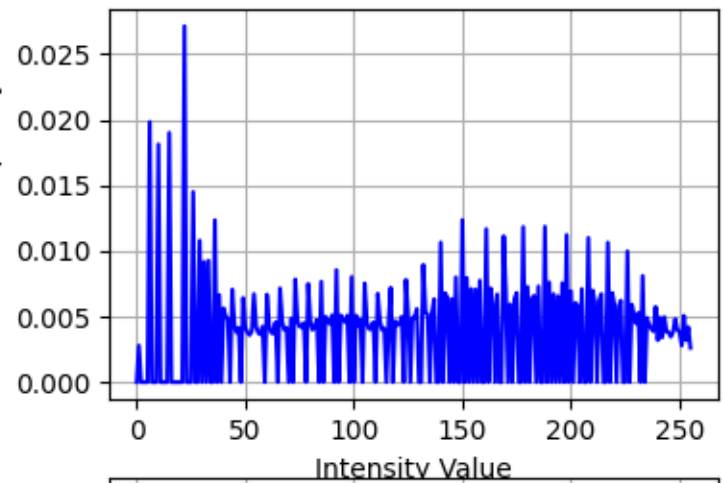
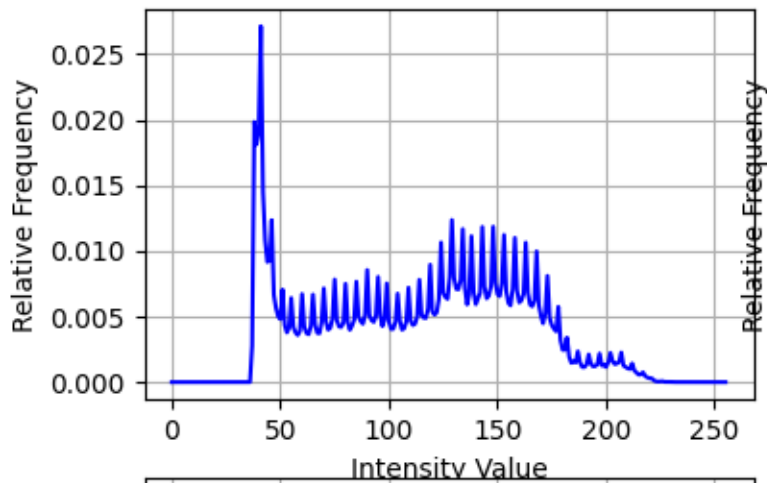


Figure 7: Pirate Histogram Equalization