



Assignment 1: Image Sharpening

Tutorials

Tutor:

- Hu Wenbo
 - Email: wbhu@cse.cuhk.edu.hk
 - Office: SHB1026
- Liu Hanyuan
 - Email: liuhy@cse.cuhk.edu.hk
 - Office: SHB1026

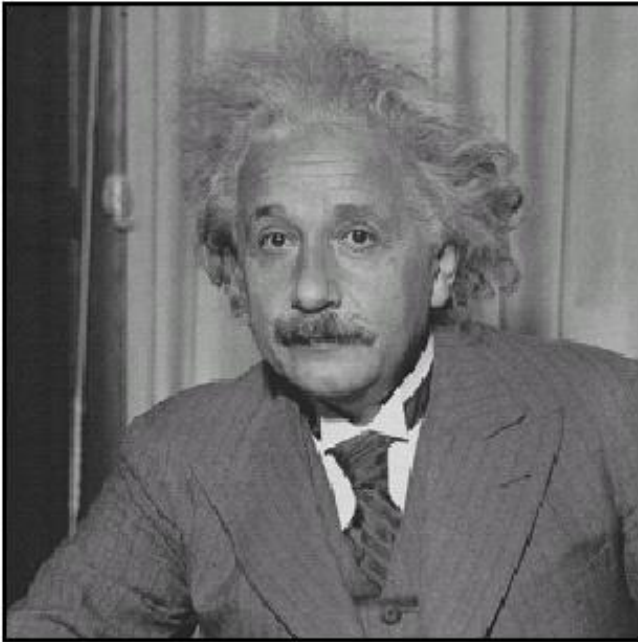
Tutorial sessions:

| | | |
|-----------------|-----------------------|---------|
| TUTORIAL | Tue 12:30 - 1:15pm | ERB 404 |
| | Thu 11:30am - 12:15pm | ERB 803 |

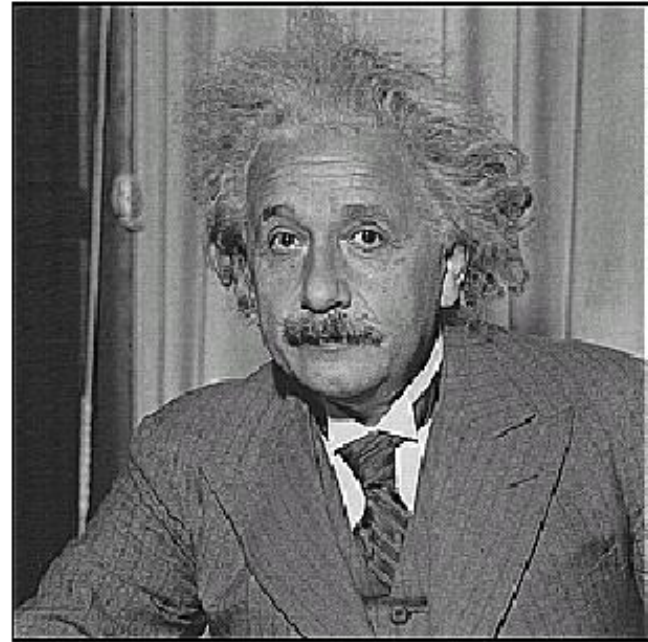
The two sessions have the same contents, so take either is ok.

Sharpening

Boost detail in an image without introducing noise or artifacts.



before



after

Sharpening

Input

=

Coarse

+

Fine

Sharpening

Input

=

Coarse

+

Fine

Sharpening

Input

How to decompose?

Coarse + Fine

Sharpening

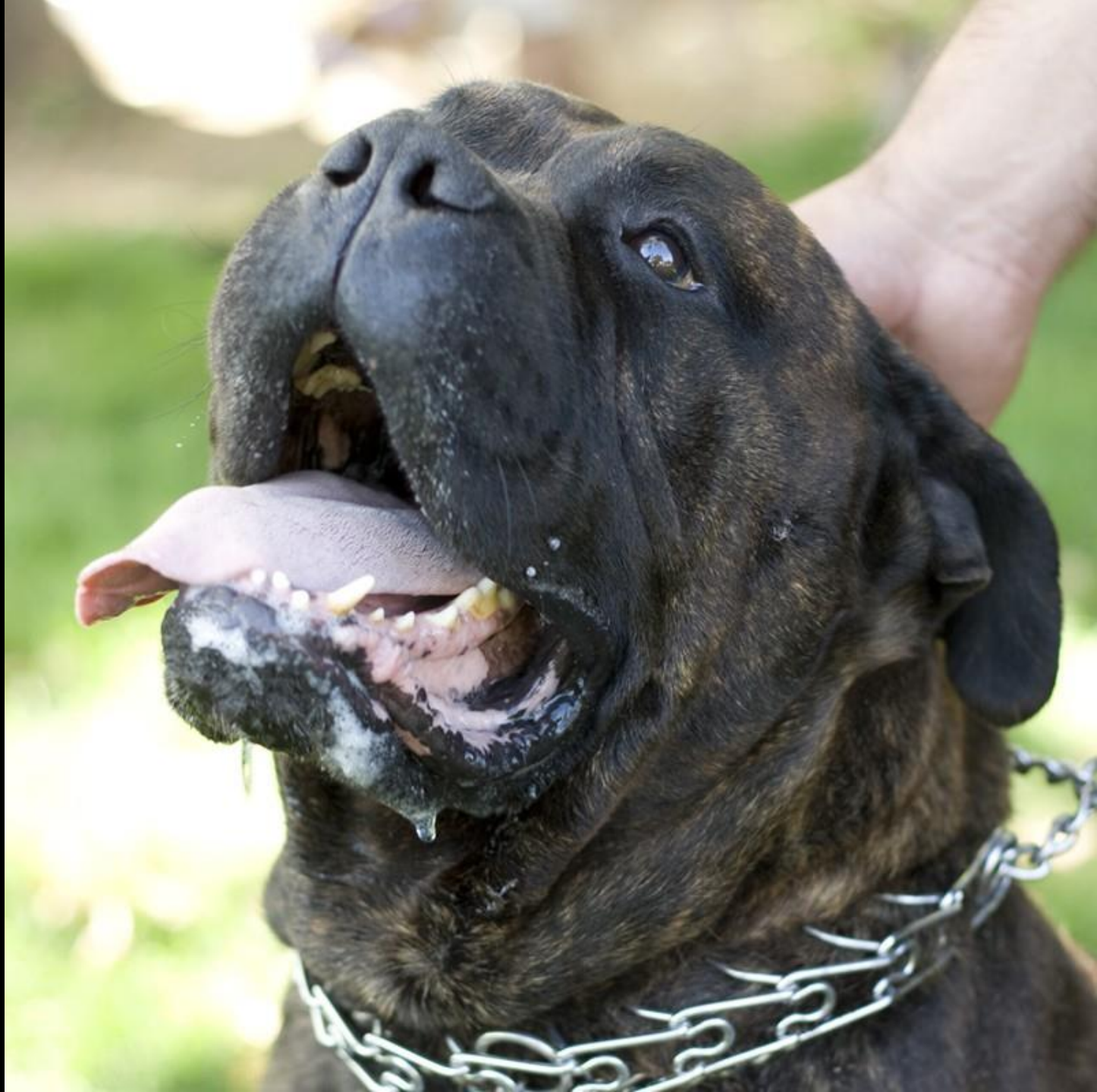
Coarse: remove details

- Box filter: average the neighbor pixels.
- Gaussian filter: weighted sum the neighbor pixels.
- ...

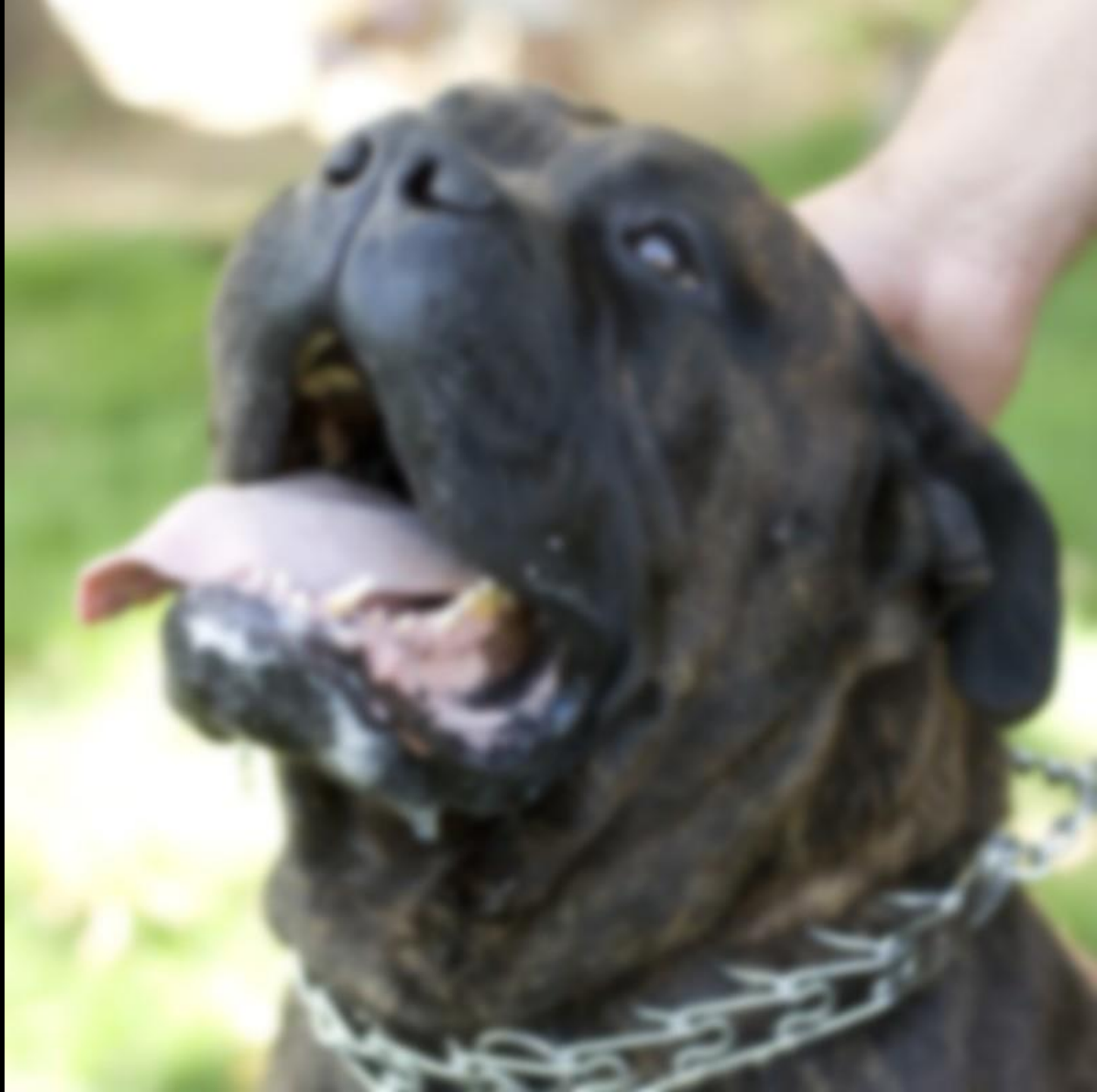
Fine: $\text{input} - \text{coarse}$

Image sharpening: $\text{input} + \text{fine}$

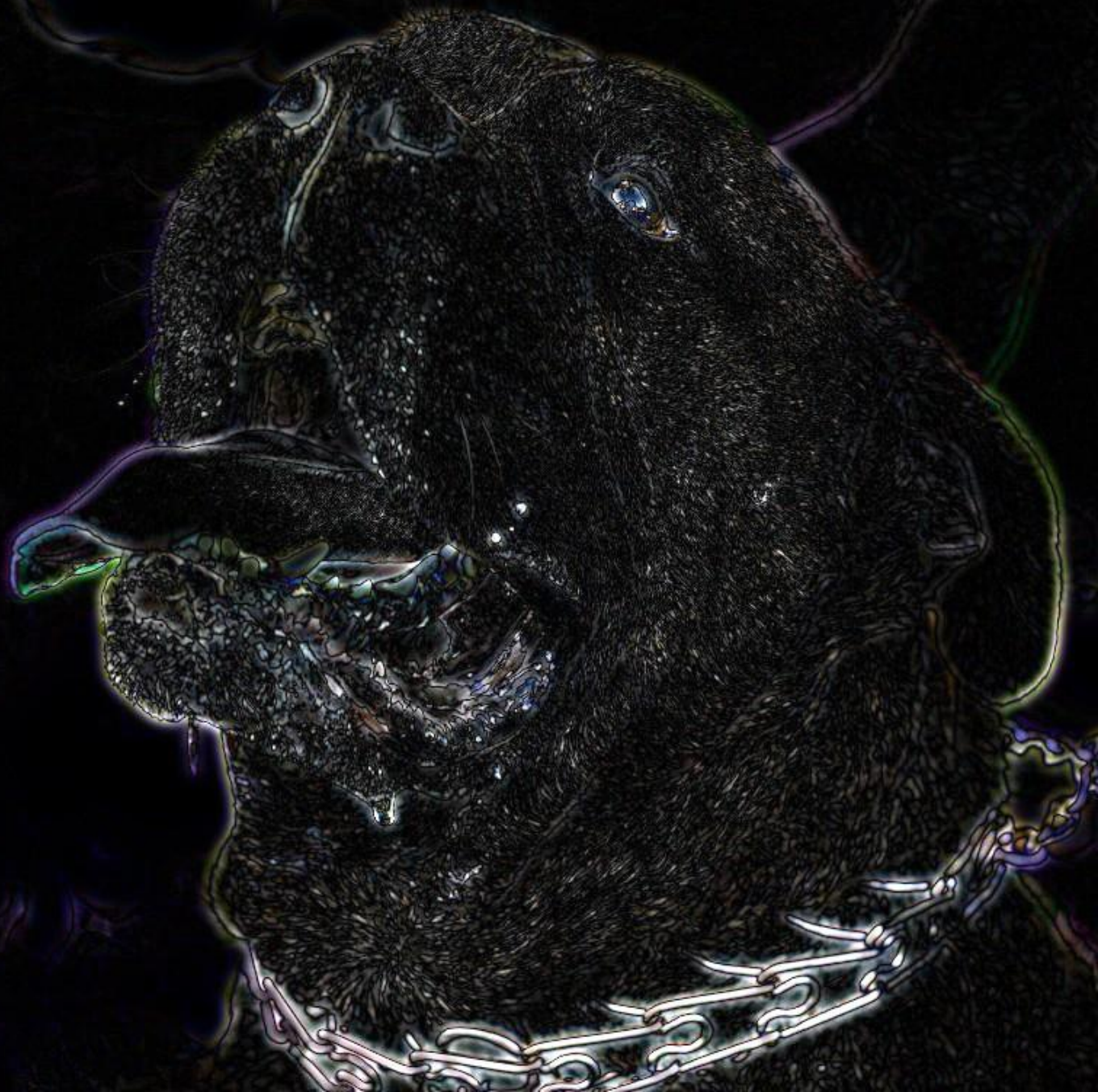
Input



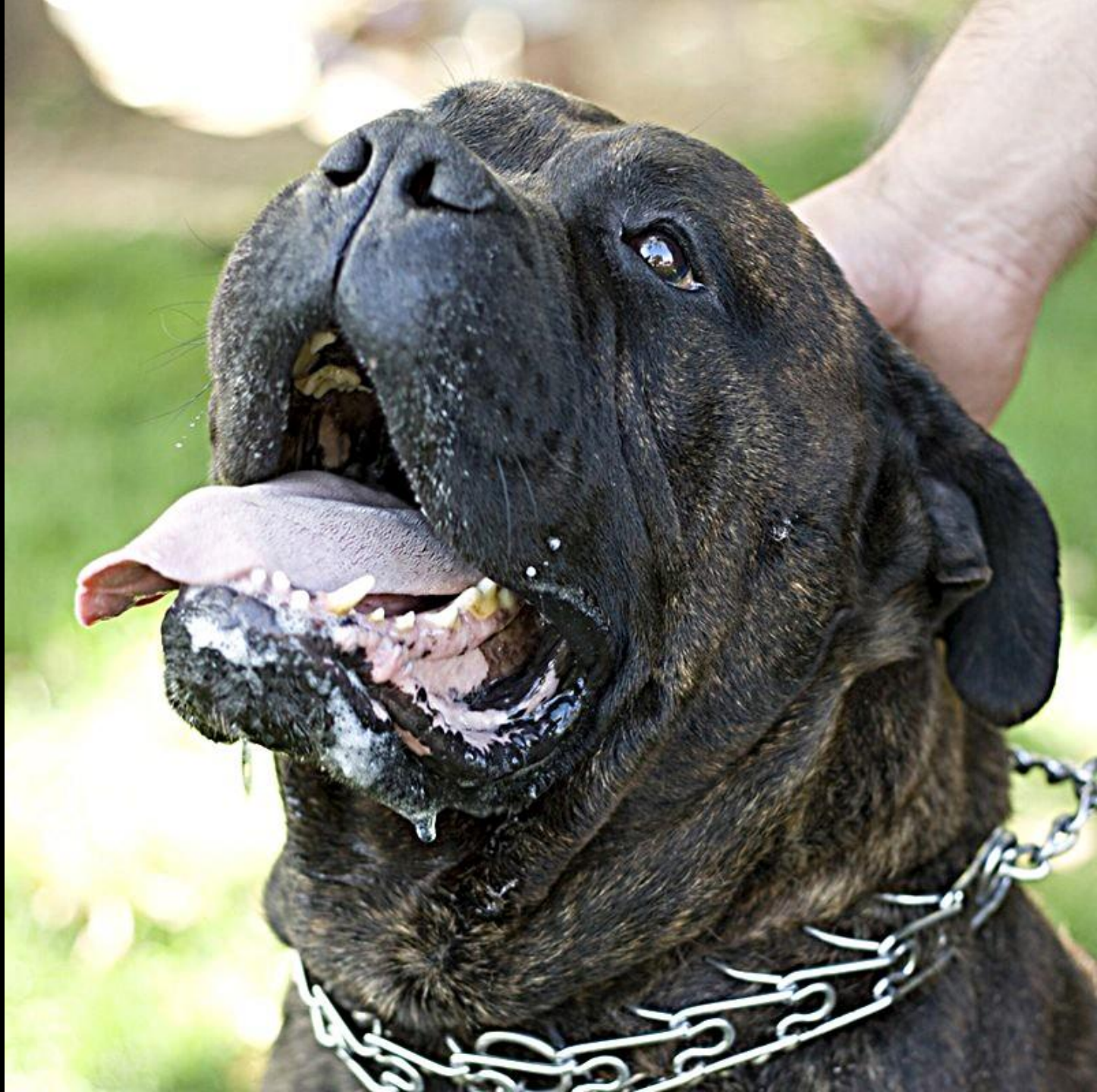
Coarse



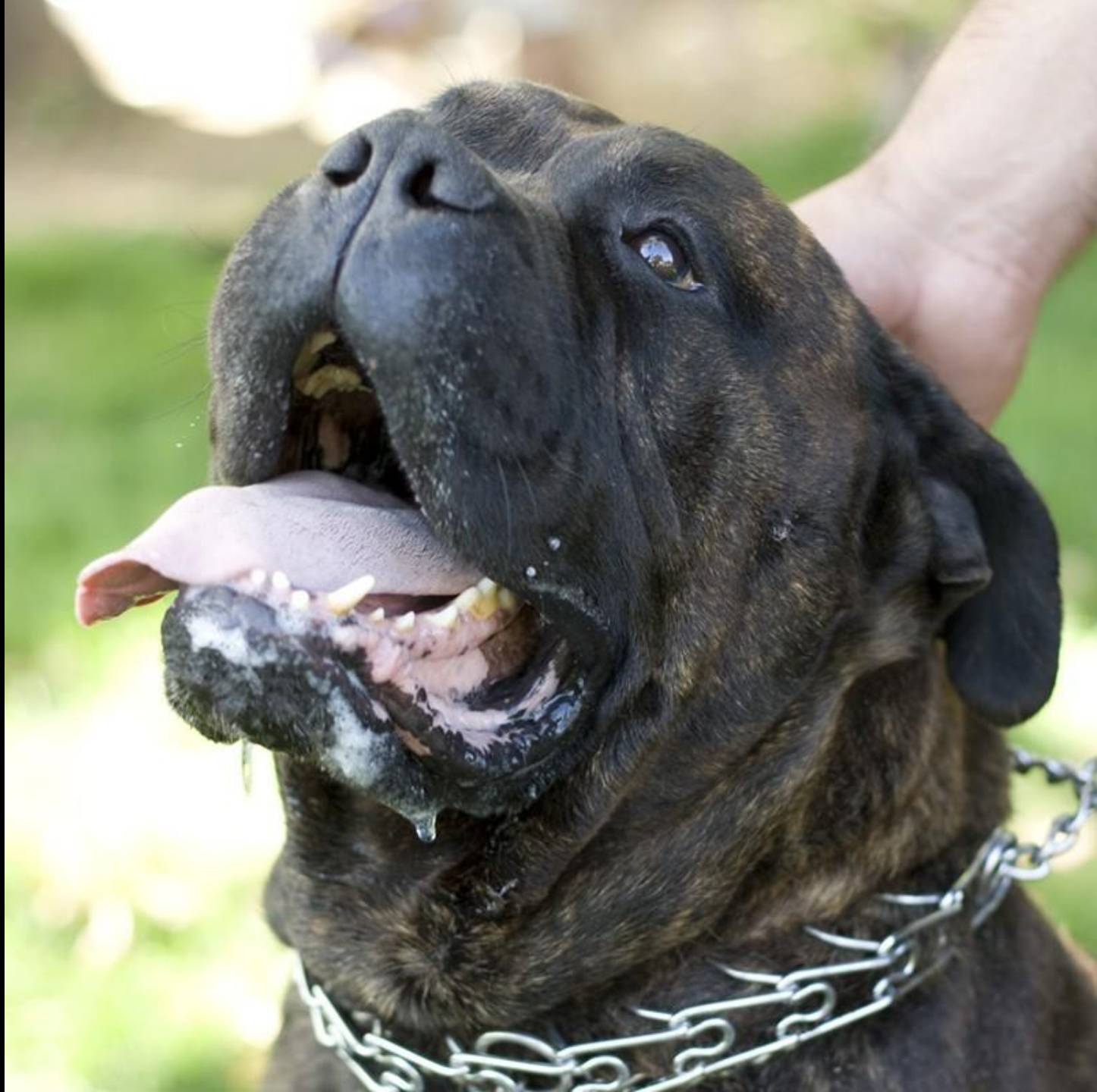
Fine



Input +
Fine

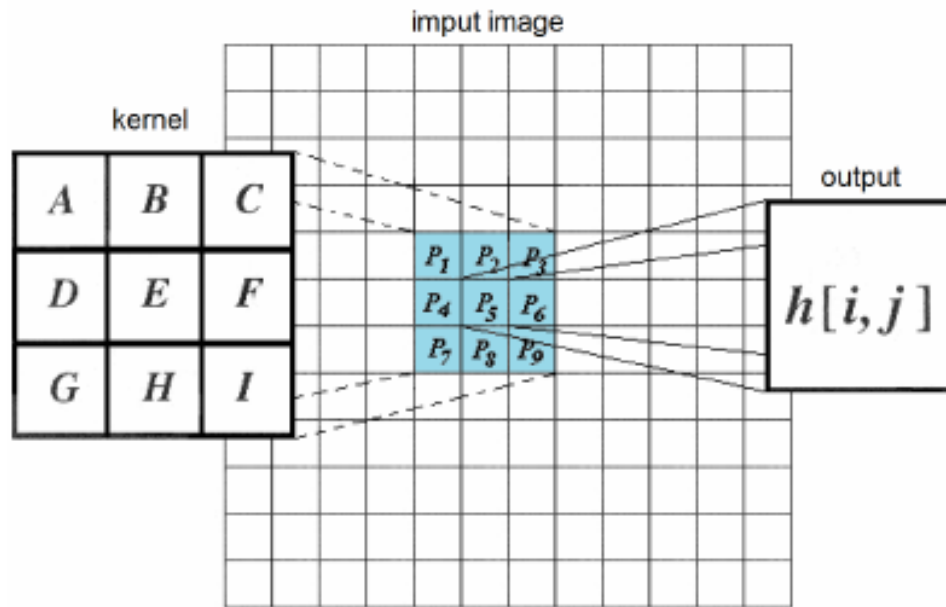


Input



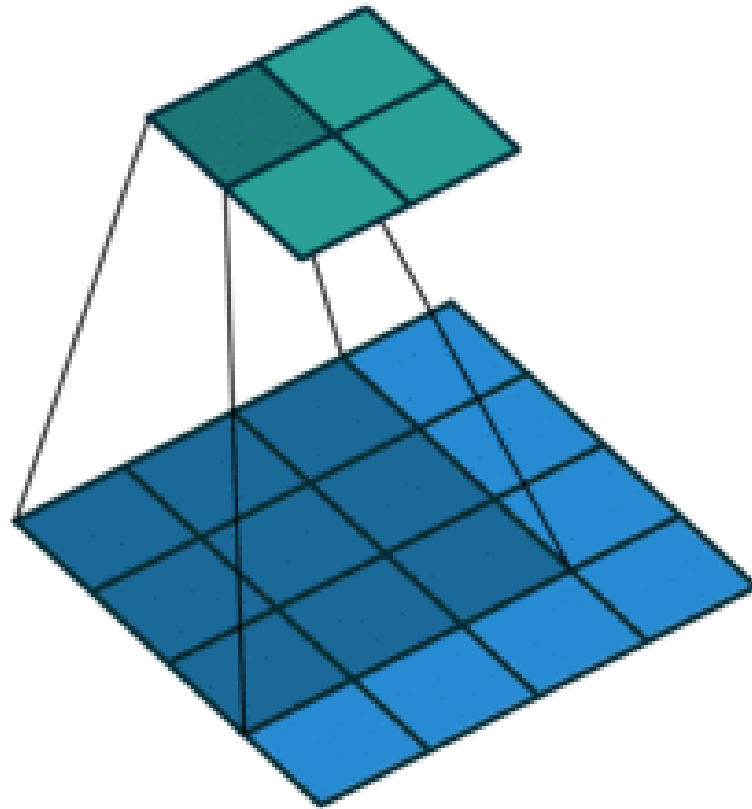
Filter basic: convolution

Linear combination of the pixels in the input pixel's neighborhood.



$$h[i, j] = A \times P_1 + B \times P_2 + C \times P_3 + D \times P_4 + E \times P_5 + F \times P_6 + G \times P_7 + H \times P_8 + I \times P_9$$

Filter basic: convolution

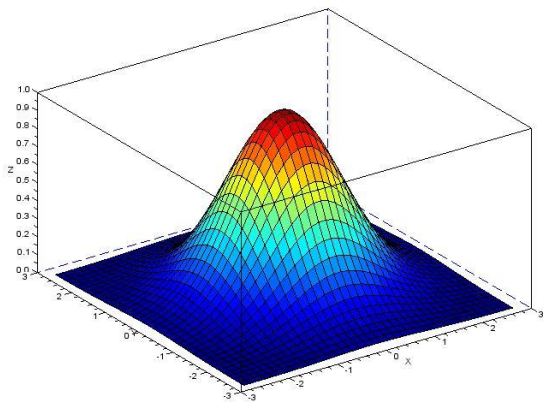


Kernel generation

Mean filtering kernel: Replace each pixel with an average of its neighborhood

$$\frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

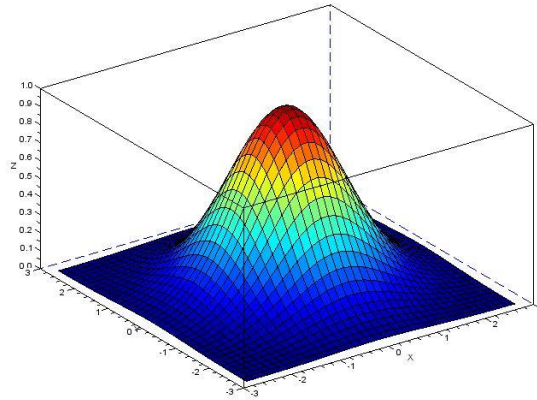
Gaussian smoothing: Using weighted sum



$$\frac{1}{16} \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$

Gaussian kernel

Gaussian kernel

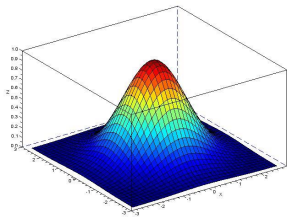


$$G_{2D}(x, y; \sigma) = \frac{1}{\sqrt{2\pi} \sigma} e^{-\frac{x^2}{2\sigma^2}} \times \frac{1}{\sqrt{2\pi} \sigma} e^{-\frac{y^2}{2\sigma^2}} = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

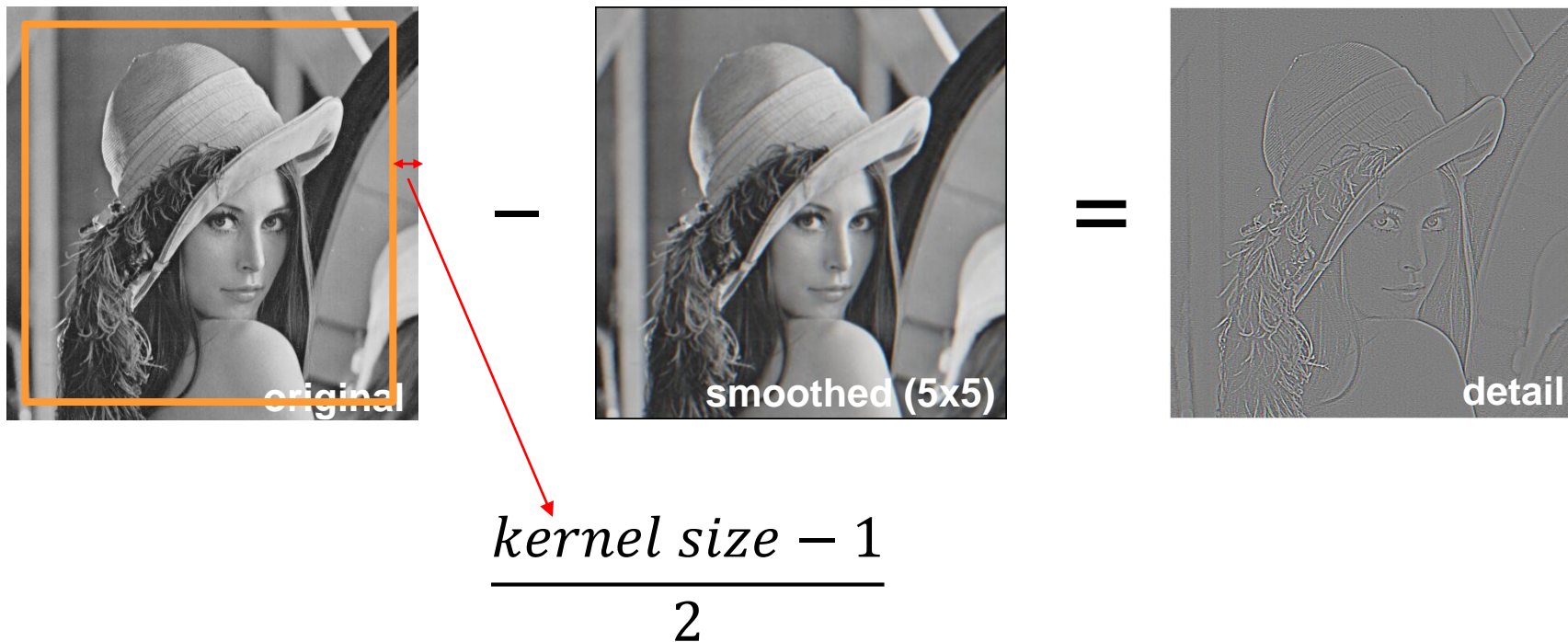
Normalize:

$$K(x, y; \sigma) = \frac{1}{\sum_{i=0, j=0}^{i=m, j=n} G_{2D}(i, j; \sigma)} * G_{2D}(x, y; \sigma)$$

Smoothing

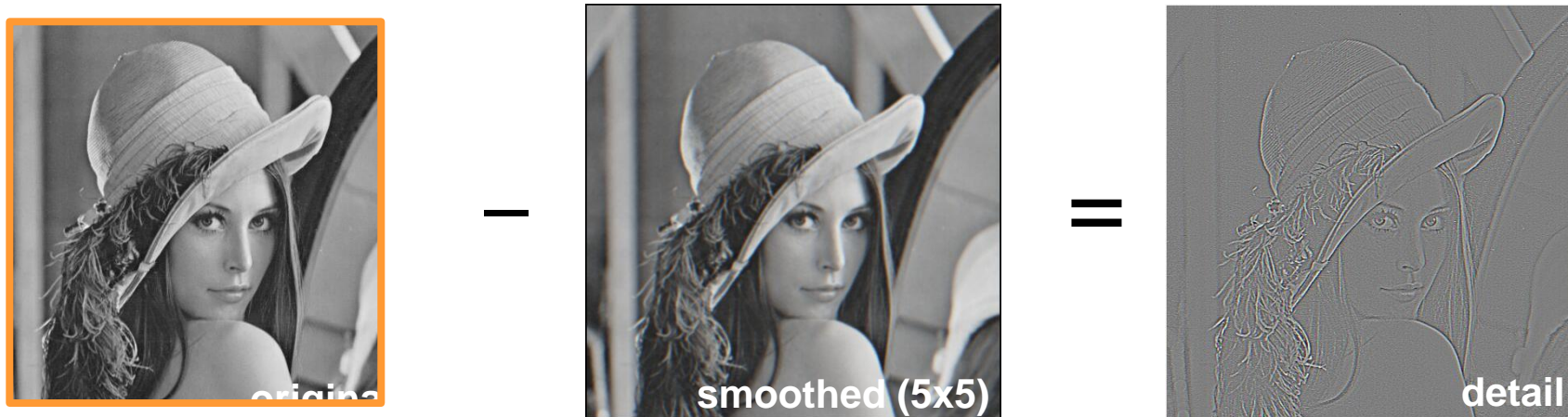


Detail map



Tip: Gaussian smoothing will reduce the resolution by $(\text{kernel_size} - 1) / 2$, so we need to crop the center region of original image to perform minus operation!

Detail map



Tip: Gaussian smoothing will reduce the resolution by $(\text{kernel_size} - 1) / 2$, so we need to crop the center region of original image to perform minus operation!

Control sharpen level

Control the sharpening level via kernel size and sigma:



Soft Original



Mild Sharpening



Over Sharpening

Program details

Using Python 3.4+ (<https://www.python.org/>)

Assignment dependency:

- Imageio (<https://pypi.org/project/imageio/>)
- NumPy (<https://pypi.org/project/numpy/>)

Install:

```
pip install imageio  
pip install numpy
```

OR

```
pip3 install imageio  
pip3 install numpy
```

Implement the functions **in pure Python 3.**

NO SciPy, OpenCV, and ...

Submission details

- Only need to submit “studentID_sharpening.py”
- Via Blackboard (<https://blackboard.cuhk.edu.hk/>)
- Insert personal information and declaration:

```
#  
# CSCI3290 Computational Imaging and Vision *  
# --- Declaration --- *  
# I declare that the assignment here submitted is original except for source  
# material explicitly acknowledged. I also acknowledge that I am aware of  
# University policy and regulations on honesty in academic work, and of the  
# disciplinary guidelines and procedures applicable to breaches of such policy  
# and regulations, as contained in the website  
# http://www.cuhk.edu.hk/policy/academichonesty/ *  
# Assignment 1  
# Name :  
# Student ID :  
# Email Addr :  
#
```

Submission details

- Due date: Feb. 6, 2020 (23:59:59)
- Late submission penalty: 10 marks deduction per day.

THANK YOU!