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Chapter 3 Intensity Transformations & Spatial Filtering

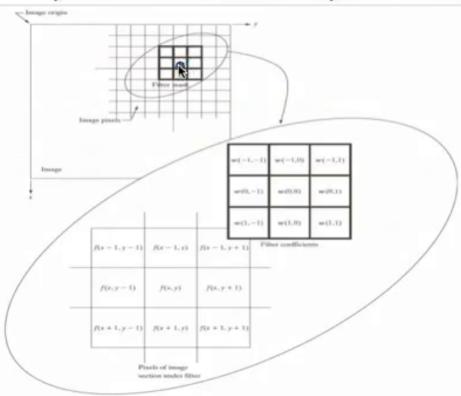




FIGURE 3.28 The mechanics of linear spatial filtering using a 3 × 3 filter mask. The form chosen to denote the coordinates of the filter mask coefficients simplifies writing expressions for linear filtering.



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$\frac{1}{9}$ ×	1	% 1	1
	.1	.1	.1
	1	1	1

$\frac{1}{16}$ ×	1.	2	1
	2	4	2
	1	2	1

a b

FIGURE 3.32 Two 3×3 smoothing (averaging) filter masks. The constant multiplier in front of each mask is equal to 1 divided by the sum of the values of its coefficients, as is required to compute an average.



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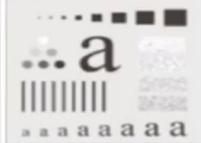


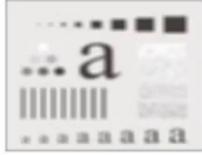
FIGURE 3.33 (a) Original image, of size 500 × 500 pixels (b)-(f) Results of smoothing with square averaging filter masks of sizes m = 3, 5, 9, 15, and 35, respectively. The black squares at the top are of sizes 3, 5, 9, 15, 25, 35, 45, and 55 pixels, respectively; their borders are 25 pixels apart. The letters at the bottom range in size from 10 to 24 points, in increments of 2 points; the large letter at the top is 60 points. The vertical bars are 5 pixels wide and 100 pixels high; their separation is 20 pixels. The diameter of the circles is 25 pixels, and their borders are 15 pixels apart; their intensity levels range from 0% to 100% black in increments of 20%. The background of the image is 10% black. The noisy rectangles are of size 50×120 pixels.

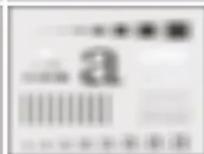










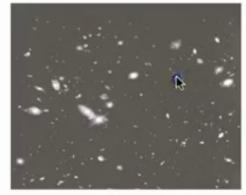




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a b c

FIGURE 3.34 (a) Image of size 528 × 485 pixels from the Hubble Space Telescope. (b) Image filtered with a 15 × 15 averaging mask. (c) Result of thresholding (b). (Original image courtesy of NASA.)