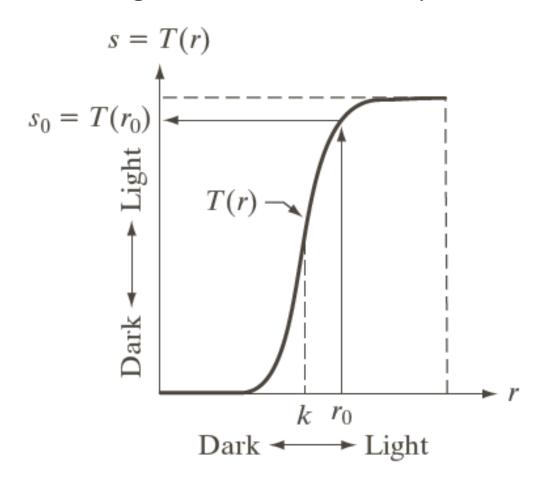


**Sung Soo Hwang** 

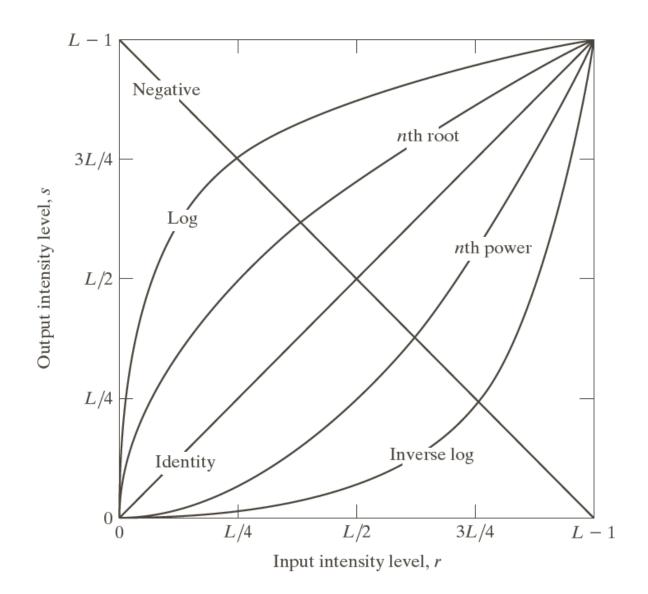


- Definition
  - Process of mapping each intensity value of an input image into the corresponding output intensity value through mathematical expression



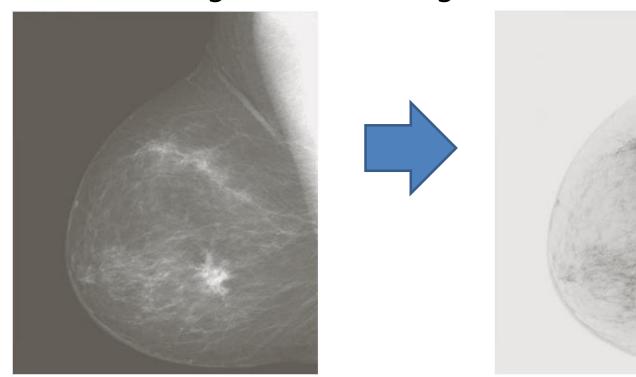


Example of intensity transformation



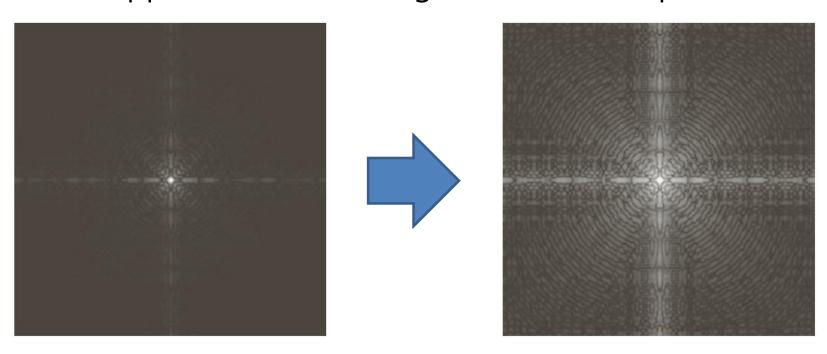


- Image negatives
  - When the intensity level of an image is [0,L-1], the negative of the image is
    - s = L-1-r s: output r: input
  - It is suited for enhancing white or gray detail embedded in dark regions of an image



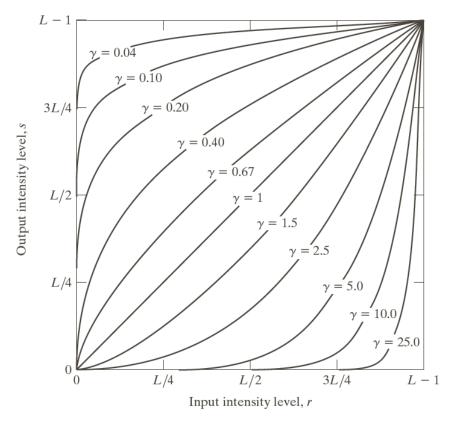


- Log transformation
  - s=c log(1+r), c: constant, r: input, s: output
  - It maps a narrow range of low intensity values into a wider range of output levels
    - → It enhances contrast of dark region
  - The opposite is true of higher values of input levels





- Power-Law (Gamma) transformation
  - $s = cr^{\gamma}$  c:constant, s:output, r:input



 Depending on the value of gamma, the range of darks pixels in an image would be expanded (highlights the dark pixel details) or vice versa



# Example















 $\gamma > 1$ 







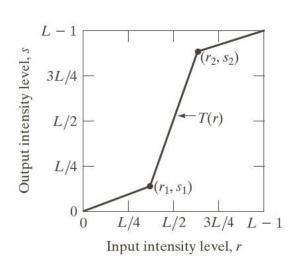


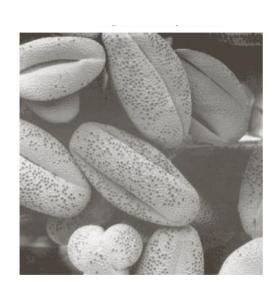


- Piecewise-linear transformation functions
  - We can form transformation function more complex



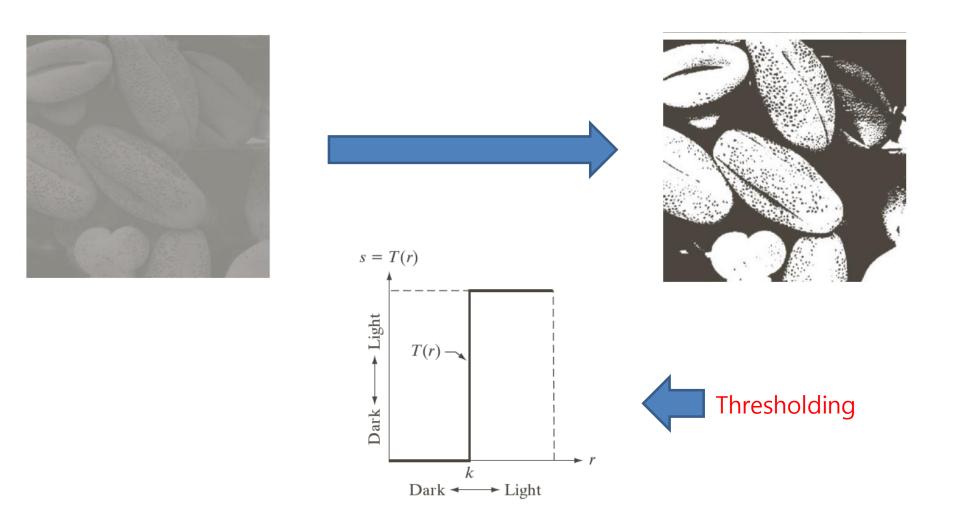








Piecewise-linear transformation functions





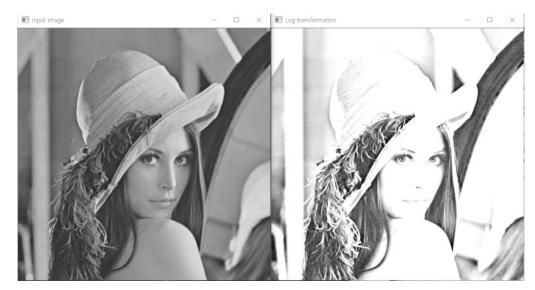
Example code(Image negative)





Example code(Log transformation)

```
int main() {
         Mat image = imread("lena.png", 0);
         Mat f_img, log_img;
         double c = 1.5f; // scale constant
         image.convertTo(f_img, CV_32F);
         f_img = abs(f_img) + 1;
         log(f_img, f_img);
         normalize(f_img, f_img, 0, 255, NORM_MINMAX); // normalize image to (0~255)
         convertScaleAbs(f_img, log_img, c); // scaling by c, conversion to an unsigned 8-bit type
         imshow("Input image", image);
         imshow("Log transformation", log_img);
         waitKey(0);
}
```





Example code(Gamma correction)

```
int main() {
     Mat image = imread("lena.png", 0);
     Mat gamma_img;
     MatIterator_<uchar> it, end;
     float gamma = 0.5;
     unsigned char pix[256];
     for (int i = 0; i < 256; i++) {
           pix[i] = saturate_cast<uchar>(pow((float)(i / 255.0), gamma) * 255.0f);
     gamma_img = image.clone();
     for (it = gamma_img.begin<uchar>(), end = gamma_img.end<uchar>(); it != end; it++) {
           *it = pix[(*it)];
     imshow("Input image", image);
     imshow("Gamma transformation", gamma_img);
     waitKey(0);
```



Example code(Gamma correction)

