Digital image processing and analysis 7. Image enhancement: sharpening via manipulating image frequencies

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Previous lecture:

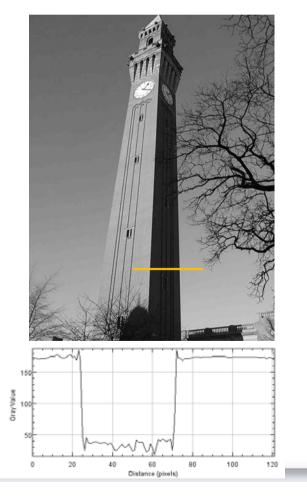
- Common types of image corruption
 - Noise
 - Blur
- Image frequencies
- Tools and methods for noise removal
 - Image profile
 - Image filtering operations
 - Convolution
 - Low-pass (smoothing) filters

In this lecture we shall find out about:

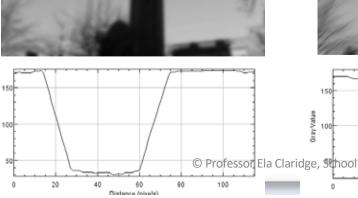
- Causes of image blur
- How human visual system sharpens images
- Digital filtering for image sharpening
 - Sharpening filters
 - High-pass filters
- Filtering in frequency domain

Image corruption

 An input digital image is never perfect, but is always "noisy" and distorted to some extent.









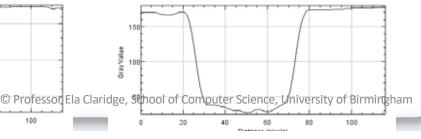


Image blur Causes

- Common causes of blur
 - Poorly focused image
 - Camera motion (e.g. image taken from a moving car)
 - Light scatter (e.g. air, fog or smoke)
- Blur effect on image frequencies?

Image corruption Noise and blur

(previous lecture)



Uncorrupted image

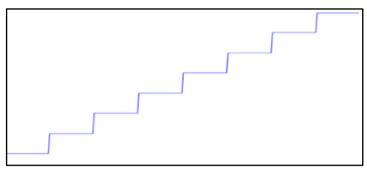


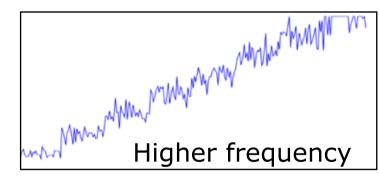
Image corrupted by noise



Image corrupted by blur

Image profiles





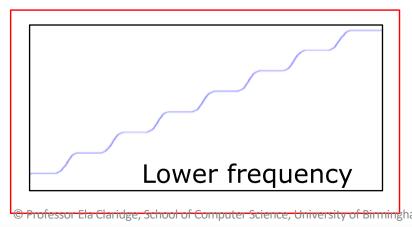


Image frequencies Frequency decomposition

Image profiles

It is possible to decompose an image into its constituent frequency components.

Image

Its low frequency component



Its high frequency component

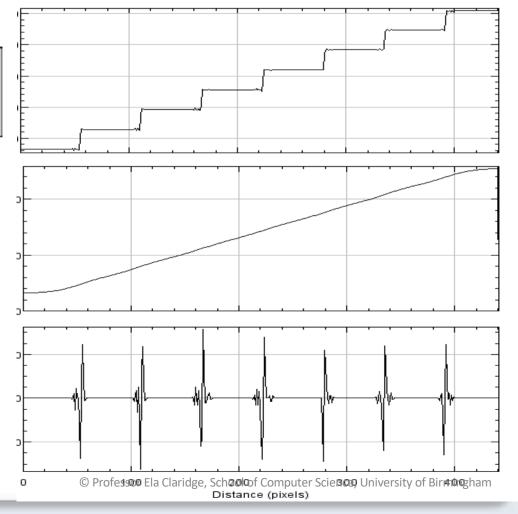


Image blur Causes

- Common causes of blur
 - Poorly focused image
 - Camera motion (e.g. image taken from a moving car)
 - Light scatter (e.g. air, fog or smoke)
- Blur effect on image frequencies
 - Blurred images lack high frequency components
- Are high frequencies just noise?

Image frequencies Frequency decomposition

Image profiles

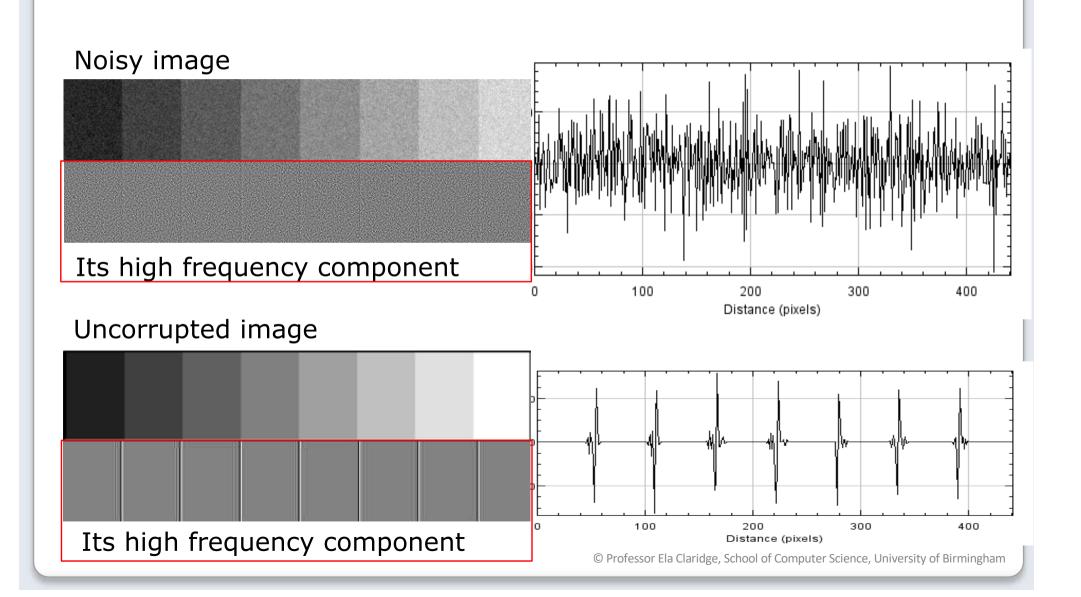


Image blur Causes

- Common causes of blur
 - Poorly focused image
 - Camera motion (e.g. image taken from a moving car)
 - Light scatter (e.g. air, fog or smoke)
- Blur effect on image frequencies
 - Blurred images lack high frequency components
- Are high frequencies just noise?
 - No, they also define edges, i.e. sharp transitions from one brightness / colour to another.

Image blur Causes

- Common causes of blur
 - Poorly focused image
 - Camera motion (e.g. image taken from a moving car)
 - Light scatter (e.g. fog or smoke)
- Blur effect on image frequencies
 - Blurred images lack high frequency components
- Blur reduction
 - Restore the missing high frequency components (HARD)
 - Over-emphasise high frequency components (EASY)

Frequency filtering operations Tool for reducing frequency distortions

(previous lecture)

- Frequency filtering operations separate frequency components within an image into different frequency ranges, most often into:
 - Low frequency components
 - High frequency components
- Following this separation
 - Unwanted components can be rejected or,
 - Low and high frequency components can be processed separately and then re-combined.

Sharpening

Image frequencies Image sharpening

Image profiles



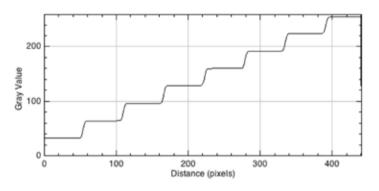
Image with blur

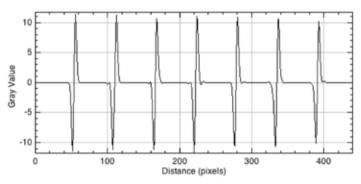


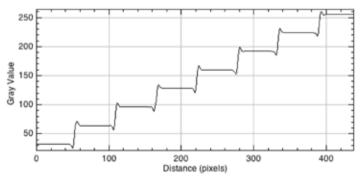
Its high frequency component



Image + its high frequency component = sharper image







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Image frequencies Frequency decomposition

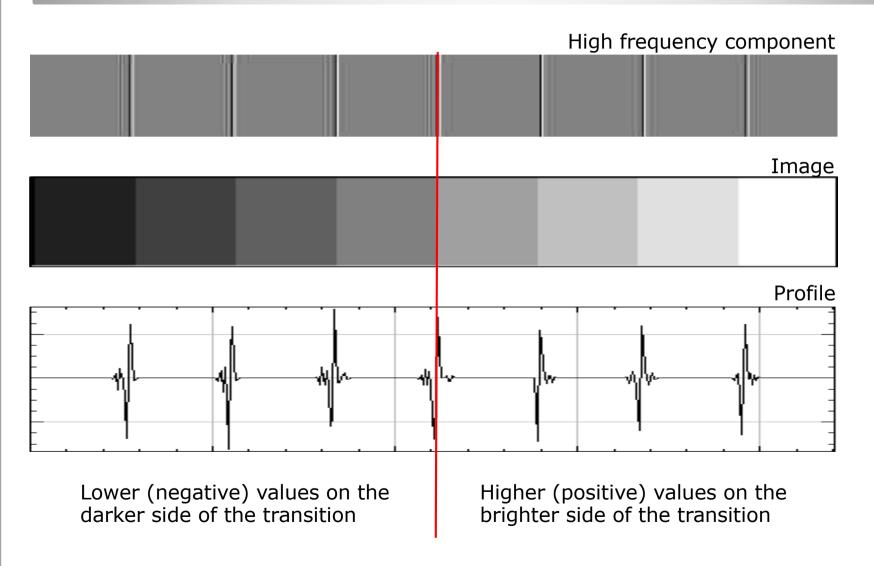
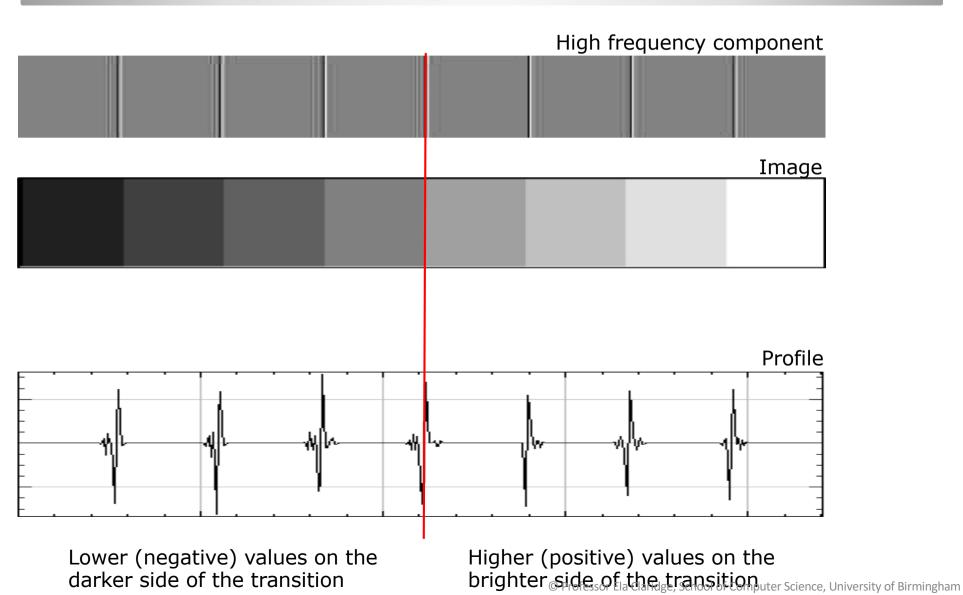


Image frequencies Frequency decomposition



Frequency filtering operations Sharpening filters - concepts

Extract high frequency component and add the result to the original values

Image values (3 pixels in a row)

Filter coefficients

Image values * filter coefficients

Add the above (result is high frequency component)

Add the above to the original image value (result is sharpened image)

50	50	100
-1	2	-1
-50	100	-100
	-50	
	0	

50	100	100
-1	2	-1
-50	200	-100
	50	
	150	

100	100	100
-1	2	-1
-100	200	-100
	0	
	100	

Pixel values change from low to high Filtered value lower than original

Pixel values change from high to low Filtered value higher than original the same as original

Pixel values do not change Filtered value

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Frequency filtering operations **Sharpening** filters - concepts

Directly sharpen the image with a sharpening filter

Image values (3 pixels in a row)

Filter coefficients

Image values * filter coefficients

Add the above (result is sharpened image)

50	50	100
-1	3	-1
-50	150	-100
	0	

50	100	100
-1	3	-1
-50	300	-100
	150	

100	100	100
-1	3	-1
-100	300	-100
	100	

Pixel values change from low to high Filtered value lower than original

Pixel values change from high to low Filtered value higher than original

Pixel values
do not change
Filtered value
the same as original

50	50	50	100	50
50	50	50	100	50
50	50	50	100	50
50	50	50	100	50
50	50	50	100	50

0	-1	0
-1	5	-1
0	-1	0

50	()	200	
50	0	200	
50	0	200	

$$50*0+50*(-1)+50*0+50*(-1)+50*5+50*(-1)+50*0+50*(-1)+50*0=\frac{50}{20}$$

$$50*0+50*(-1)+50*0+$$
 $50*(-1)+100*0+$ $50*(-1)+50*5+50*(-1)+$ $50*(-1)+50*5+50*(-1)+$ $50*(-1)+50*5+50*(-1)+$ $50*(-1)+50*5+50*(-1)+$ $50*(-1)+50*5+50*(-1)+$ $50*(-1)+50*0+$

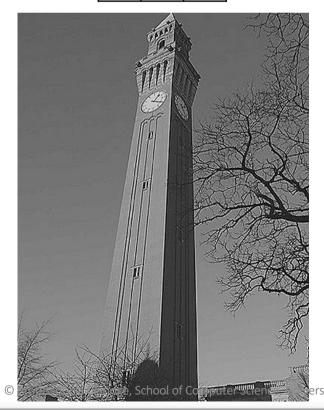
$$50*0+50*(-1)+50*0+50*(-1)+50*5+50*(-1)+50*0+50*(-1)+50*0=200$$

This is convolution with a sharpening filter

Results of convolution with

0	-1	0
-1	5	-1
0	-1	0

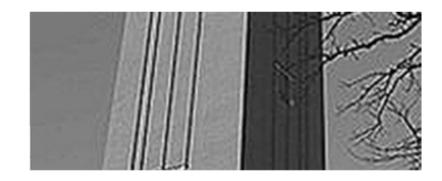




Results of convolution with

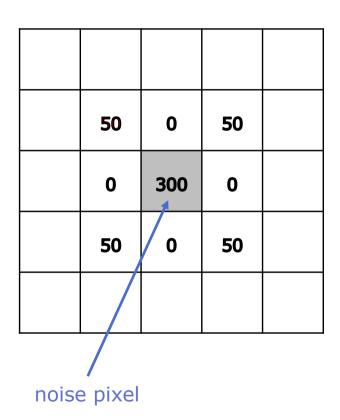
0	-1	0
-1	5	-1
0	-1	0





50	50	50	50	50
50	50	50	50	50
50	50	100	50	50
50	50	50	50	50
50	50	50	50	50

0	-1	0
-1	5	-1
0	-1	0



noise pixel

Beware: a sharpening filter will enhance noise (increase high frequency components)!

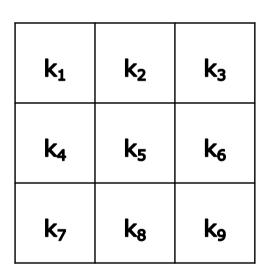
Sharpening filter emphasises high frequency components.

Examples of sharpening filters

0	-1	0
-1	5	-1
0	-1	0

0	0	-1	0	0
0	-1	-2	-1	0
-1	-2	17	-2	-1
0	-1	-2	-1	0
0	0	-1	0	0

Can you deduce the principles?



Absolute value of the sum



$$k_1 + k_2 + \dots + k_9 = 1$$

 $k_{centre} > 0$ and the remaining $k_i < 0$

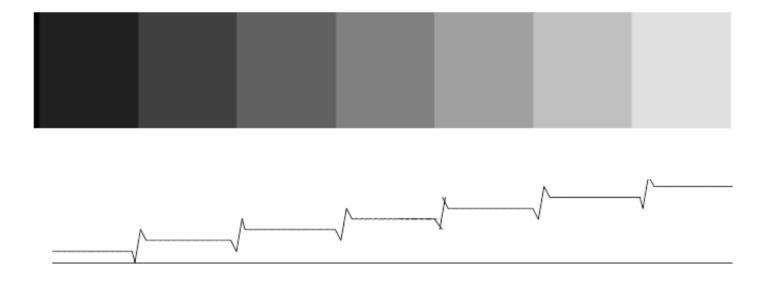
- The process of sharpening works by adding a high frequency component to the original image data. This emphasises high frequencies (edges, but also noise!) while retaining all the original image frequencies.
- Applications
 - Visually compensating for blur present in an image
- Side effect: increases noise



Effects of sharpening

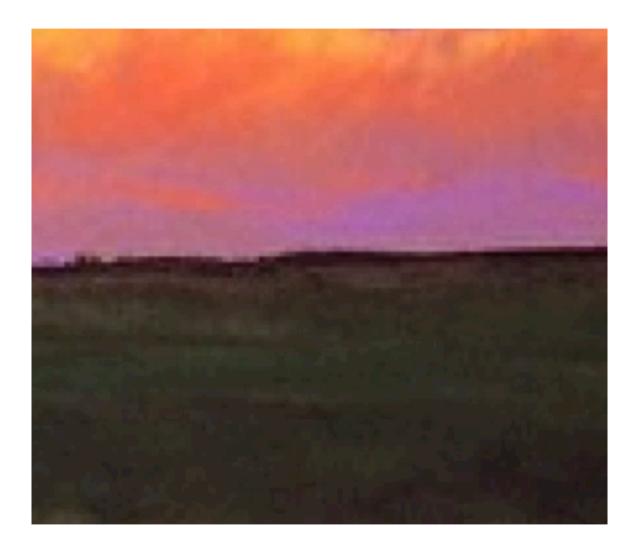


Mach bands Sharpening filters in nature

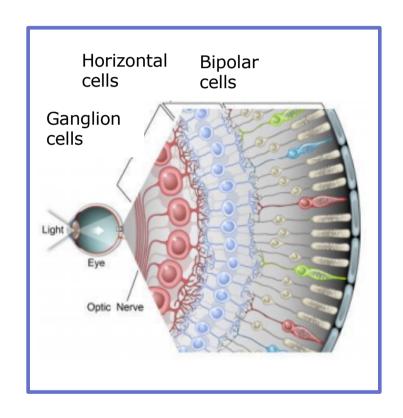


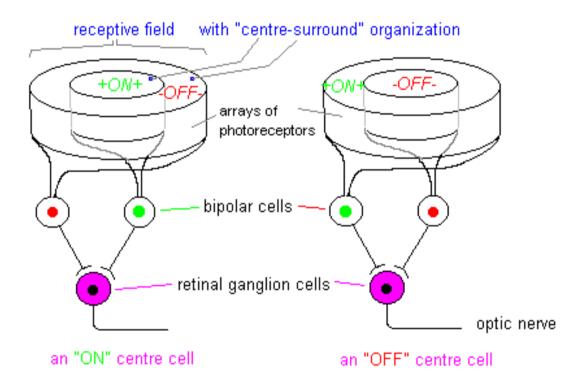
Perceived image = Image + high frequency component





Frequency filtering operations
 Sharpening filters in nature

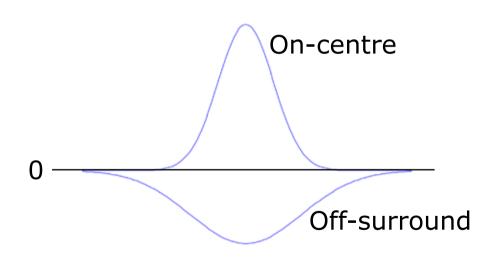


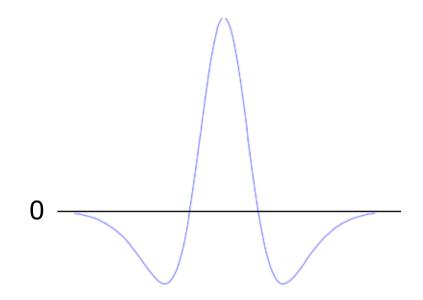


Frequency filtering operations Sharpening filters in nature

Bipolar and ganglion cells

Further integrate and regulate the input from multiple photoreceptor cells

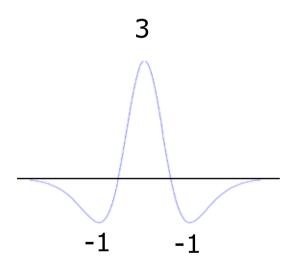


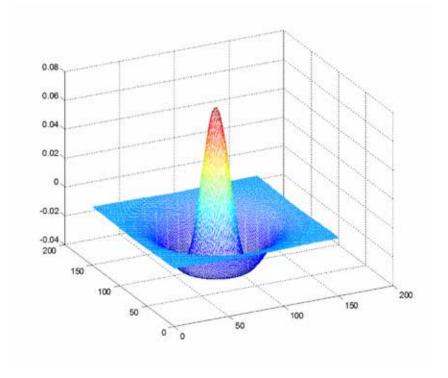


On-centre - Off-surround

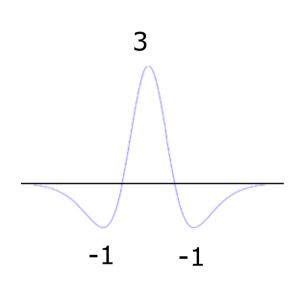
Frequency filtering operations Sharpening filters in nature

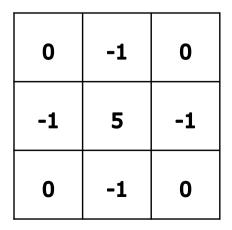
On-centre - Off-surround

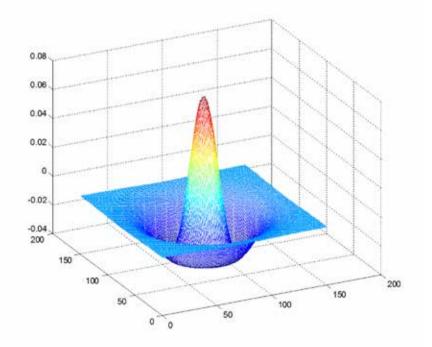




"Mexican hat" filter





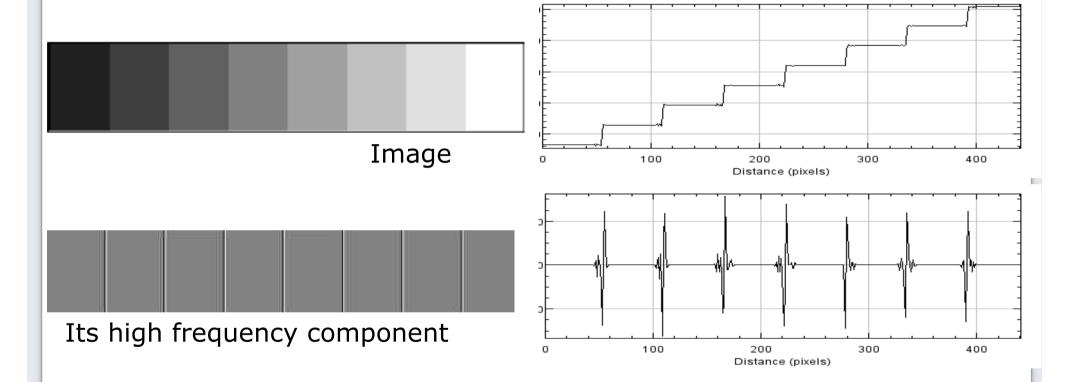


2D convolution kernel for enhancement of bright spots and bright lines on dark background

Frequency filtering operations

Sharpening

Image profiles

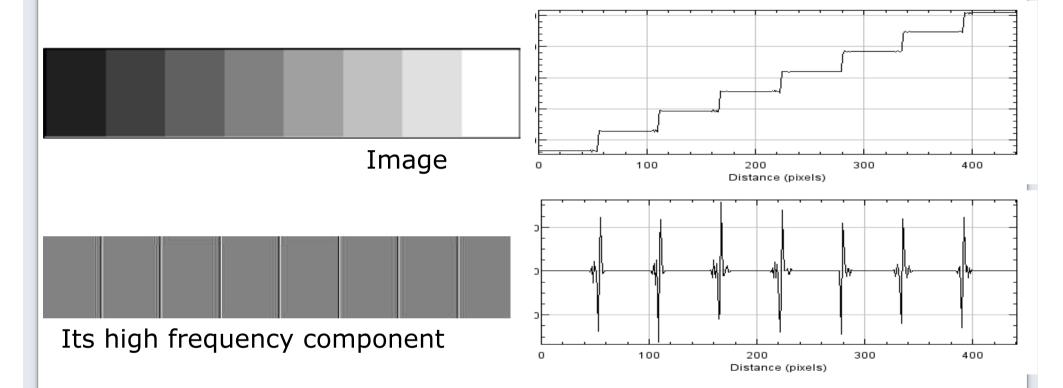


Perceived image =

Image + high frequency component



Frequency filtering operations High-pass filters Image profiles



High frequency components correspond to spatial discontinuities in image values, i.e. edges.

High-pass filters are used as **edge detectors**. (discussed in the next lecture).

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50	50	50	100	50
50	50	50	100	50
50	50	50	100	50
50	50	50	100	50
50	50	50	100	50

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

()	-50	100	
0	-50	100	
0	-50	100	

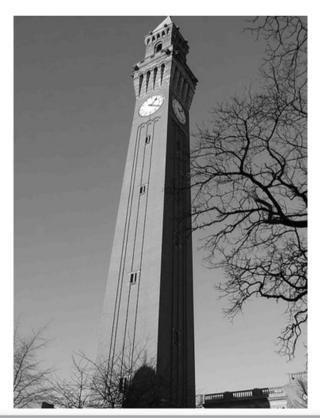
$$50*0+50*(-1)+50*0+50*(-1)+50*4+50*(-1)+50*0+50*(-1)+50*0=0$$

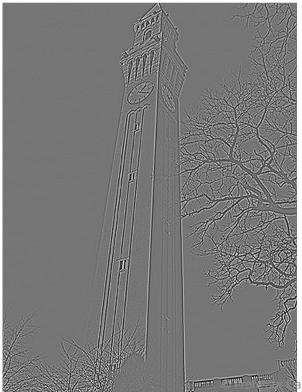
$$50*0+50*(-1)+50*0+$$
 $50*(-1)+100*0+$ $50*(-1)+50*4+50*(-1)+$ $50*(-1)+50*4+50*(-1)+$ $50*(-1)+50*4+50*(-1)+$ $50*(-1)+50*4+50*(-1)+$ $50*(-1)+50*4+50*(-1)+$ $50*(-1)+50*0+$

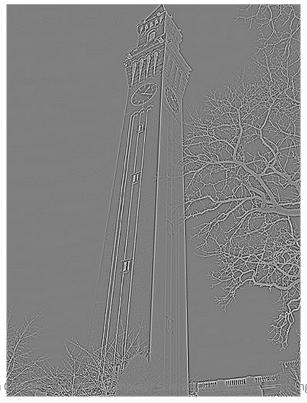
Results of convolution with

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

0	1	0
1	-4	1
0	1	0



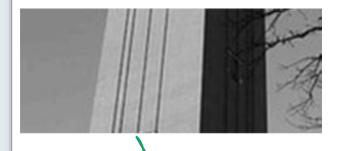


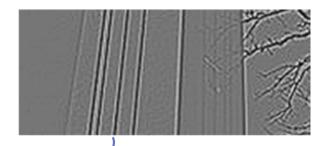


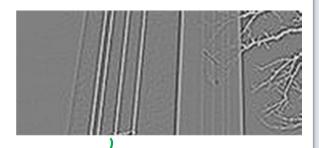
Results of convolution with

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

0	1	0
1	-4	1
0	1	0







Observe the difference in filter response

 High pass filter reduces or suppresses low-frequency components and emphasises high frequency components.

Examples of high pass filters

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

0	1	0
1	-4	1
0	1	0

0	0	1	0	0
0	1	2	1	0
1	2	-16	2	1
0	1	2	1	0
0	0	1	0	0

Can you deduce the principles?

k ₁	k ₂	k ₃
k ₄	k ₅	k ₆
k ₇	k ₈	k ₉

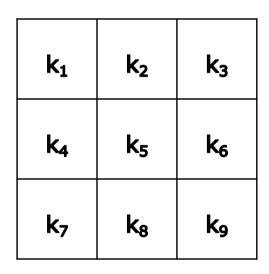
$$k_1 + k_2 + \dots + k_9 = 0$$

 $k_{centre} > 0$ and the remaining $k_i < 0$ (on-centre)

or

 $k_{centre} < 0$ and the remaining $k_i > 0$ (off-centre)

Can you deduce the principles?



Intuitive hints

- All pixels in the image region have the same value (no edge) - the result: zero
- Same image values = frequency 0 (lowest), so not passed
- Pixel values in the image region change rapidly (edge)
- High frequencies emphasised (weighted difference between the centre and the surround)

In this lecture we have covered:

- Causes of image blur
- Combining frequencies for image sharpening
- Digital filtering for image sharpening
 - Sharpening filters
 - High-pass filters
- How human visual system sharpens images

Next lecture:

- Edge detection filters
 - Their types
 - How and why they work
 - How they can be combined
 - Where they can be found in the brain
- Median, min and max filters
- Edge preserving smoothing

Further reading and experimentation

- Book chapters:
- Gonzalez, R.C. & Woods, R.E. Digital Image Processing, Addison-Wesley (various editions), 4.3.3, 4.4.1, 4.4.2
- Image Filtering: Noise Removal, Sharpening, Deblurring
- http://homepages.inf.ed.ac.uk/rbf/HIPR2/filtops.htm
- Unsharp masking
- https://en.wikipedia.org/wiki/Unsharp_masking
- Unsharp filter: http://homepages.inf.ed.ac.uk/rbf/HIPR2/unsharp.htm
- Ganglion cells

http://www.bioon.com/bioline/neurosci/course/eyeret.html

On-centre off-surround

https://www.youtube.com/watch?v=hgZFuq2S15A