

# Visual Computing

## Contents

The Digital Image . . . . .	1
Image . . . . .	1
Sampling . . . . .	2
Quantization . . . . .	2
Image Segmentation . . . . .	2
Thresholding . . . . .	2
Region Growing . . . . .	3
Convolution and Filtering . . . . .	3
Image Features . . . . .	3
Fourier Transforms . . . . .	3

## The Digital Image

### Image

An image is a pattern of a value varying in space and time.

Mathematically, an image can be represented as a function:

$$f : \mathbb{R}^n \rightarrow S$$

A pixel is *not* a square, but rather a value in a point in space and time.

### Image Resolution

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Geometric Resolution	How many pixels per area
Radiometric Resolution	How many bits per pixel

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### Image Noise

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Additive Gaussian Noise	$I(x, y) = f(x, y) + c$ , <b>where</b> $c \sim \mathcal{N}(0, \sigma^2)$
Poisson Noise	$I(x, y) = f(x, y) + c$ , <b>where</b> $c \sim \mathcal{P}(\lambda)$

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Rician Noise  
 Multiplicative Noise  
 Quantization Errors  
 Salt-and-Pepper Noise

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$$I(x, y) = f(x, y) + f_c(x, y)$$

The *signal to noise ratio* is an index of image quality:

$$s = \frac{F}{\sigma}, \text{ where } F = \frac{1}{XY} \sum_{x=1}^X \sum_{y=1}^Y f(x, y)$$

The *peak signal to noise* ratio:

$$s_{peak} = \frac{F_{max}}{\sigma}$$

### Sampling

Continuous functions can be stored by sampling some points of the function. If we *undersample*, some information can get lost.

The continuous signal can be reconstructed by using methods of interpolation.

### Bilinear Interpolation

$$f(x, y) = (1 - a)(1 - b) + a(1 - b) + ab + (1 - a)b$$

### Nyquist Frequency

### Quantization

Real valued function will be mapped to digital values. Information will always be lost, unlike sampling.

### Image Segmentation

The goal is to partition an image into regions of interest.

### Thresholding

Label each pixel in or out of the region of interest by comparing the greylevel with some threshold.

$$B(x, y) = \begin{cases} 1 & I(x, y) \geq T \\ 0 & I(x, y) < T \end{cases}$$

**ROC Analysis** An ROC (Receiver Operating Characteristic) characterizes the performance of a binary classifier.

$$P = \text{total positives} \quad N = \text{total negatives} \quad TP = \frac{\text{true positive count}}{P} \quad FP = \frac{\text{false positive count}}{N}$$

### **Region Growing**

Start from a seed point or region and add neighboring pixels that satisfy the criteria defining a region until there are no satisfying pixels left.

### **Convolution and Filtering**

### **Image Features**

### **Fourier Transforms**