



Image Analysis

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DTU Compute

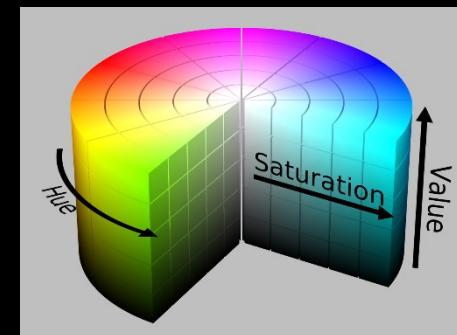
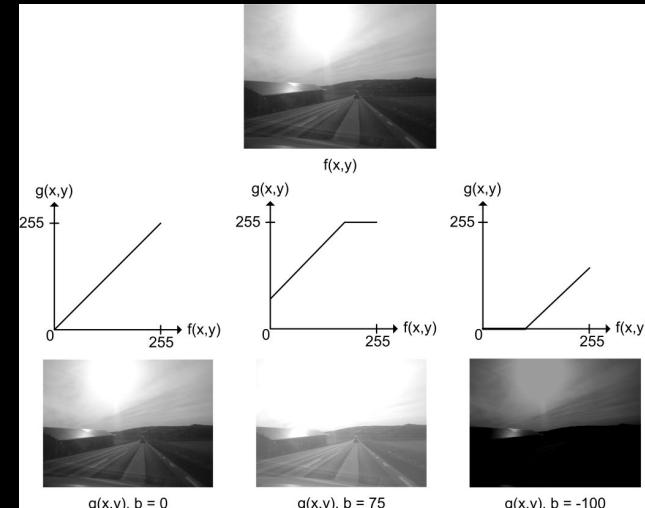
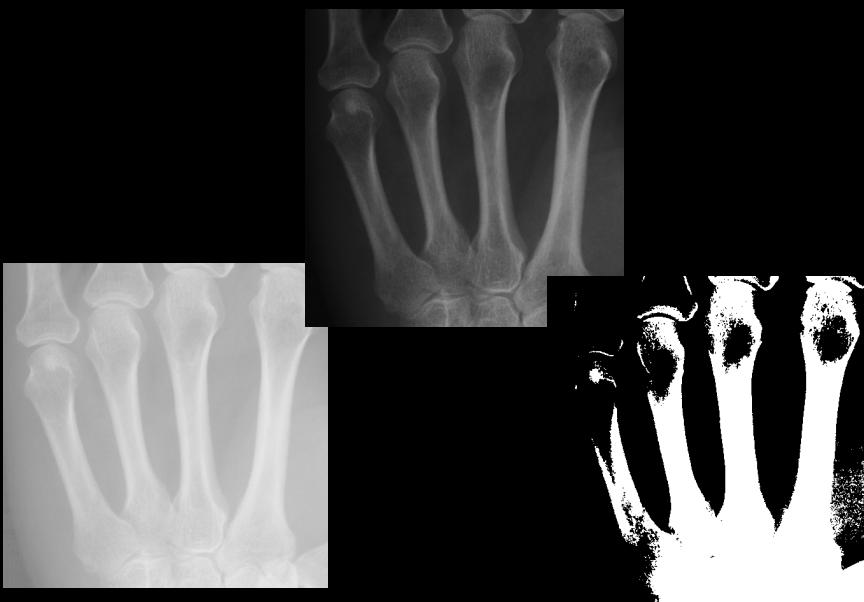
<http://courses.compute.dtu.dk/02502>

Plenty of slides adapted from Thomas Moeslunds lectures

Week 3

Pixelwise operations and colour images

PCA on images



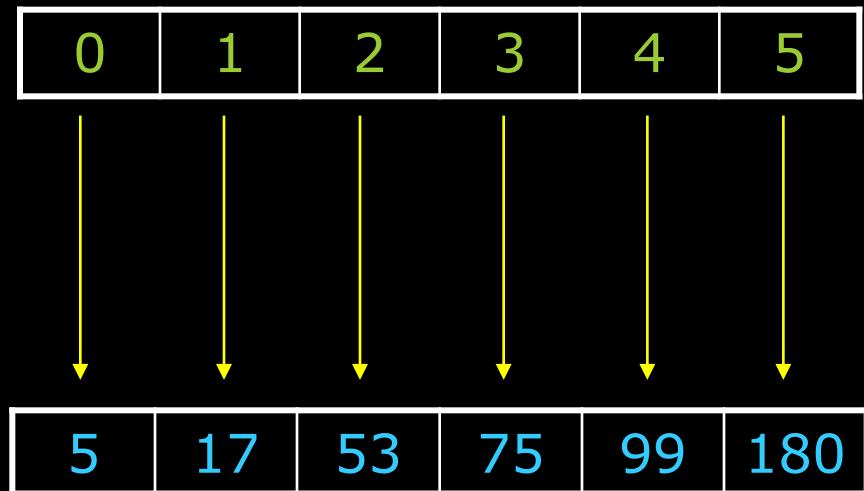
What can you do after today?

- Compute and apply a linear gray transformation
- Describe and compute the image histogram
- Implement and apply histogram stretching
- Implement and apply gamma transformation
- Implement and apply log and exp mappings
- Describe and use thresholding
- Describe and use automatic thresholding
- Perform conversions between bytes and doubles
- Use addition and subtraction of images
- Explain the benefits of bi-modal histograms
- Identify images where global thresholding can be used for object extraction

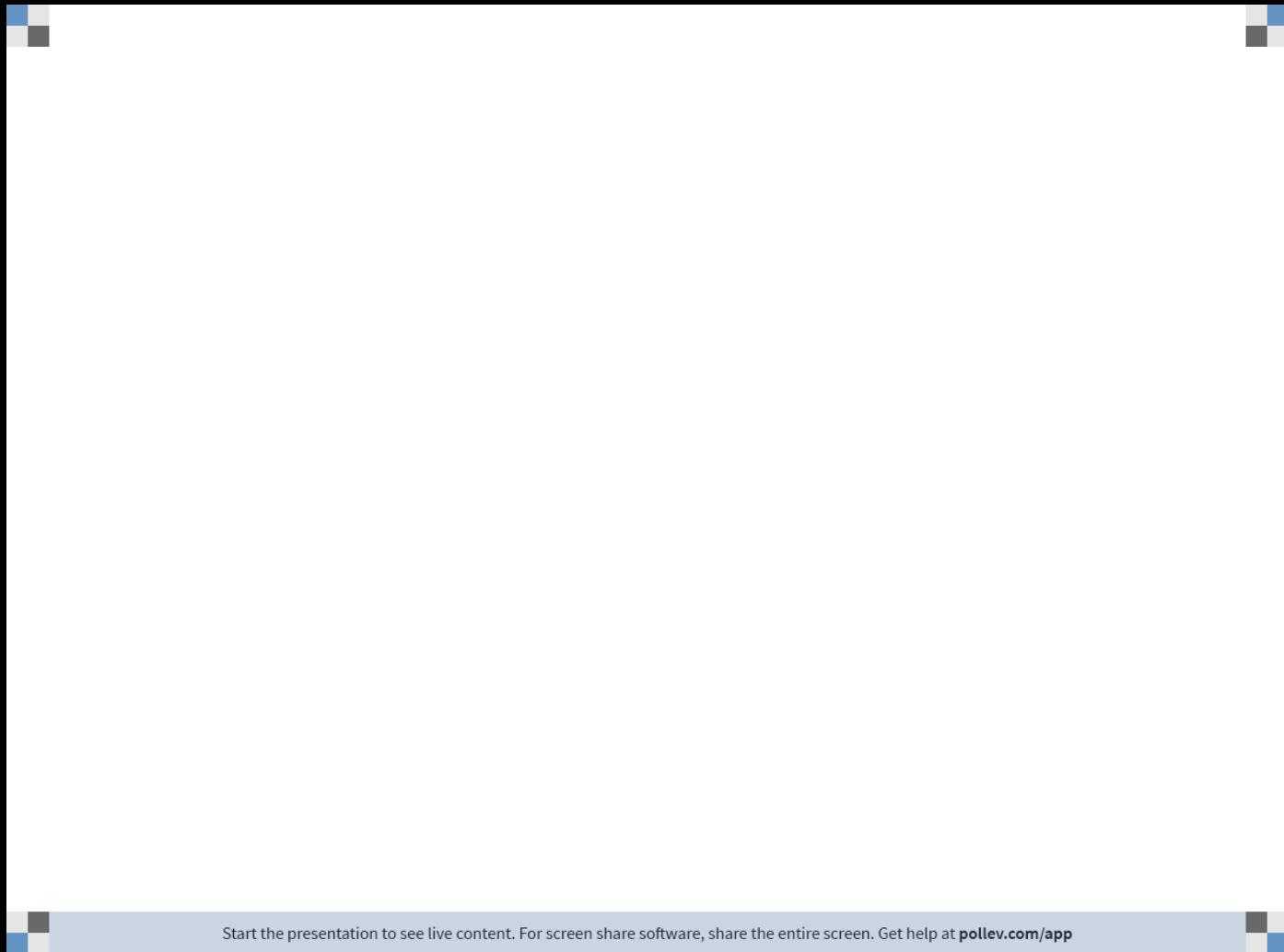
...and you can even more

- Describe the basic human visual system including rods and cones
- Describe subtractive colors
- Describe additive colors
- Describe the RGB color space
- Describe the normalised RGB color representation
- Describe the use of the Bayer pattern in digital cameras
- Describe the HSI color space
- Convert from an RGB to a grey level value
- Convert from an RGB value to an HSI value
- Describe the use of different color spaces
- Implement and use color thresholding in RGB space
- Implement and use color thresholding in HSI space

Gray value mappings

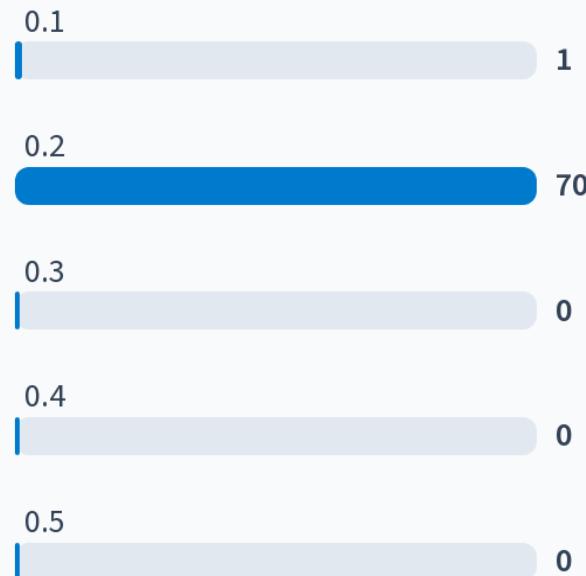
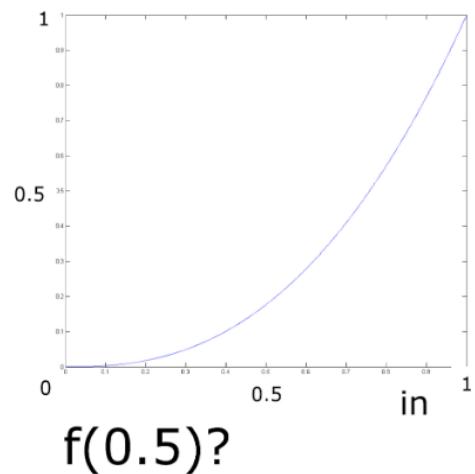


- Mapping
 - To make correspondence between two sets of values
- Look-up-table
 - A table of mappings

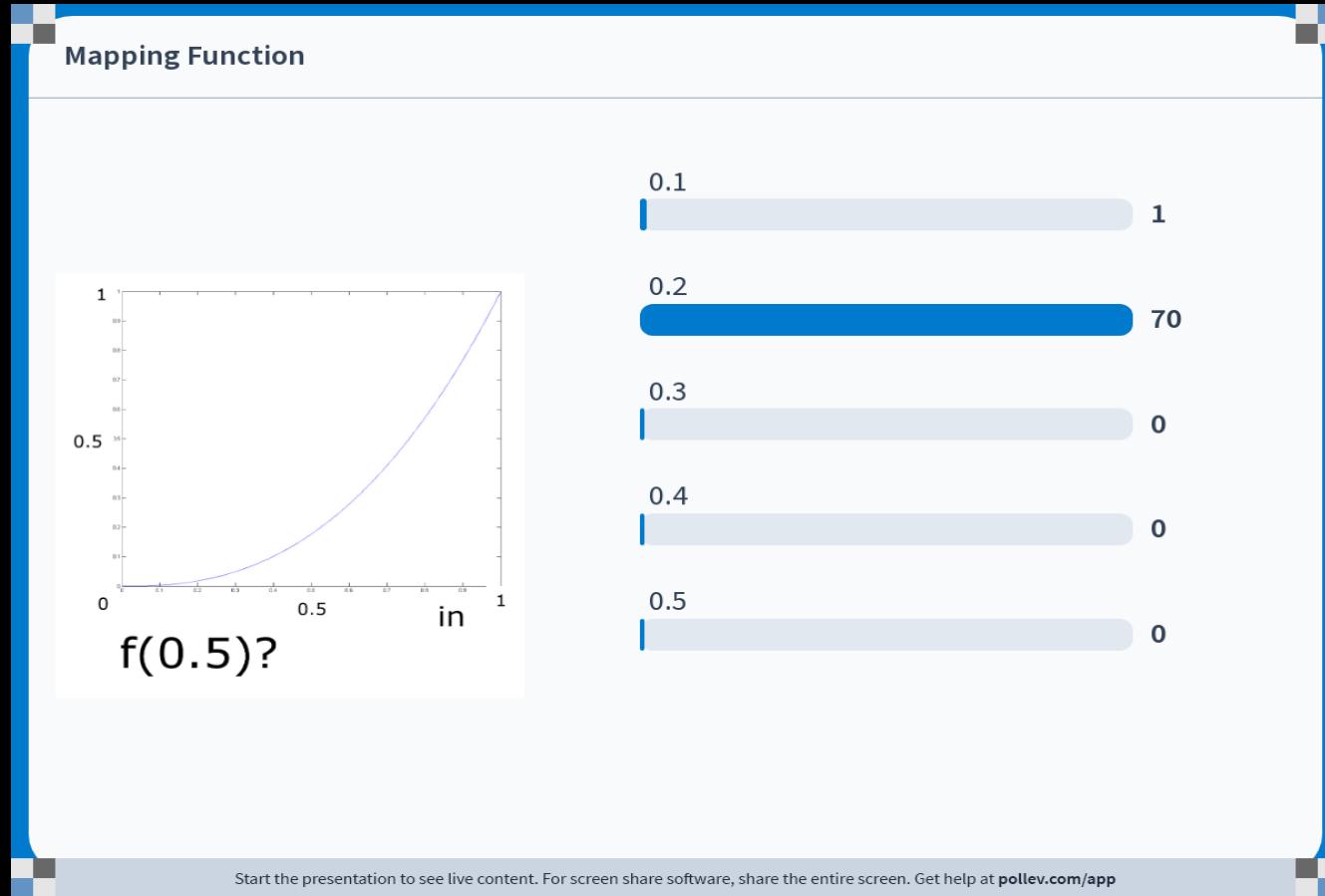


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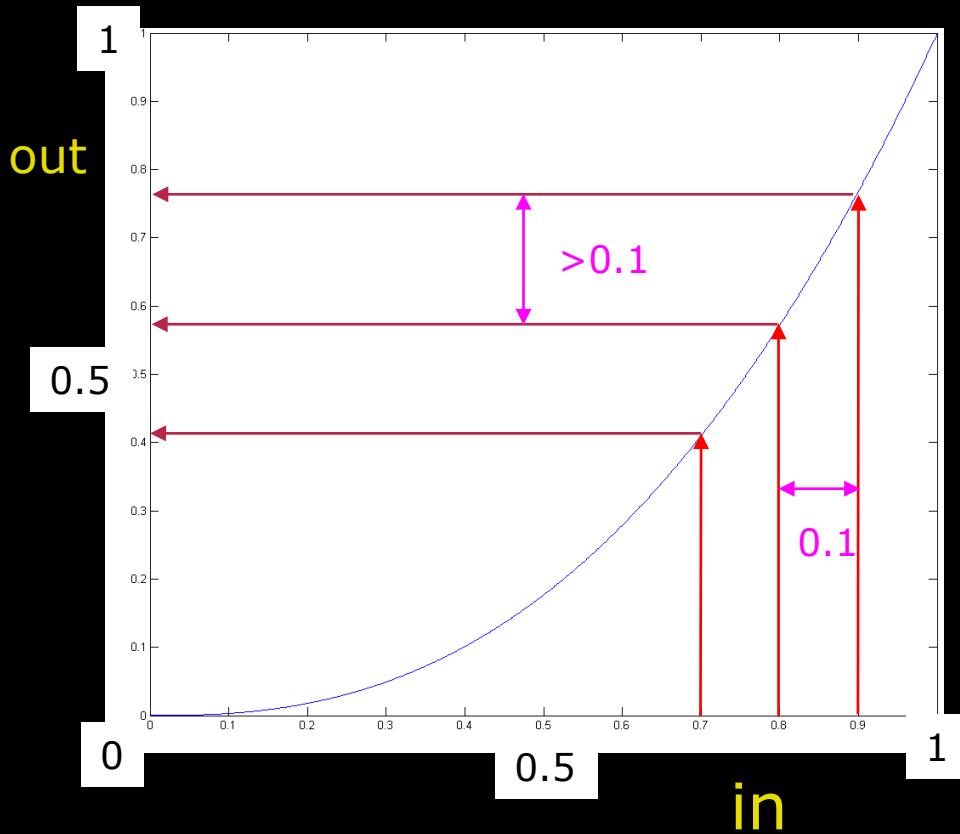
Mapping Function



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Gray value mappings



- Mapping
 - To make correspondence between two sets of values
- Mapping function
 - $out = f(in)$
- What happens with the values?
 - Values with difference 0.1
 - Output values “spread out”

When is it a good idea to change pixel values and how will it change the image?

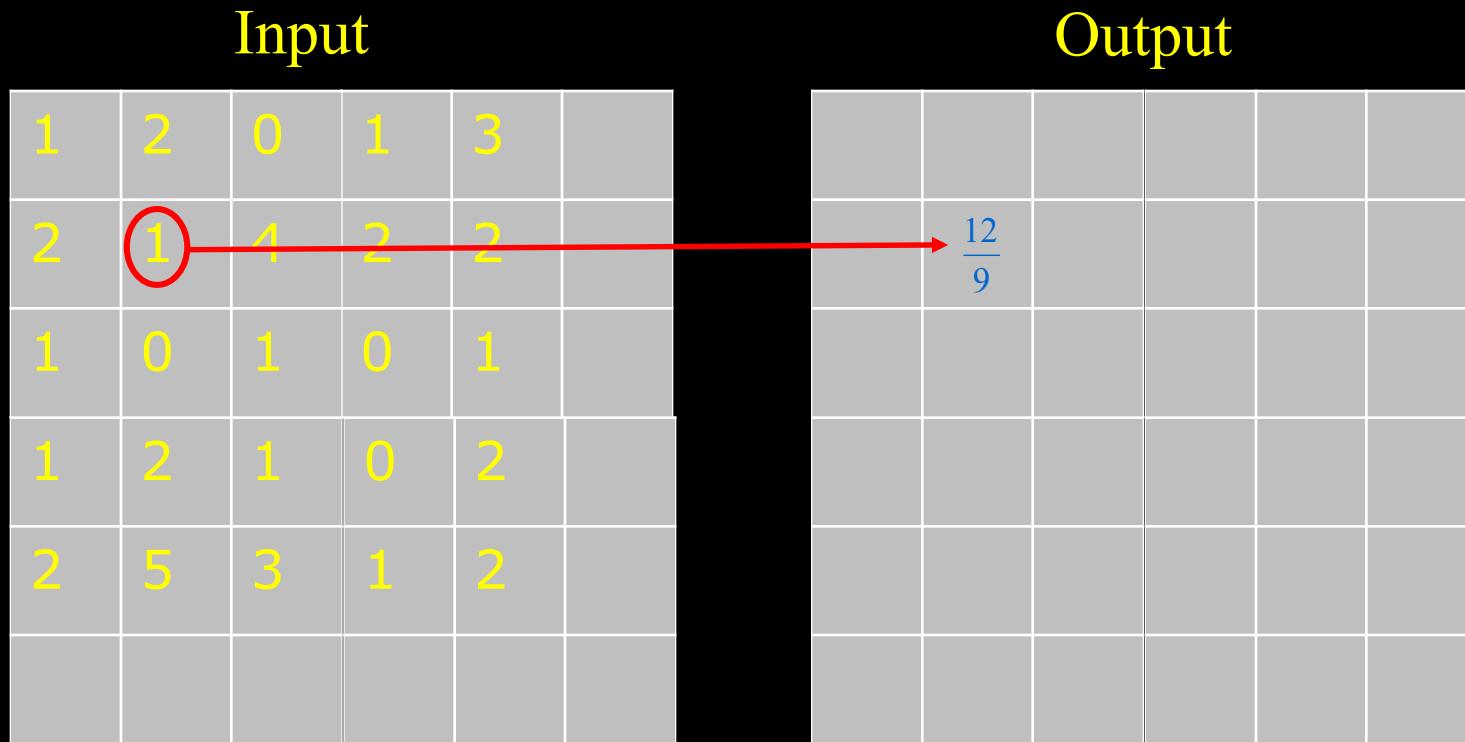
A word cloud centered around the word "contrast". The words are in various colors and sizes, with "contrast" being the largest and most central. Other prominent words include "bright", "dark", "details", "noise", "images", "eduardo", "areas)", "exposure", "increase", "definition", "emphasize", "detail", "quality", "brightness/contrast", "while(true)pigs(increasing grayscale", and "equalization".

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Why change gray level values

- When could it be good to change the gray level values?
 - Lack of contrast
 - Very dark image
 - Very bright image

Point processing



- The value of the output pixel is only dependent on the value of one input pixel
- A global operation – changes all pixels

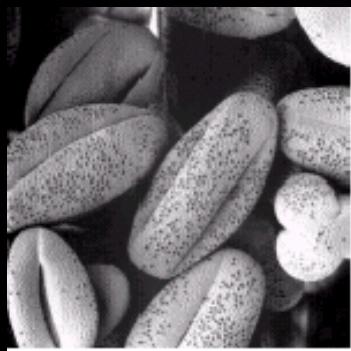
Point processing

■ Grey level enhancement

- Process one pixel at a time independent of all other pixels
- For example used to correct Brightness and Contrast
 - Known from the television remote control



Correct



Too high
brightness



Too low
brightness



Too high
contrast



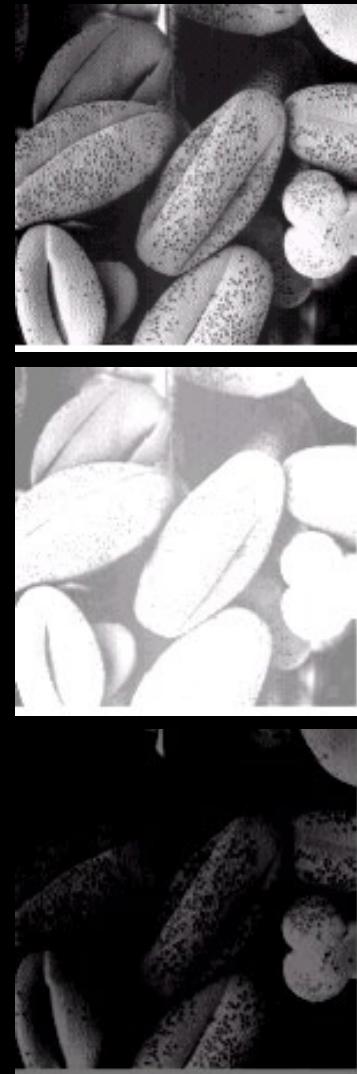
Too low
contrast



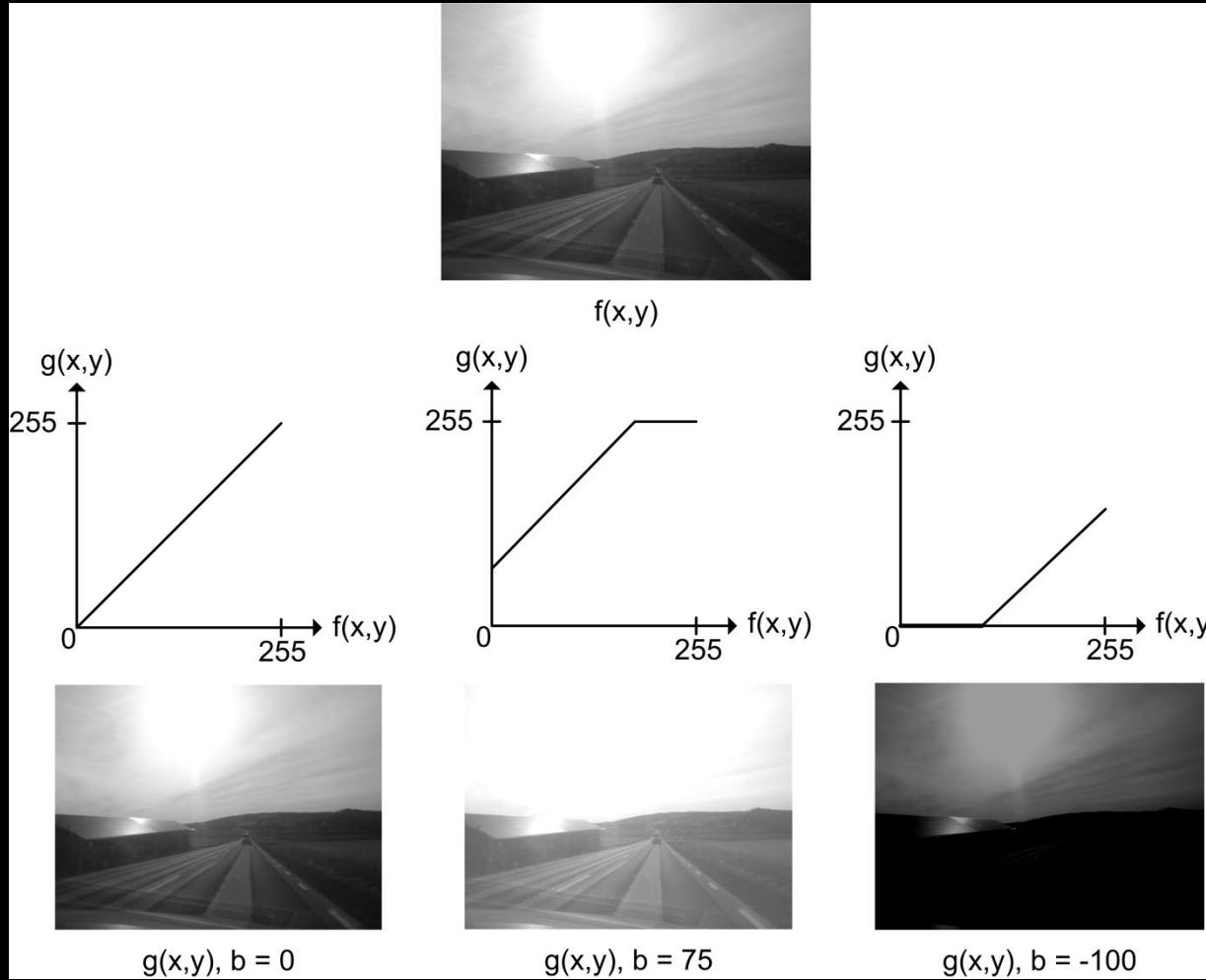
Brightness

- The brightness is the intensity
- Change brightness:
 - To each pixel is added the value b
 - $f(x, y)$ is the input image
 - $g(x, y)$ is the (enhanced) output image
- If $b > 0$: brighter image
- If $b < 0$: less bright image

$$g(x, y) = f(x, y) + b$$

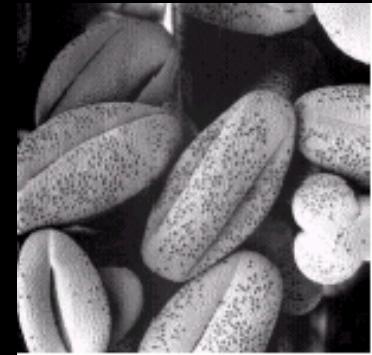


Brightness



Contrast

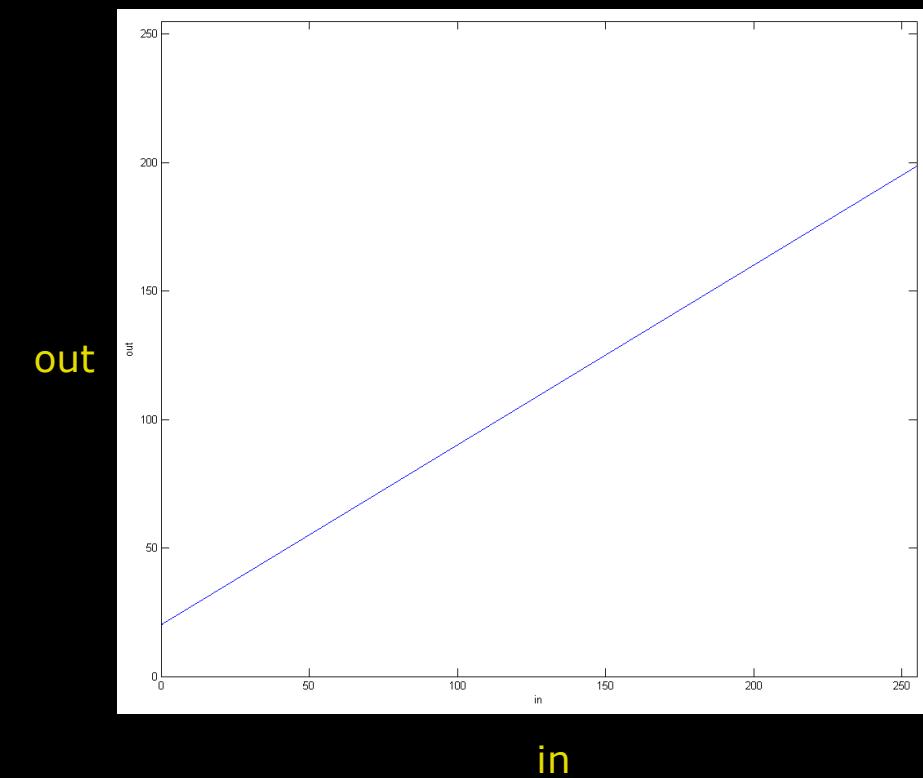
- The contrast describes the level of details we can see
- Change contrast
- Each pixel is multiplied by a
 - $f(x, y)$ is the input image
 - $g(x, y)$ is the (enhanced) output image
- If $a > 1 \Rightarrow$ more contrast
- If $a < 1 \Rightarrow$ less contrast



$$g(x, y) = a * f(x, y)$$

Combining brightness and contrast

- A straight line
- Called a *linear transformation*
- Here $a = 0.7$ and $b = 20$

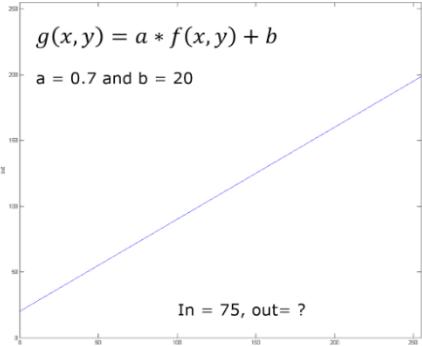


$$g(x, y) = a * f(x, y) + b$$

Linear Transformation

$$g(x, y) = a * f(x, y) + b$$

a = 0.7 and b = 20



In = 75, out= ?

20

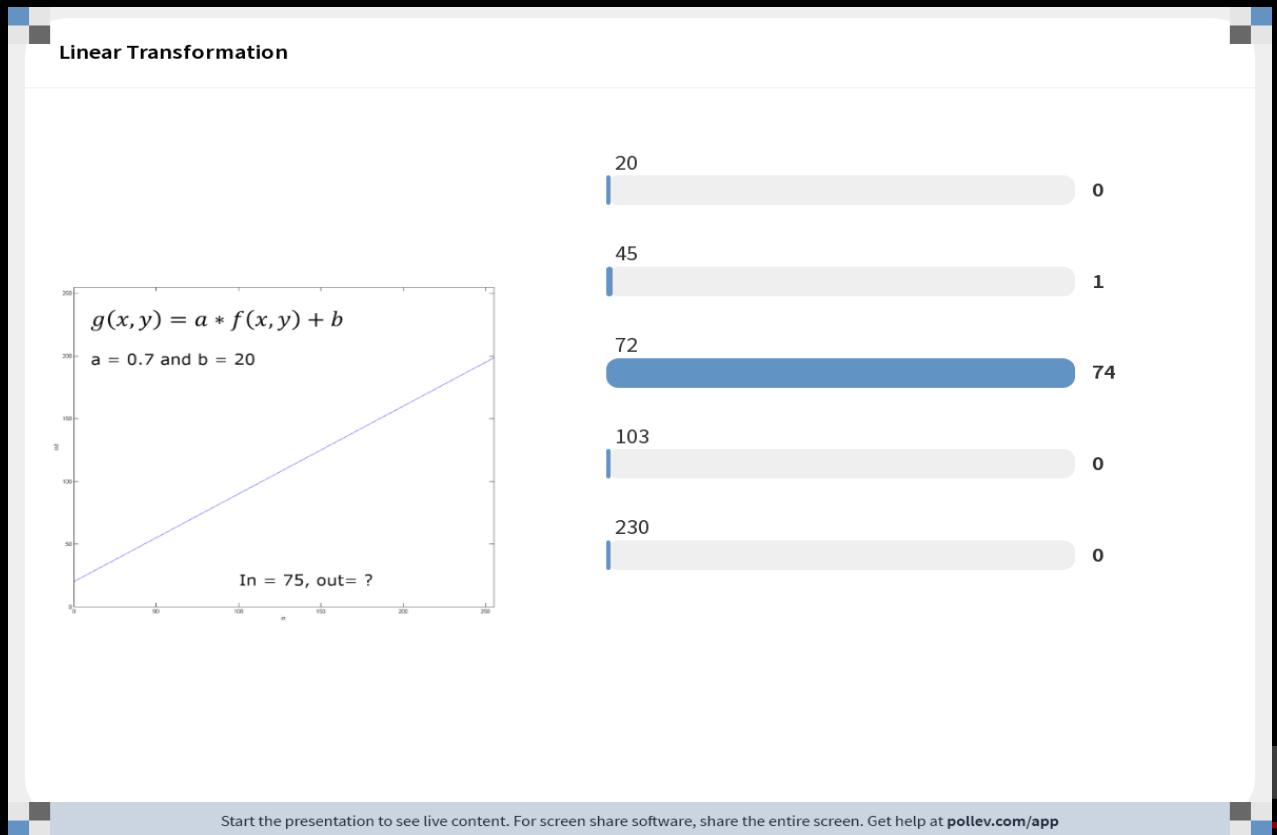
45

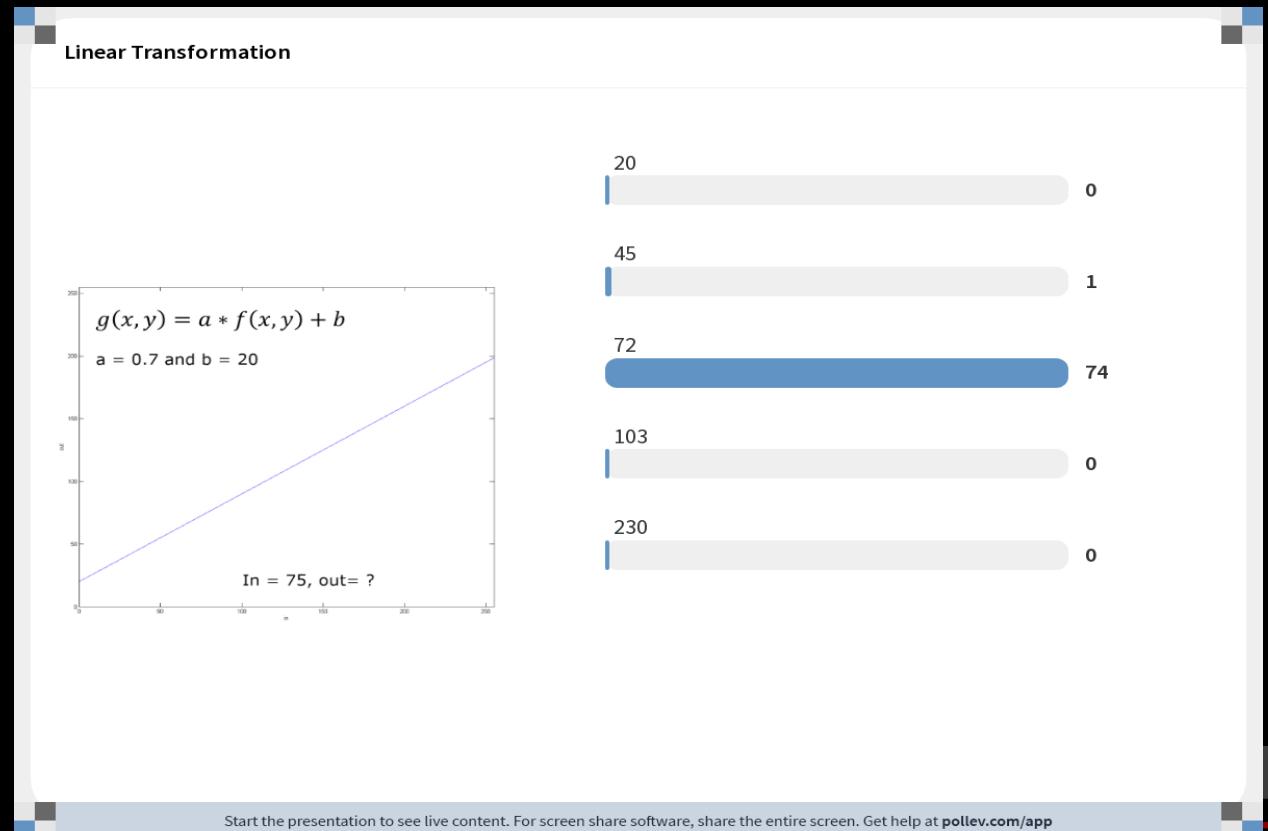
72

103

230

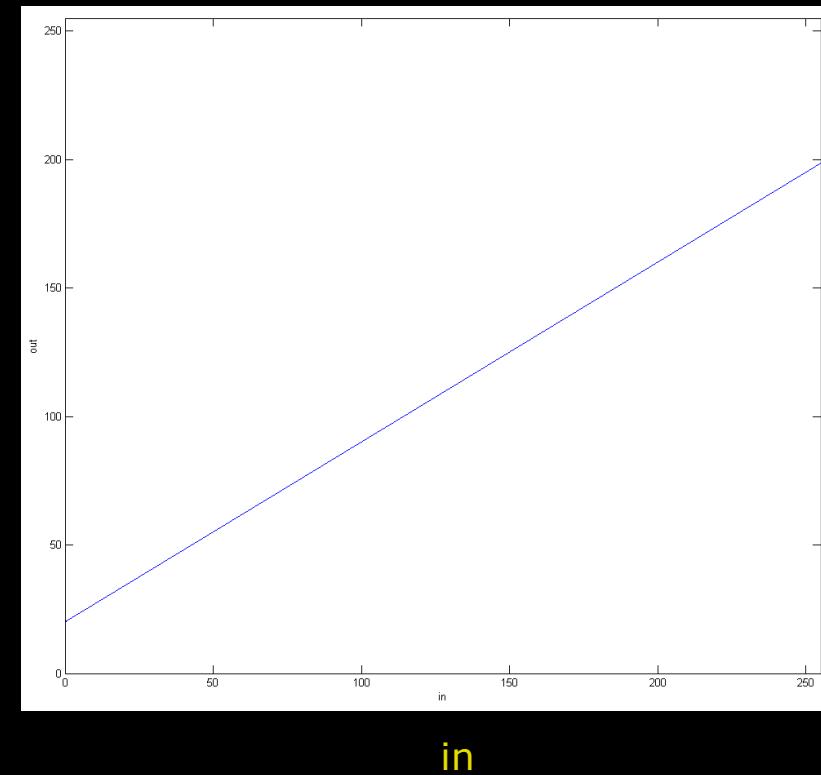
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Combining brightness and contrast

- A straight line
- Called a *linear transformation*
- Here $a = 0.7$ and $b = 20$
- What will the visual result be on the output image?
 - More bright ($b > 0$)
 - Less contrast ($a < 1$)

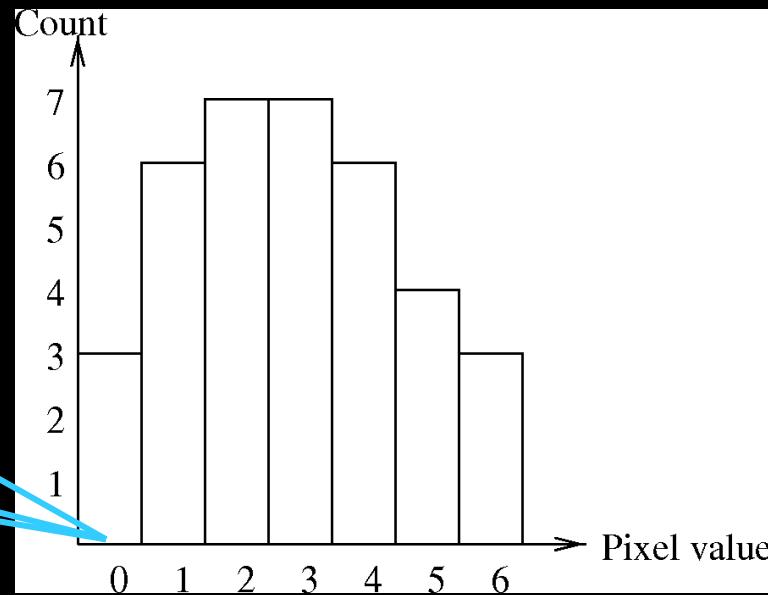


$$g(x, y) = a * f(x, y) + b$$

Histogram Reminder

- A histogram normally contains the same number of “bins” as the possible pixel values
- A bin stores the number of pixel with that value

0	2	6	6	3	3
1	4	3	4	4	4
3	2	5	1	5	2
1	4	2	1	3	1
2	5	3	0	2	0
4	2	5	6	3	1





Choose the histogram that represents the image

A

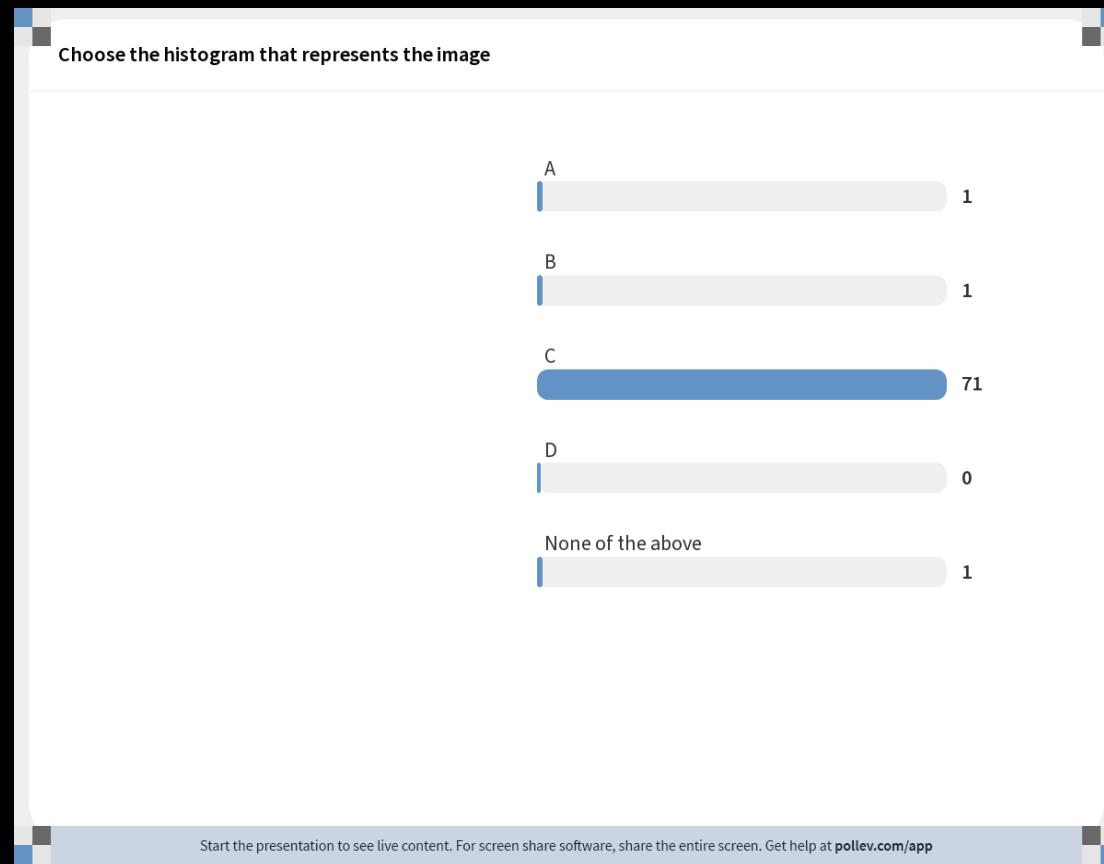
B

C

D

None of the above

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Choose the histogram that represents the image

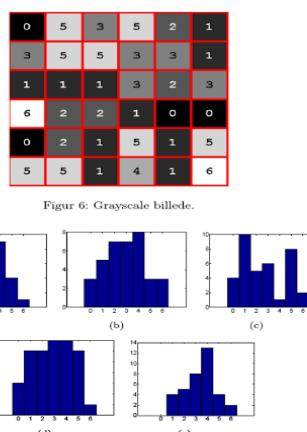


Figure 6: Grayscale bilde.

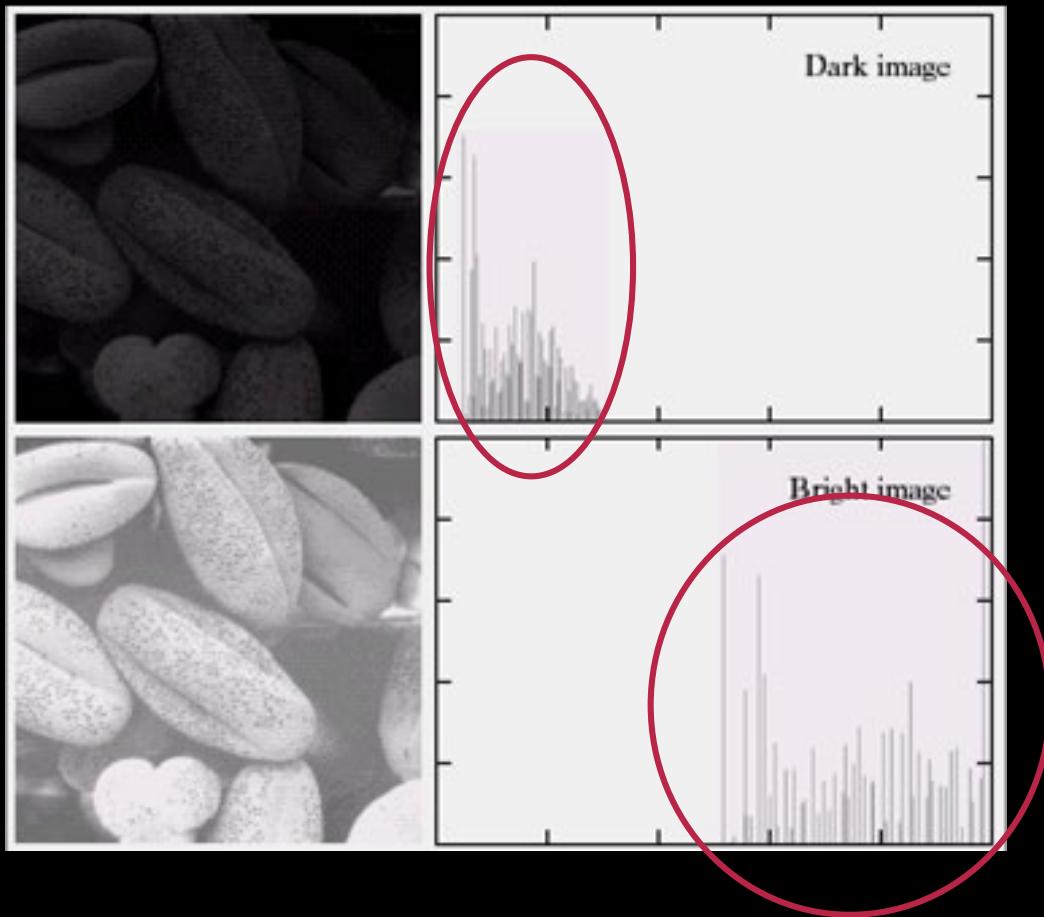
A 1
B 1
C 71
D 0
None of the above 1

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Back to the histogram

- The shape of the histogram tells us a lot!

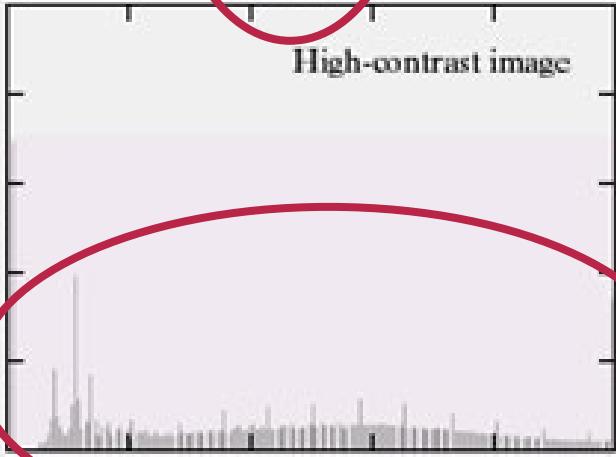
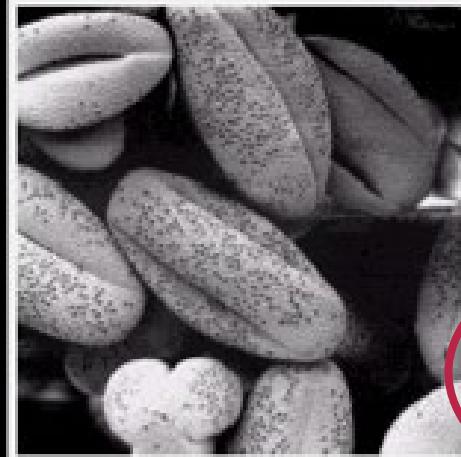
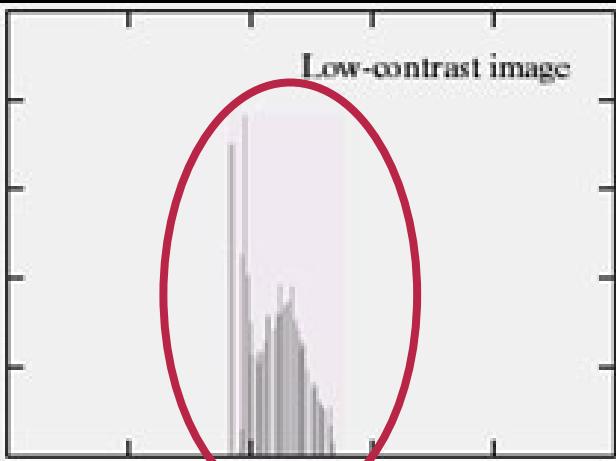
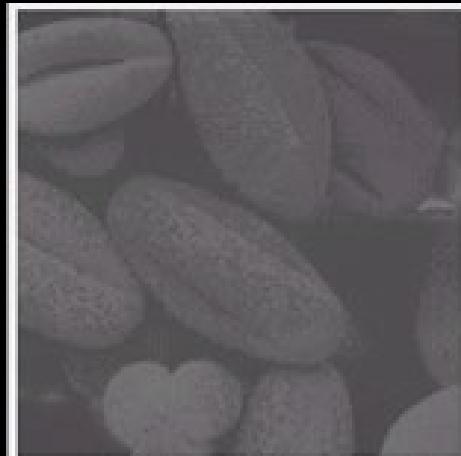
Histogram inspection



Dark image

Bright image

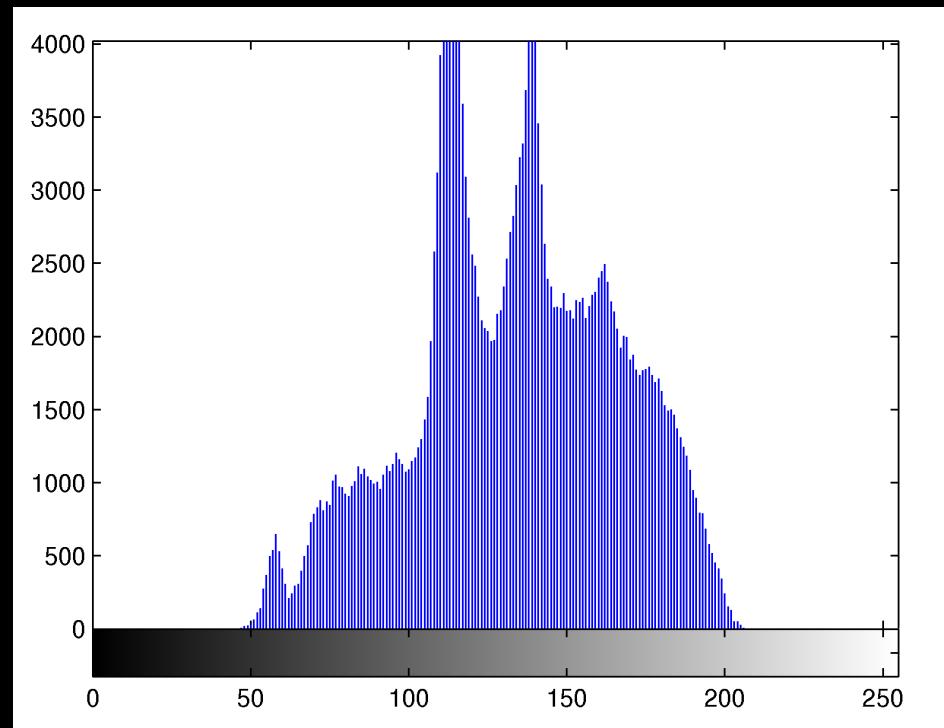
Histogram inspection



Low contrast

High contrast

Histogram stretching



- How do we optimise the image using the histogram?
 - Minimum and maximum values?
 - Stretch it so new minimum = 0 and new maximum = 255



Histogram stretching

- Using brightness
- Using contrast
- Using brightness and contrast
- None of the above

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Histogram stretching

■ We want

- Min = 0
- Max = 255

■ We have

- Min = 32
- Max = 208

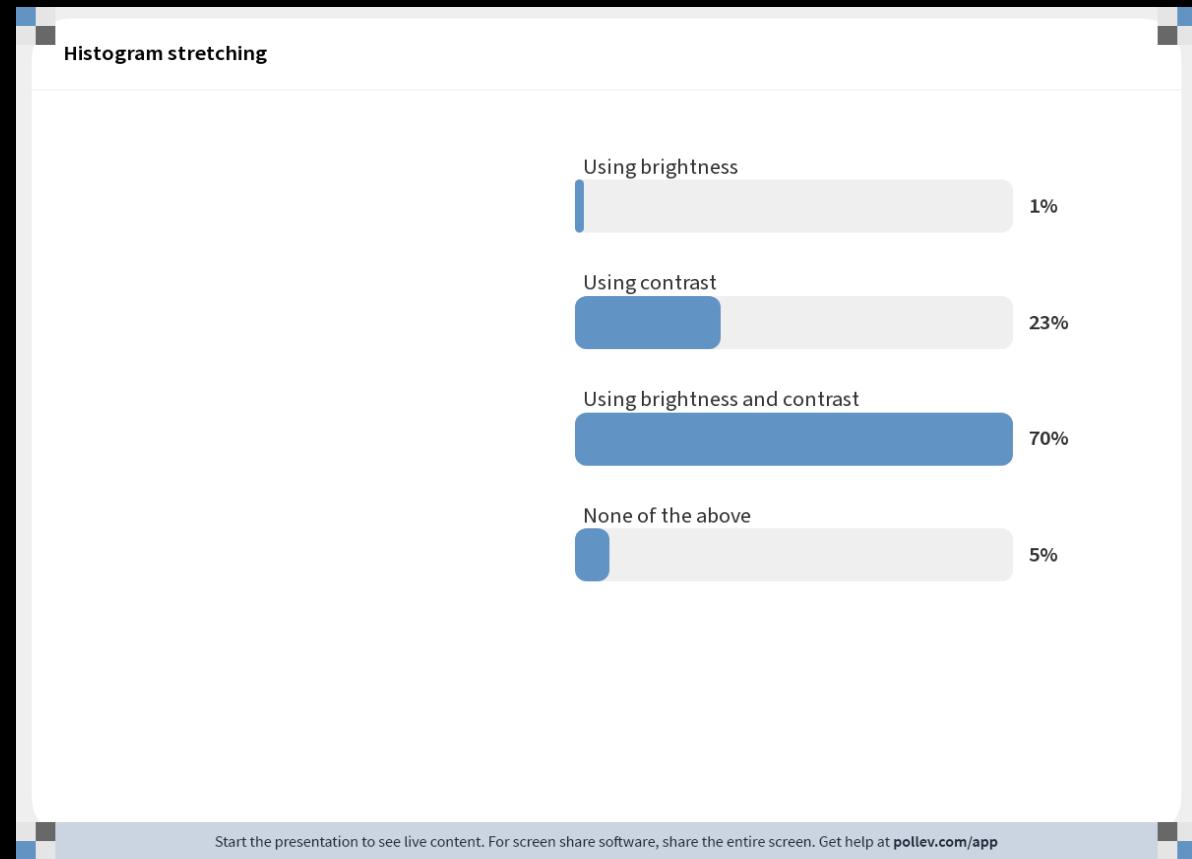
Using brightness 1%

Using contrast 23%

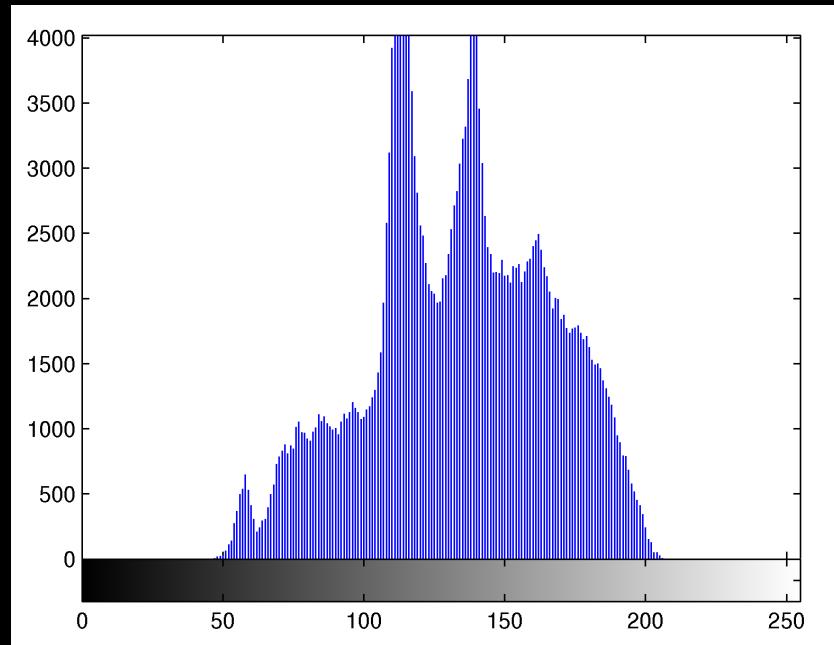
Using brightness and contrast 70%

None of the above 5%

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Histogram stretching



- We want
 - Min = 0
 - Max = 255
- We have
 - Min = 32
 - Max = 208

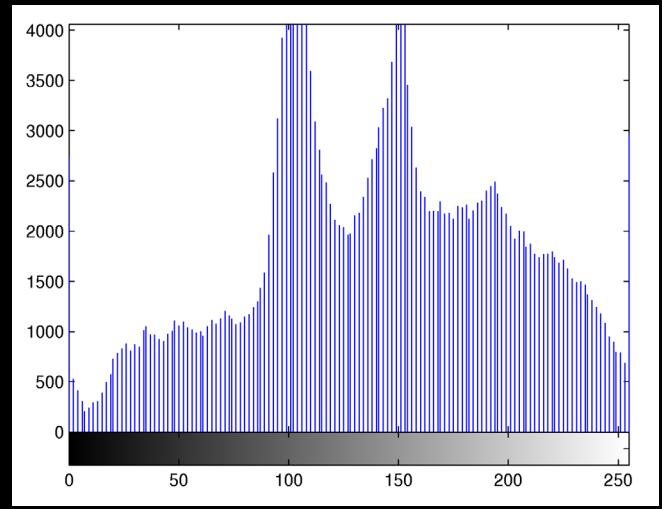
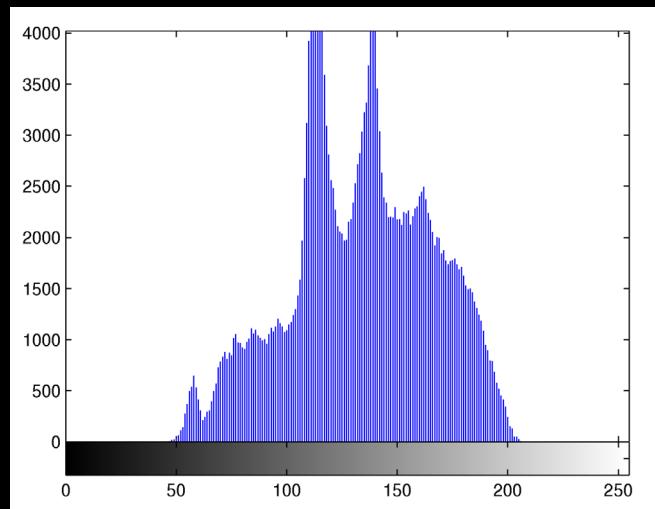
$$g(x, y) = \frac{v_{max,d} - v_{min,d}}{v_{max} - v_{min}} (f(x, y) - v_{min}) + v_{min,d}$$

Histogram stretching formula

$$g(x, y) = \frac{v_{max,d} - v_{min,d}}{v_{max} - v_{min}} (f(x, y) - v_{min}) + v_{min,d}$$

- Desired min value $v_{min,d} = 0$
- Desired max value $v_{max,d} = 255$
- Current min value $v_{min} = 32$
- Current max value $v_{max} = 208$

Histogram stretching

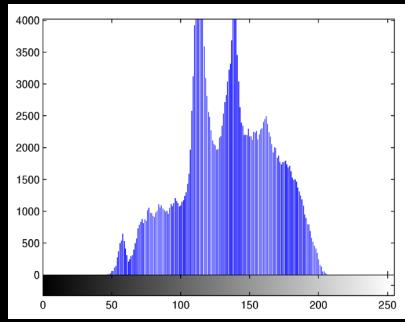


$$g(x, y) = \frac{255}{176} (f(x, y) - 32)$$

Effect of histogram stretching



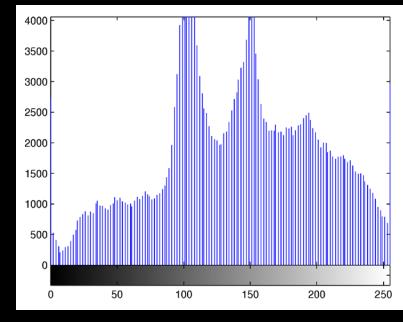
32



208



0



255

Histogram stretching – weaknesses

- A single pixel value of 0 or 255 ruins it
- Sometimes you want
 - To stretch only the high pixel values
 - While “compressing” the low pixel values
 - Non-linear mapping

Linear mapping on an image

A linear mapping is performed on the image below. The mapping is performed so the mapped image has a maximum value of 255 and a minimum value of 0. What is the new value in the marked pixel?

208	25	40	36	167
231	71	23	108	18
32	139	244	234	217
233	244	124	202	238
161	245	204	245	173

95

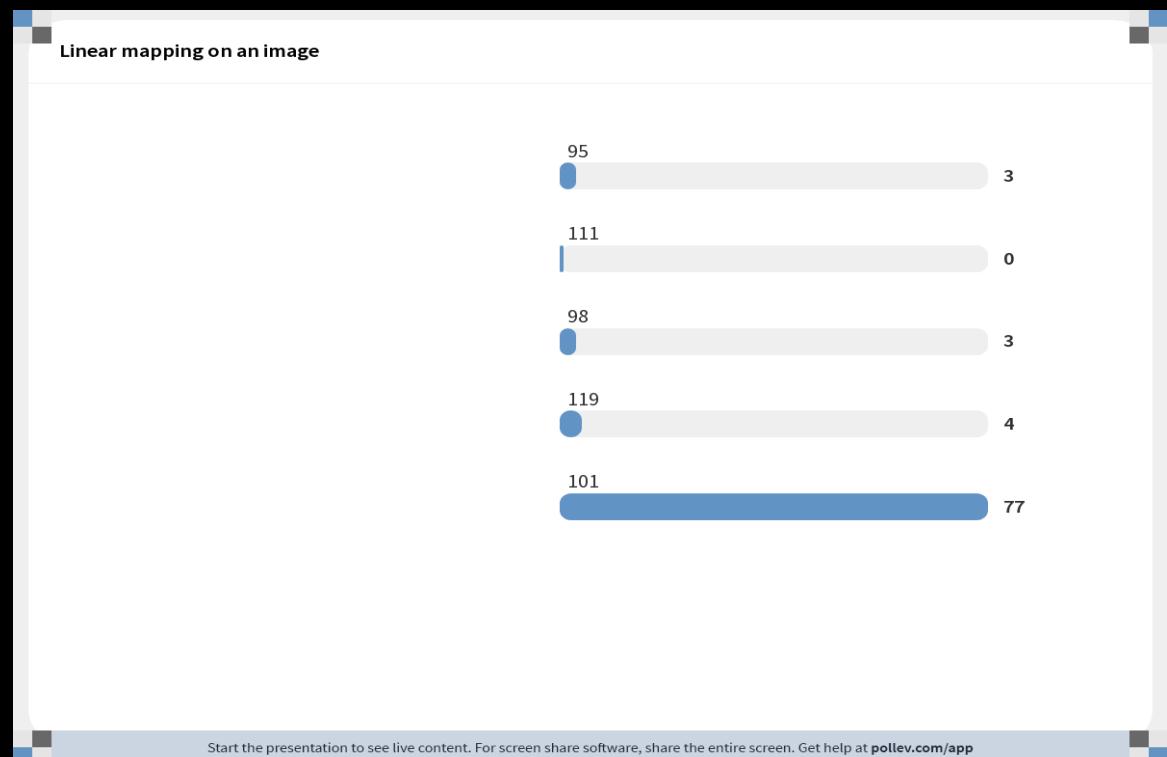
111

98

119

101

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Linear mapping on an image

A linear mapping is performed on the image below. The mapping is performed so the mapped image has a maximum value of 255 and a minimum value of 0. What is the new value in the marked pixel?

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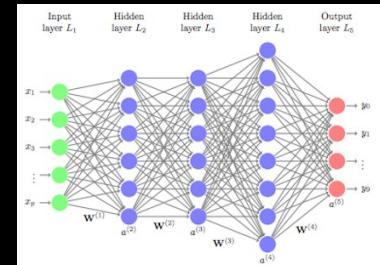
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95 3
111 0
98 3
119 4
101 77

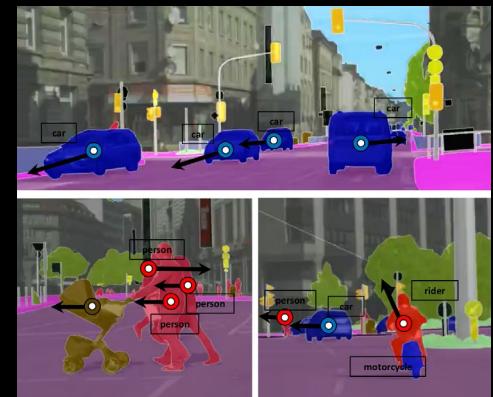
Deep learning and color/gray scale transformations

- Deep learning needs training data
 - Input image
 - Ground truth labels or classes

- When you lack data you can *augment* your data
 - Create artificial versions
 - Adding variation
 - Changing gray / color levels in the image
 - Point wise operations



http://uc-r.github.io/feedforward_DNN



Luc, Pauline, et al. "Predicting deeper into the future of semantic segmentation." IEEE International Conference on Computer Vision (ICCV). Vol. 1. 2017.



<https://www.quora.com/What-does-the-term-semantic-segmentation-mean-in-the-context-of-Deep-Learning>

Other mappings

- Non-linear mappings
- Not always nice to work with byte images
 - Better to work with image with values in $[0,1]$



Byte image

Conversion to $[0,1]$

Back to bytes

Non-linear transformation



Byte image

Working with bytes and doubles

- A byte contains integer values [0,255]
 - A byte can not store 127.4232
- A value of type *double* can contain “all numbers”
- Why not use doubles always?
 - One double = 8 bytes in the memory
 - Images become very large!
 - Many things can be done with bytes

Map pixels to [0,1]

- Simple conversion to [0,1]

$$g(x, y) = \frac{1}{255}f(x, y)$$

Pixels back to bytes

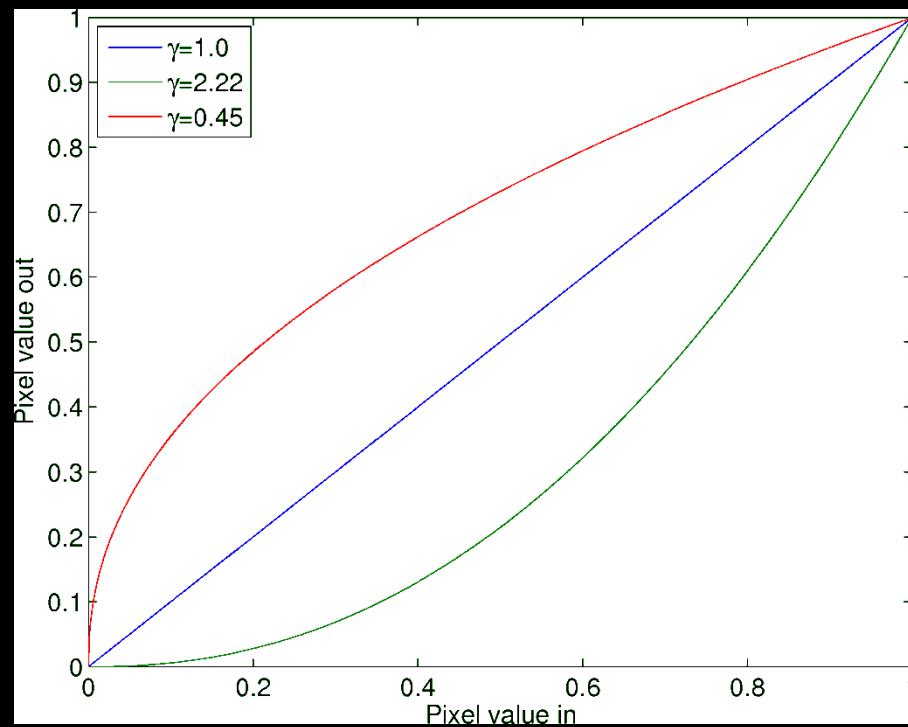
- Input pixels are [0,1]
- We want them to be [0,255]
- Simple linear transformation:

$$g(x, y) = 255 * f(x, y)$$

Gamma mapping

- Gamma mapping is used in televisions and flat panels
- Can increase the contrast (dynamics) in more selected part of the histogram
- Many games have a possibility for a gamma correction

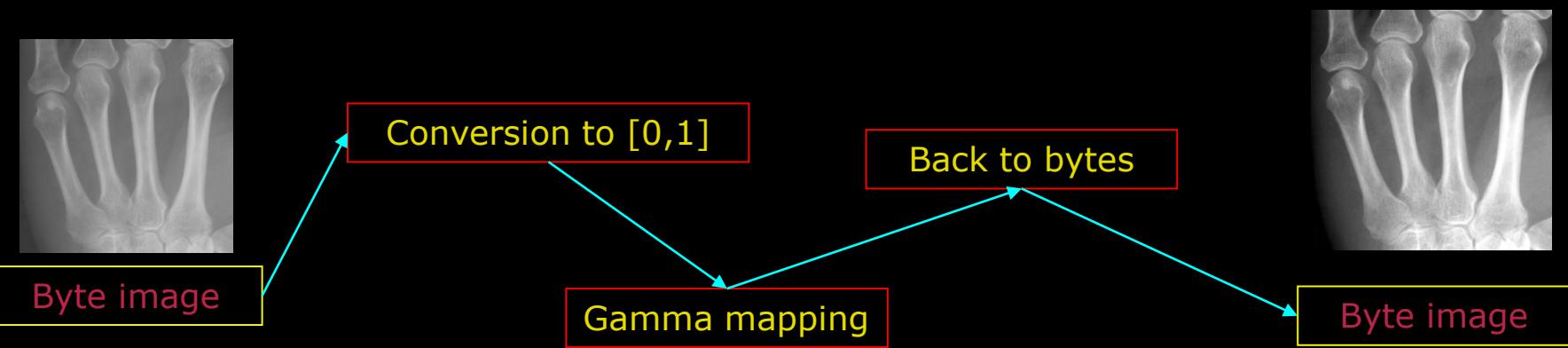
Gamma curves



- Named after the Greek letter gamma
- What happens to the dark areas
 - With **0.45**?
 - With **2.22**?

$$g(x, y) = f(x, y)^\gamma$$

Perform the gamma mapping

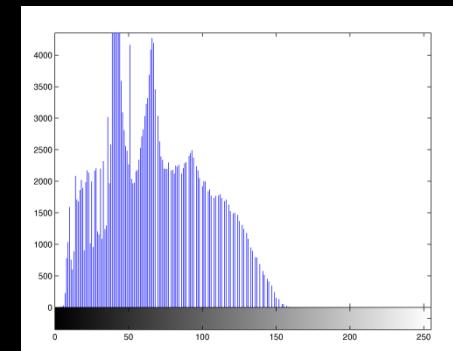
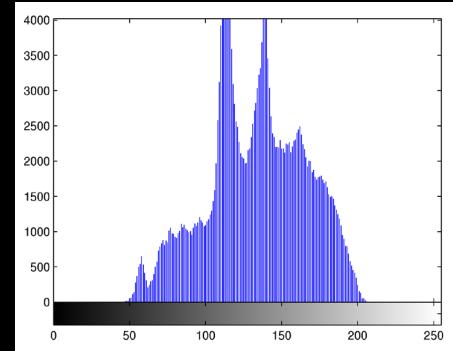
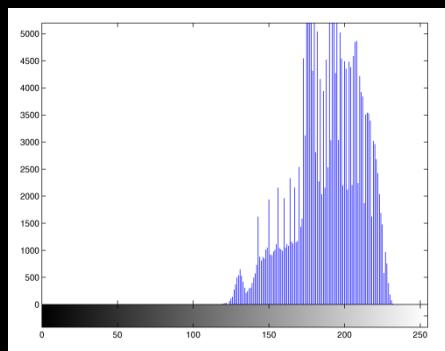


Results of gamma mapping

0.45



2.22



Gamma mapping on an image

A gamma mapping is performed on the image below with $\gamma = 1.3$. What is the minimum and maximum value in the mapped image?

208	25	40	36	167
231	71	23	108	18
32	139	244	234	217
233	244	124	202	238
161	245	204	245	173

0, 255

25, 130

8, 242

15, 230

37, 219

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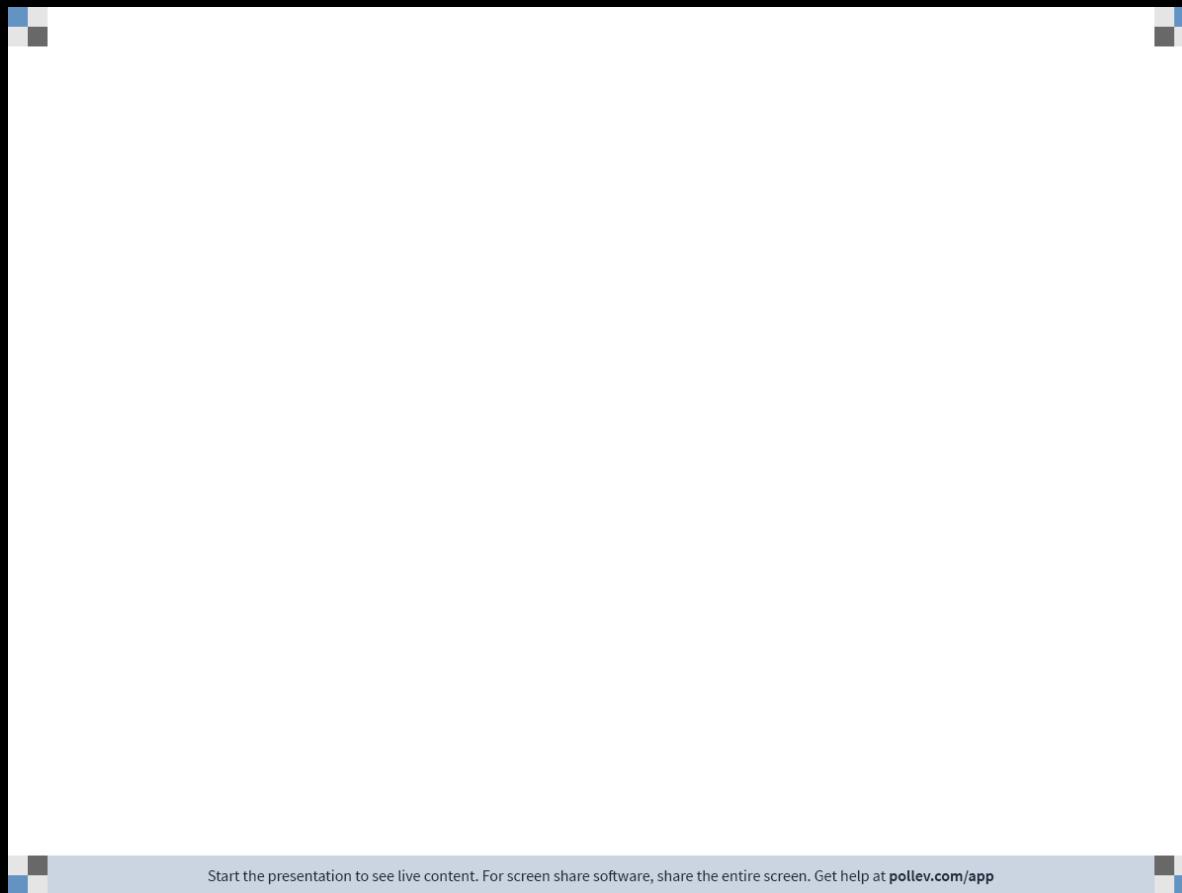
Gamma mapping on an image

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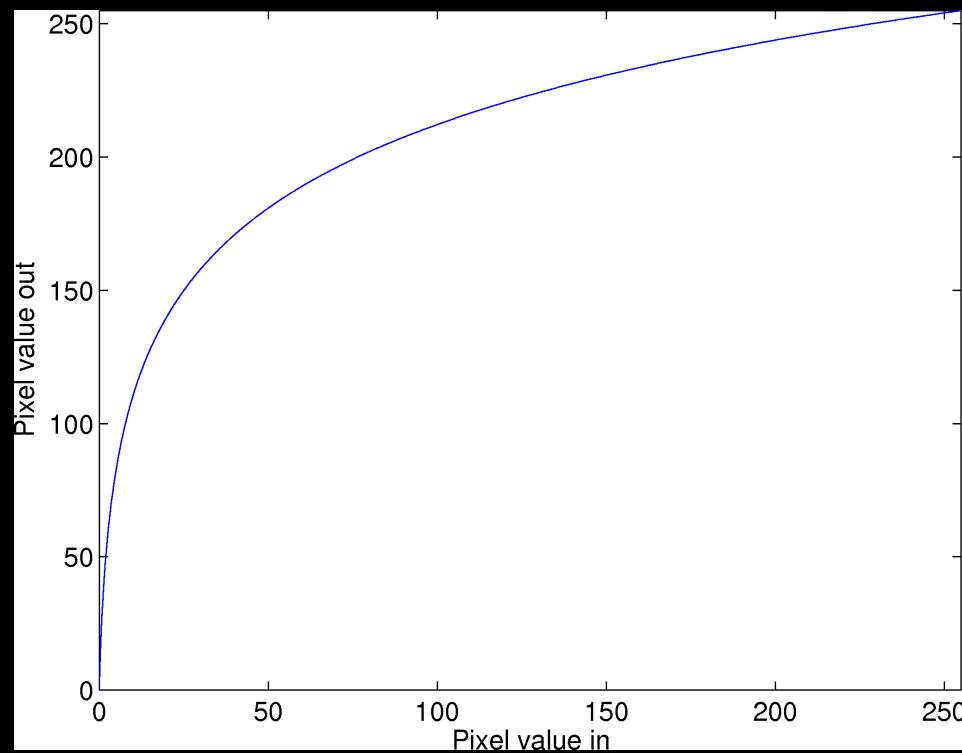
0, 255 0
25, 130 0
8, 242 28
15, 230 3
37, 219 0

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Logarithmic mapping



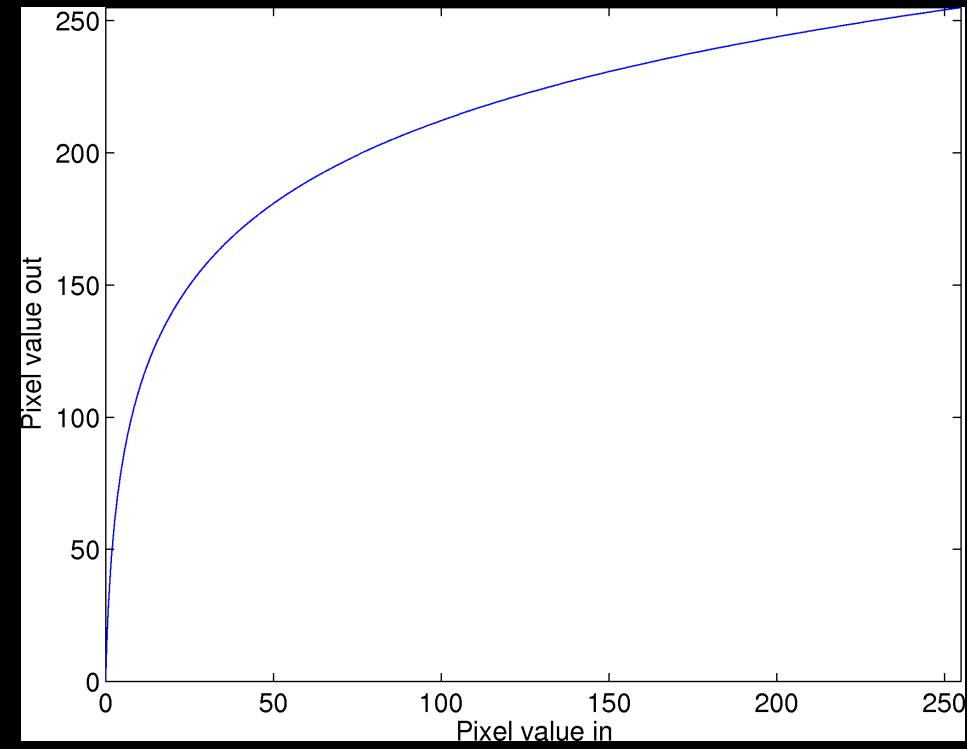
Maps from [0,255] to [0,255]

Why?
$$g(x, y) = c \log(1 + f(x, y))$$

$$c = \frac{255}{\log(1 + v_{max})}$$

Logarithmic mapping – when?

- For images with very bright spots
- Low intensity pixel values are enhanced

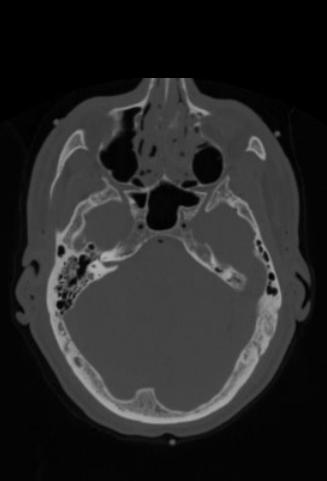


What do we get out of pixel mappings

- Spreading out or compressing pixel values
 - Better for humans to see
 - New information – no!

Now for something different

- Until now image processing
 - Input image transformed to output image
- Now for something more like image analysis
- Segmentation
 - Segment the image into regions
 - Background and objects for example



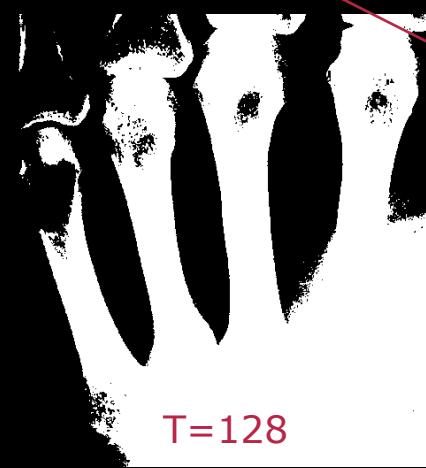
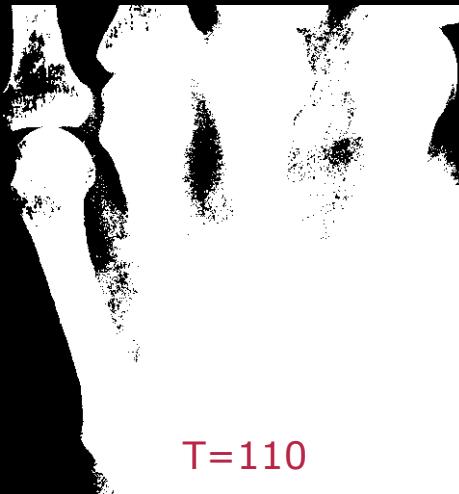
Thresholding

- A threshold T is a value
 - Pixels below that value is set to 0 (background)
 - Pixels equal or above is set to 1 (object)
- One threshold value for the entire image
 - Difficult to choose!

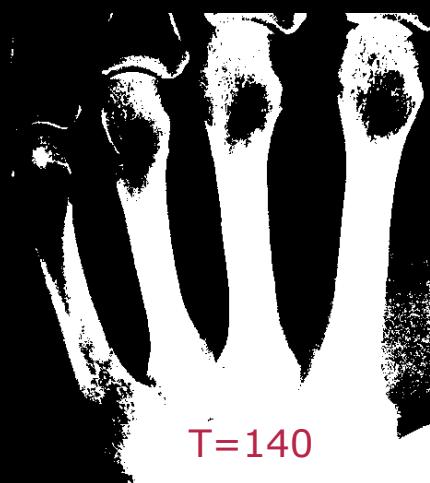
$\text{if } f(x, y) \leq T \text{ then } g(x, y) = 0$

$\text{if } f(x, y) > T \text{ then } g(x, y) = 255$

Thresholding



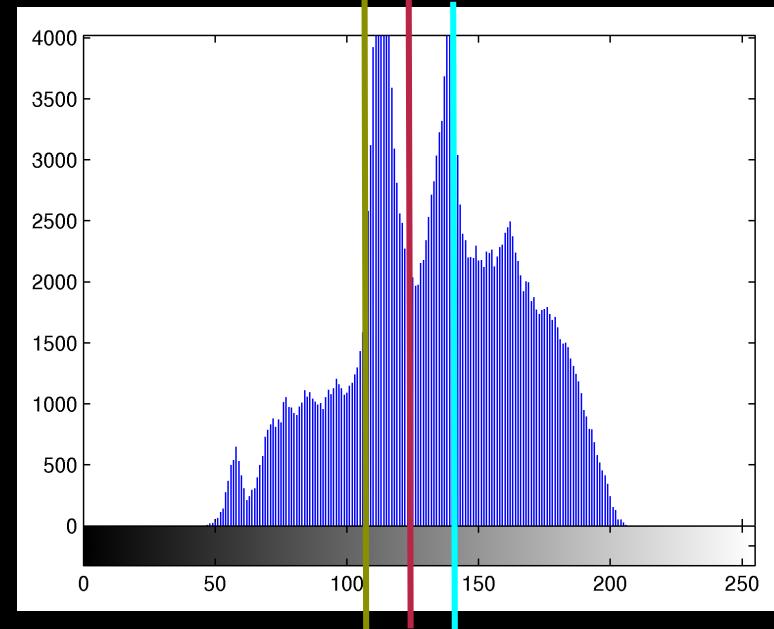
Background
and bone
have same
value!



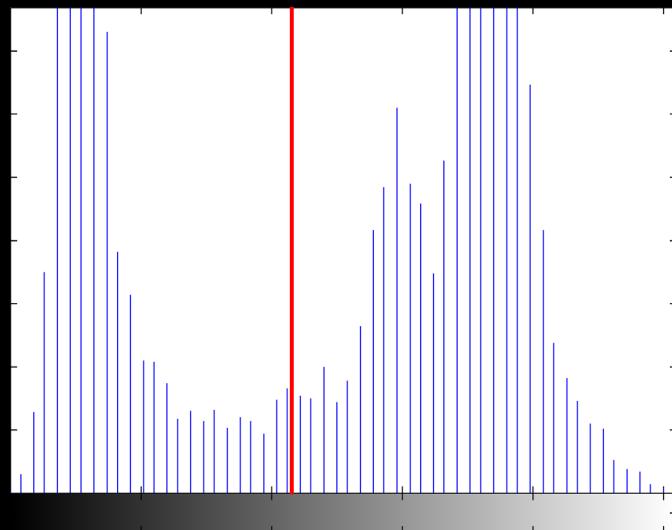
Thresholding based on the histogram



The bones are visible in the histogram!
But mixed with soft-tissue



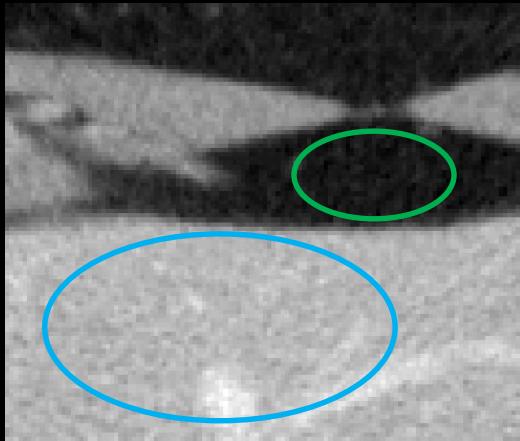
Automatic Thresholding



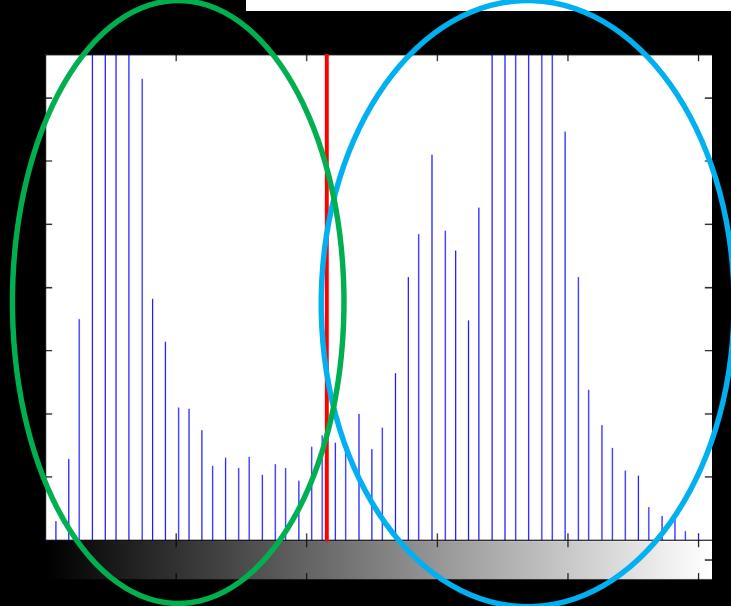


Automatic Thresholding

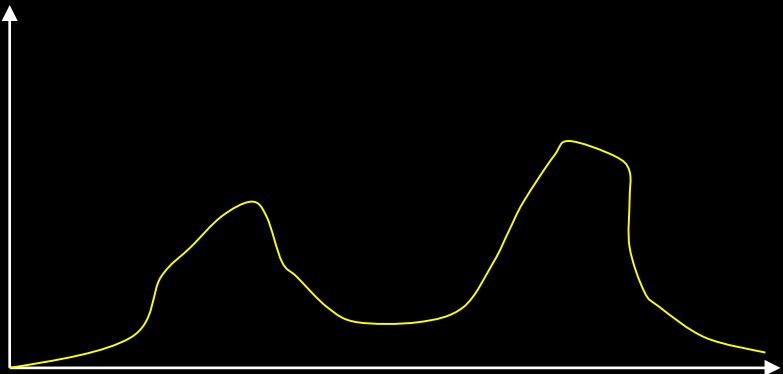
Otsu's method



- Two classes: **background** and **object**
- T divides pixels into object and background
- Compute pixel value variance in each class
- Find T that minimises combined variance



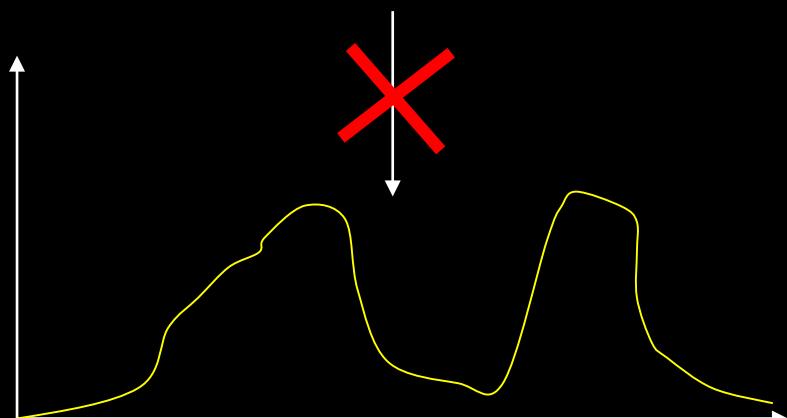
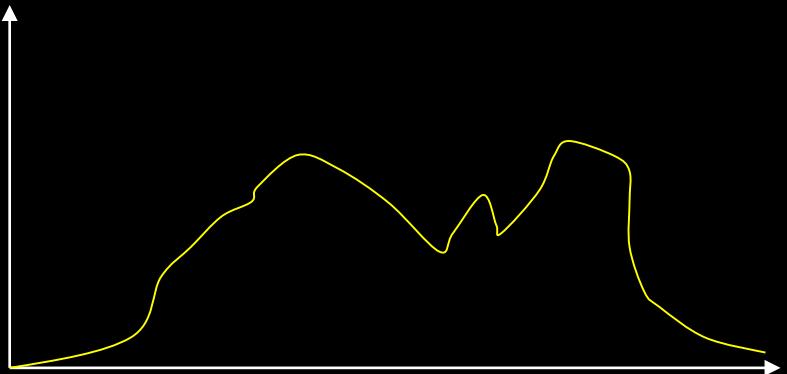
Segmentation – histogram shaping



Ideal

- With a threshold you want a histogram with two peaks
 - *Bimodal*
- An ideal histogram has well separated peaks
- Obtaining a bi-modal histogram is very important in the image acquisition

Histogram shaping



- It is not possible to “unmix” using gray level transformations

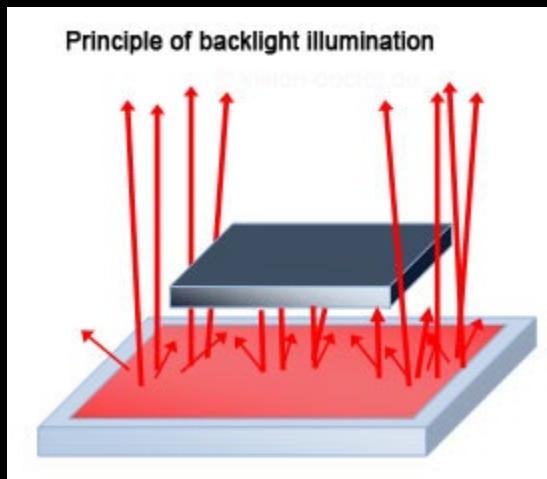
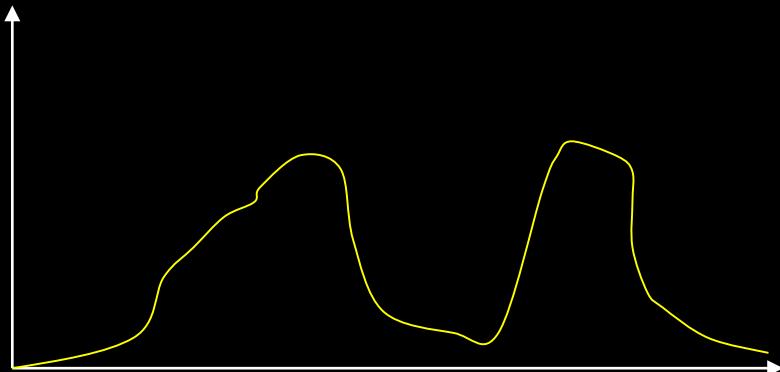


Should be
higher

Should be
lower

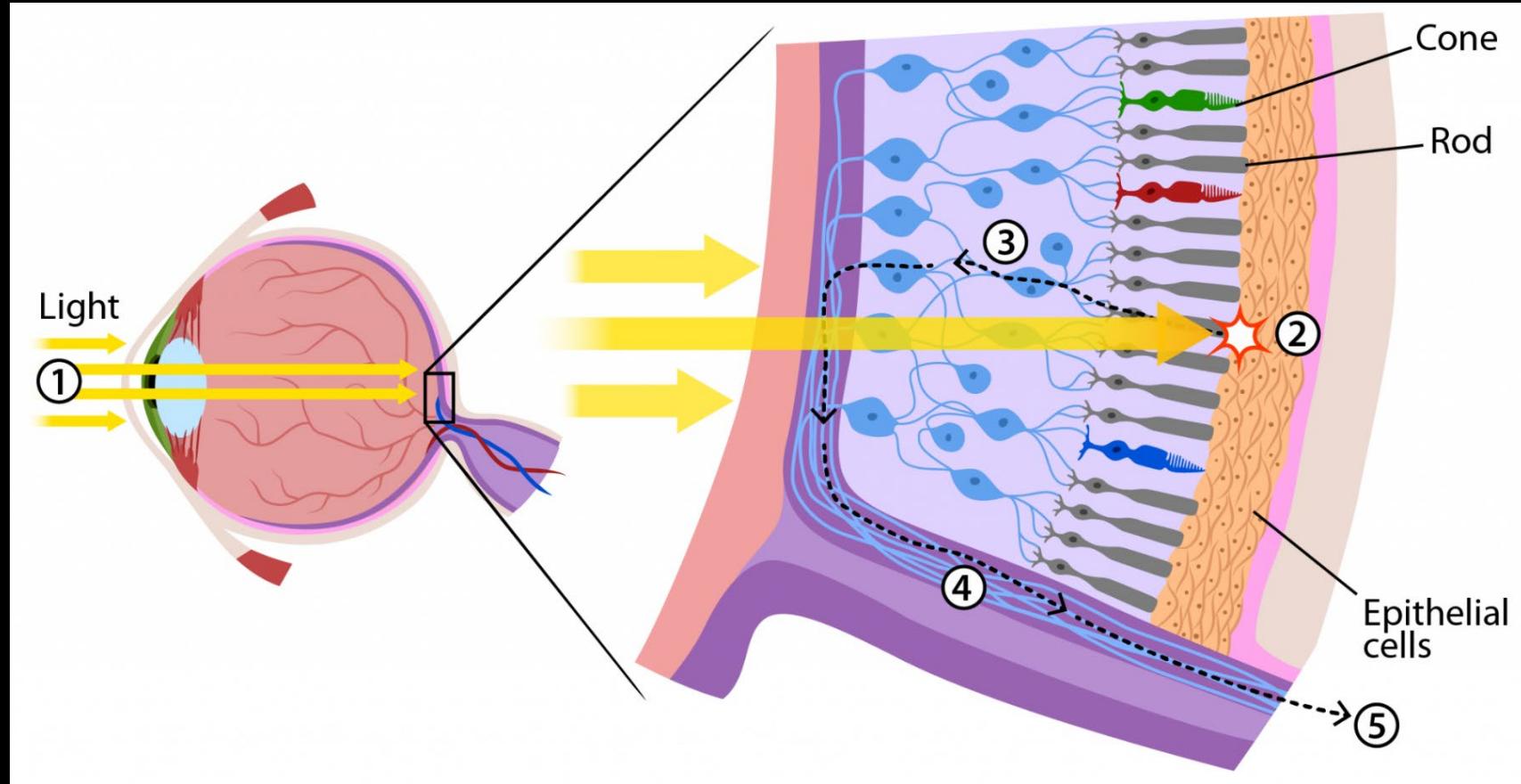
How to obtain good histograms

- With cameras
 - Light
 - Setup
 - Camera
 - Lens
 - Backlight



Colour images and colour perception

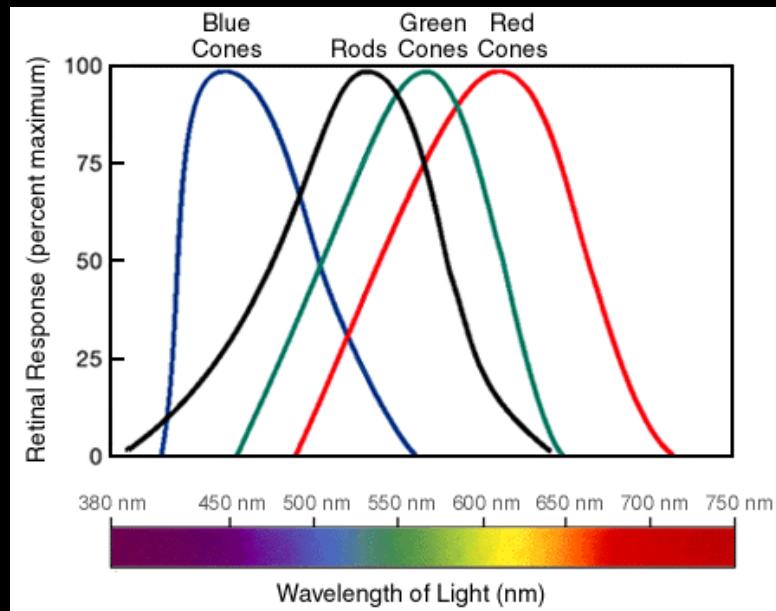
The Human Eye



<https://askabiologist.asu.edu/rods-and-cones>

Color sensitivity

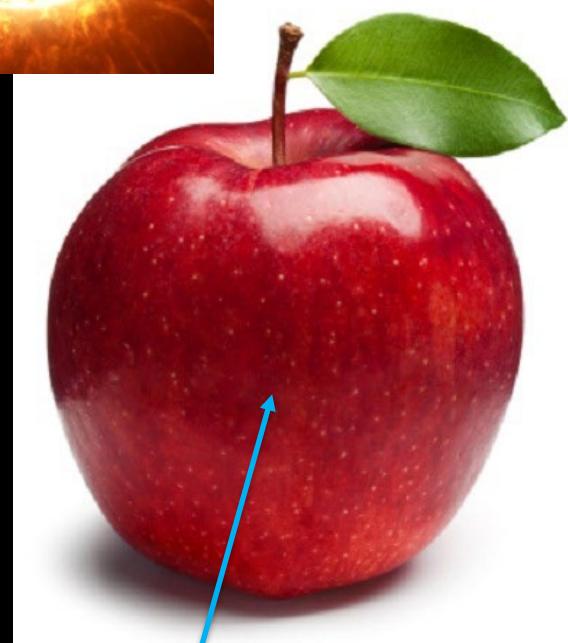
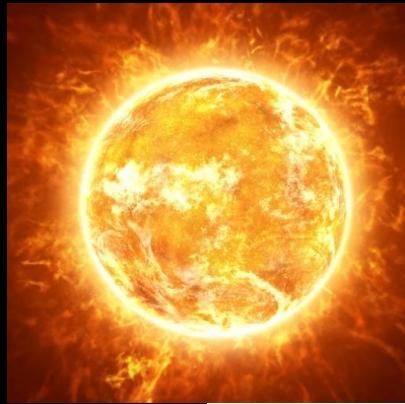
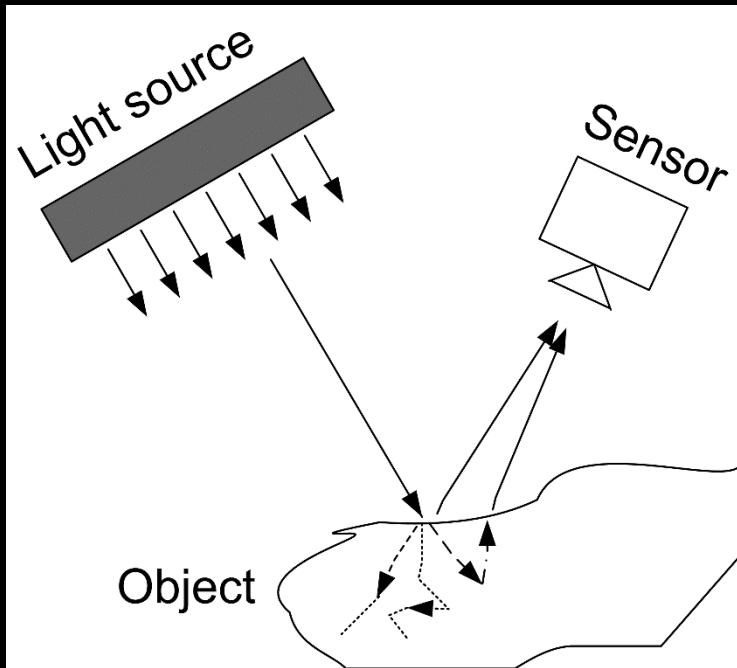
Photoreceptor cell	Wavelength in nanometers (nm)	Peak response in nanometer (nm)	Interpretation by the human brain
Cones (type L)	[400-680]	564	Red
Cones (type M)	[400-650]	534	Green
Cones (type S)	[370-530]	420	Blue
Rods	[400-600]	498	Shade of gray



<https://askabiologist.asu.edu/rods-and-cones>

Object colors

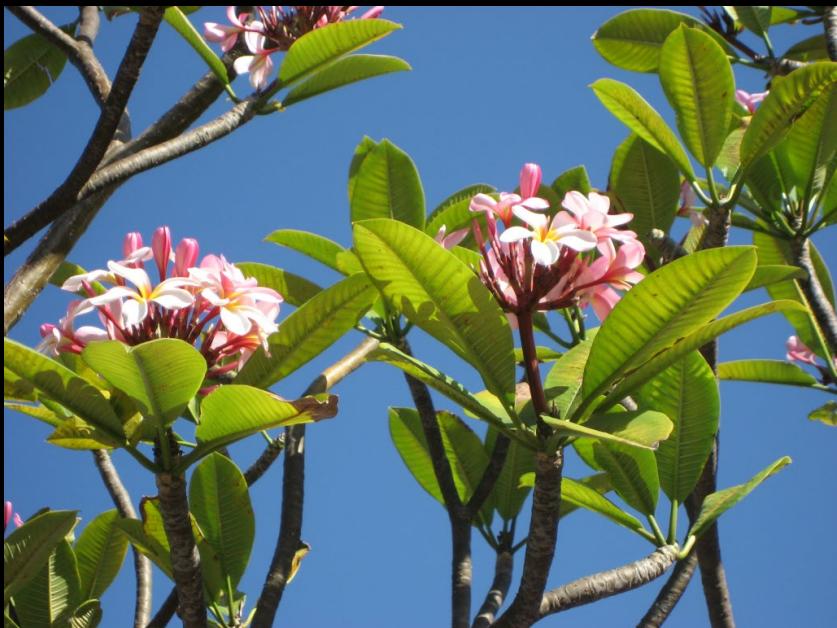
Subtractive colors



All other colors than red absorbed

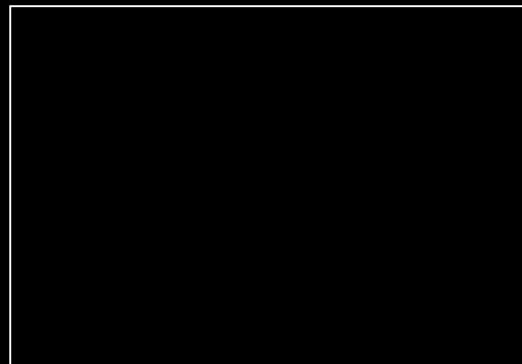
Object colors

Additive colors



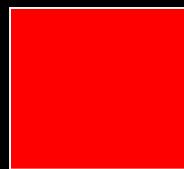
- Additive colours: Final colour is made by mixing red, green, and blue
- RGB = Red, Green, and Blue
- Television, computers, digital cameras use the “RGB color space”
- Typically the values of R, G, and B lie between 0 and 255

RGB Colours

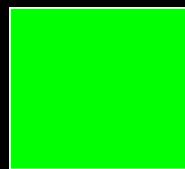


RGB = (0,0,0)

- When alle three “Lamps” are turned of we get black
- When all three “lamps” are on what do we get?



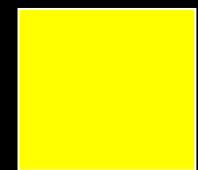
(255,0,0)



(0,255,0)



(0,0,255)



(255,255,0)



(0,255,255)

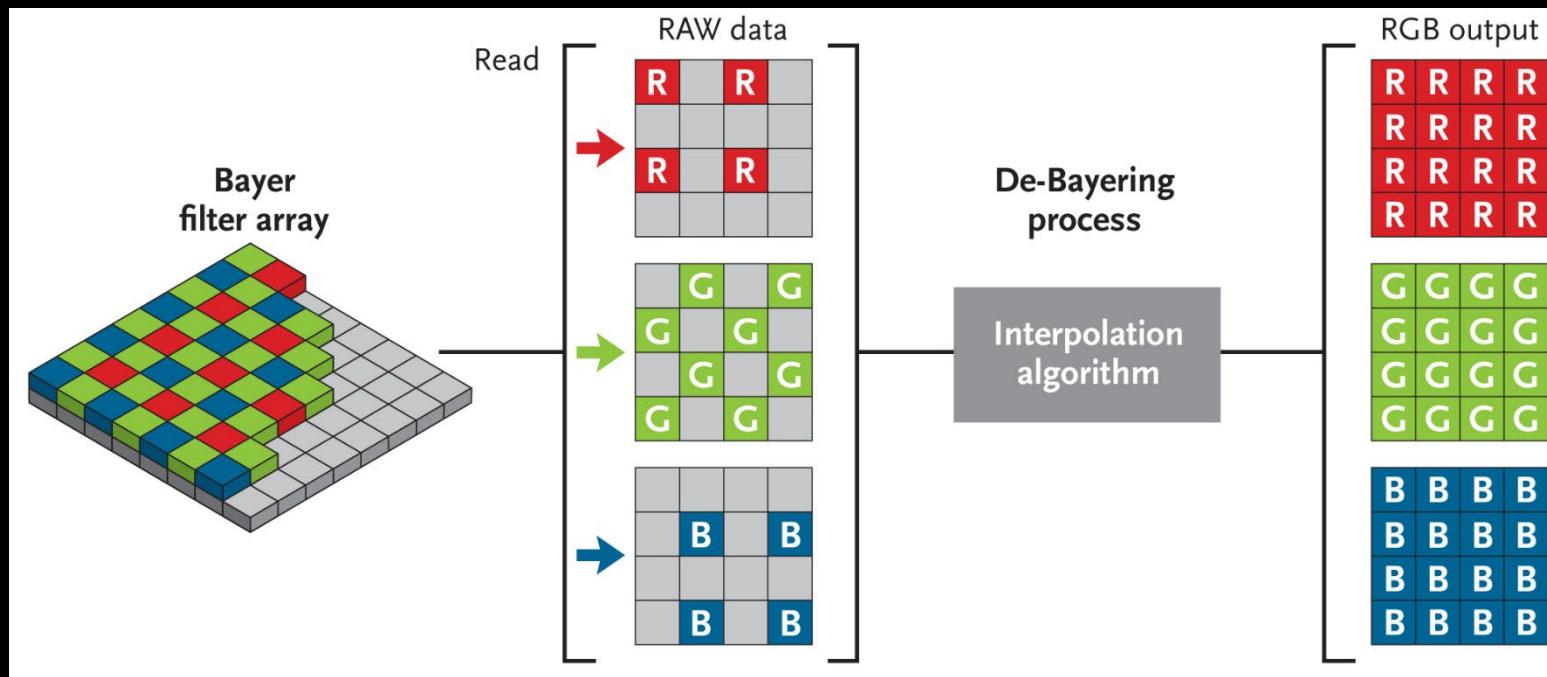


RGB = (255,255,255)



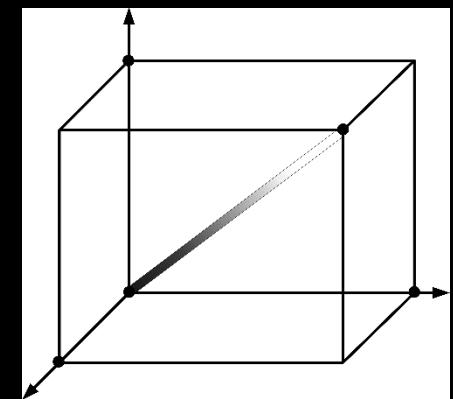
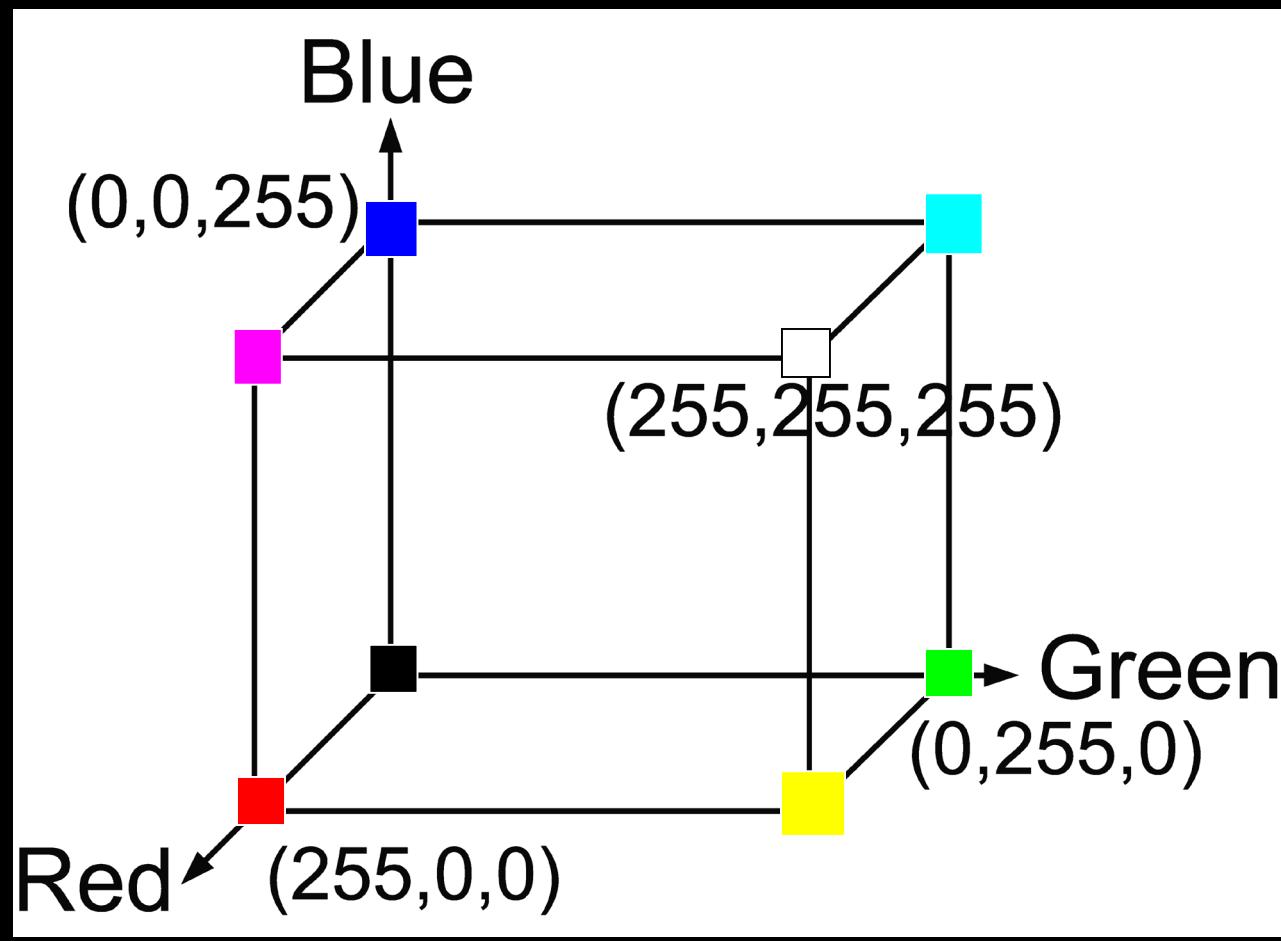
(255,0,255)

Color camera with one sensor



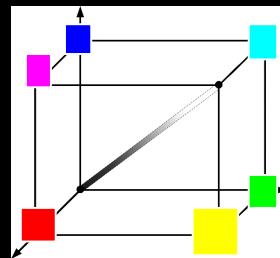
<http://www.skyandtelescope.com/astronomy-resources/astrophotography-tips/redeeming-color-planetary-cameras/>

RGB color space



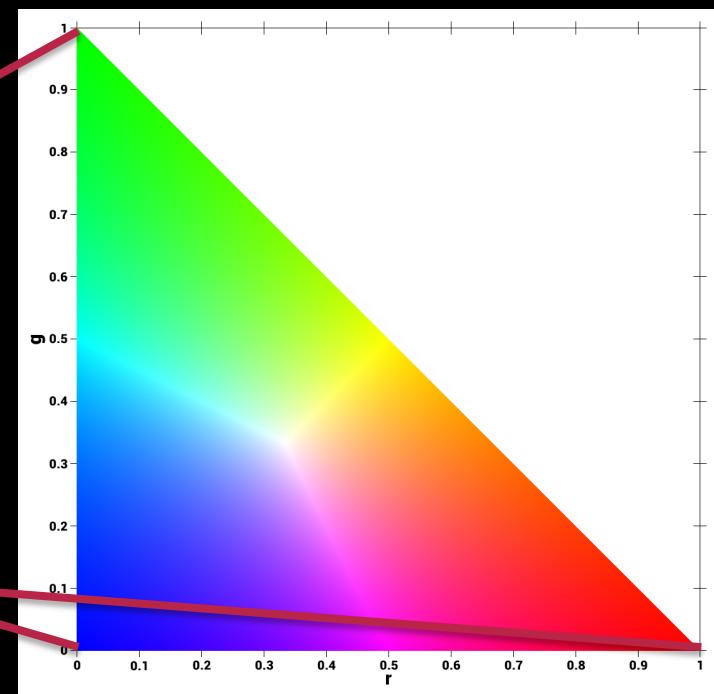
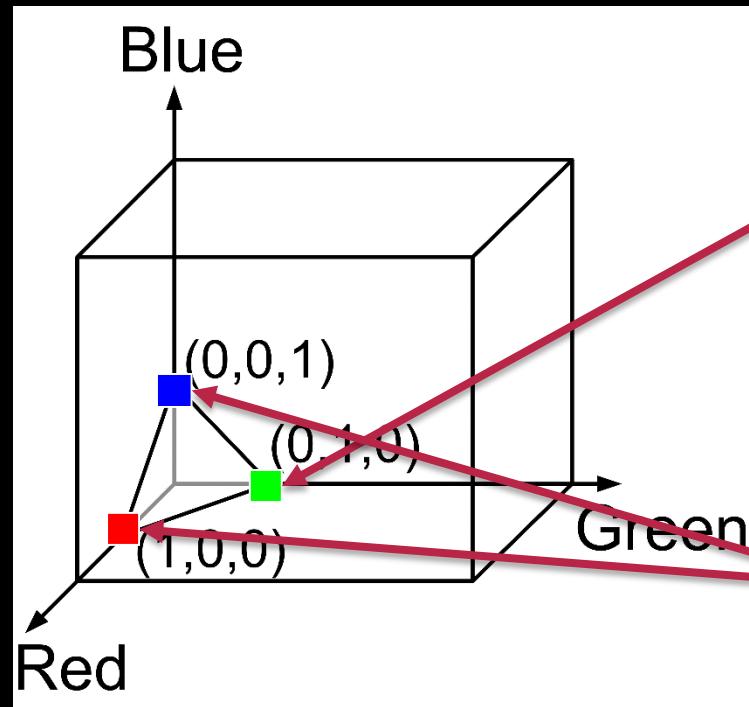
Converting colour to grayscale

$$v = 0.2989 * R + 0.5870 * G + 0.1140 * B$$

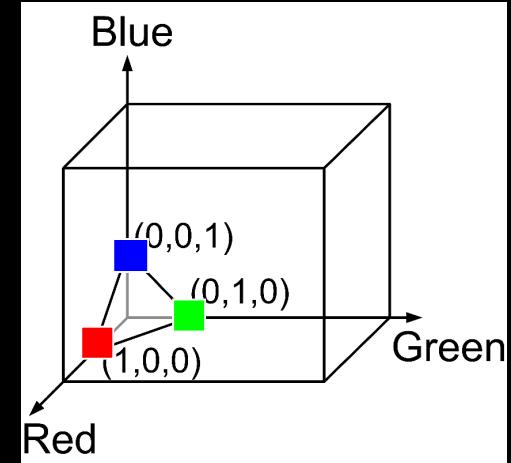
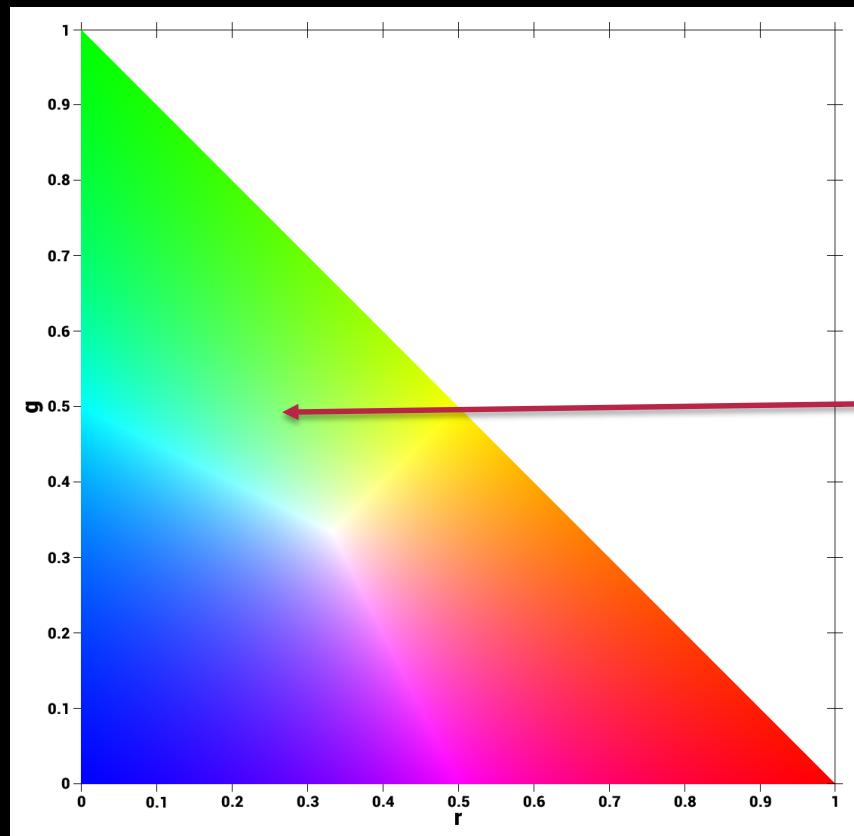


Normalized RGB colors

$$(r, g, b) = \left(\frac{R}{R + G + B}, \frac{G}{R + G + B}, \frac{B}{R + G + B} \right)$$



Another RGB representation

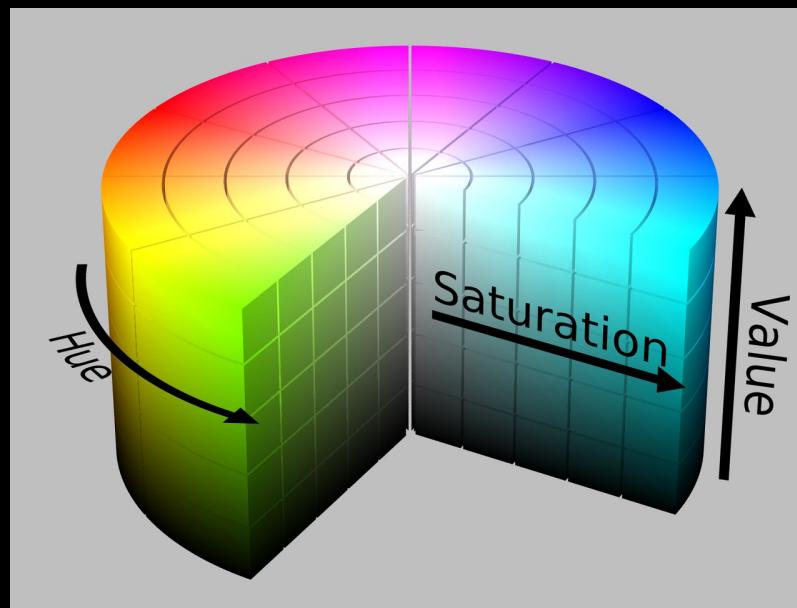


(r,g,I)

$$I = \frac{R+G+B}{3}.$$

HSI Color Representation

- **Hue** – the dominant wave length in the perceived light (the pure color)
- **Saturation** – the purity of the color
- **Intensity** – the brightness of the color (sometimes called the value)



Converting between RGB and HSI

- You have an RGB value
- You want the corresponding HSI value

$$H = \begin{cases} \cos^{-1} \left(1/2 \cdot \frac{(R-G)+(R-B)}{\sqrt{(R-G)(R-G)+(R-B)(G-B)}} \right), & \text{if } G \geq B; \\ 360^\circ - \cos^{-1} \left(1/2 \cdot \frac{(R-G)+(R-B)}{\sqrt{(R-G)(R-G)+(R-B)(G-B)}} \right), & \text{Otherwise.} \end{cases} \quad (8.8)$$

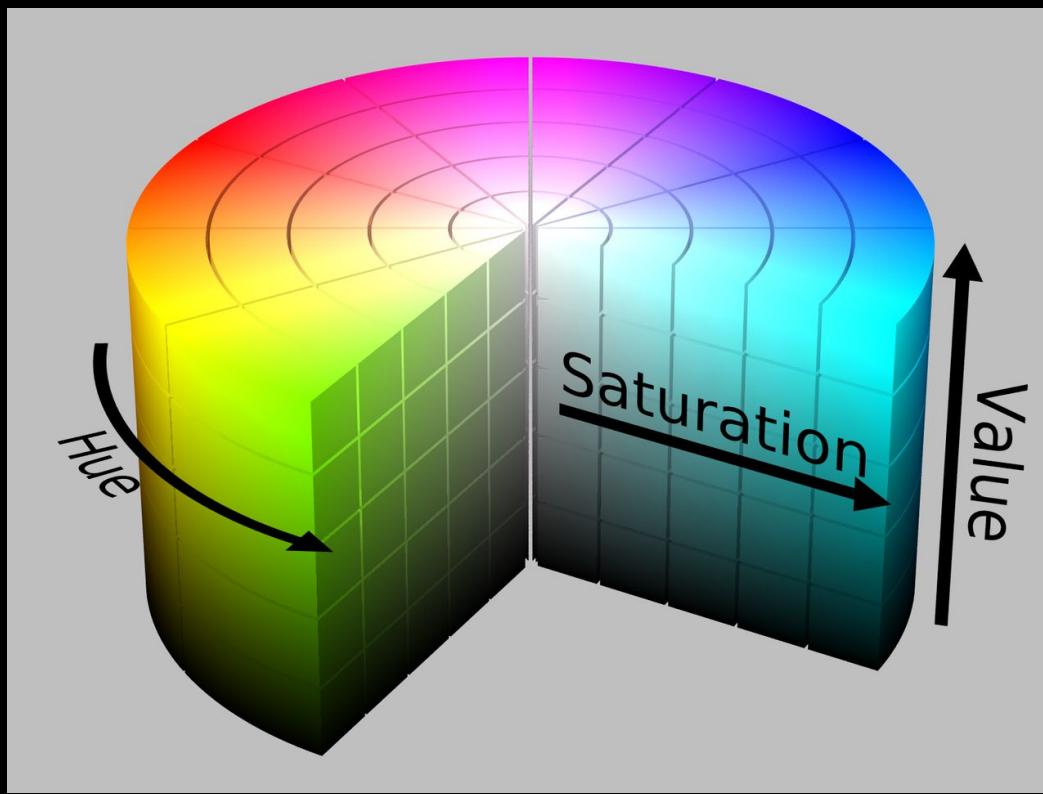
$H \in [0, 360[$

$$S = 1 - 3 \cdot \frac{\min\{R, G, B\}}{R + G + B} \quad S \in [0, 1] \quad (8.9)$$

$$I = \frac{R + G + B}{3} \quad I \in [0, 255] , \quad (8.10)$$

Why other colorspaces

- Why should we use for example HSI ?



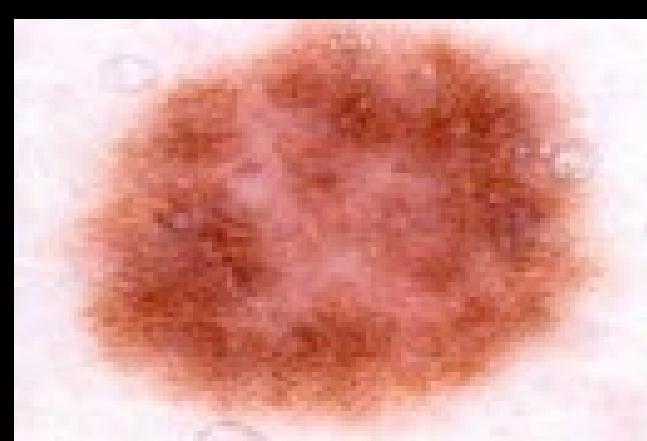
Melanoma segmentation



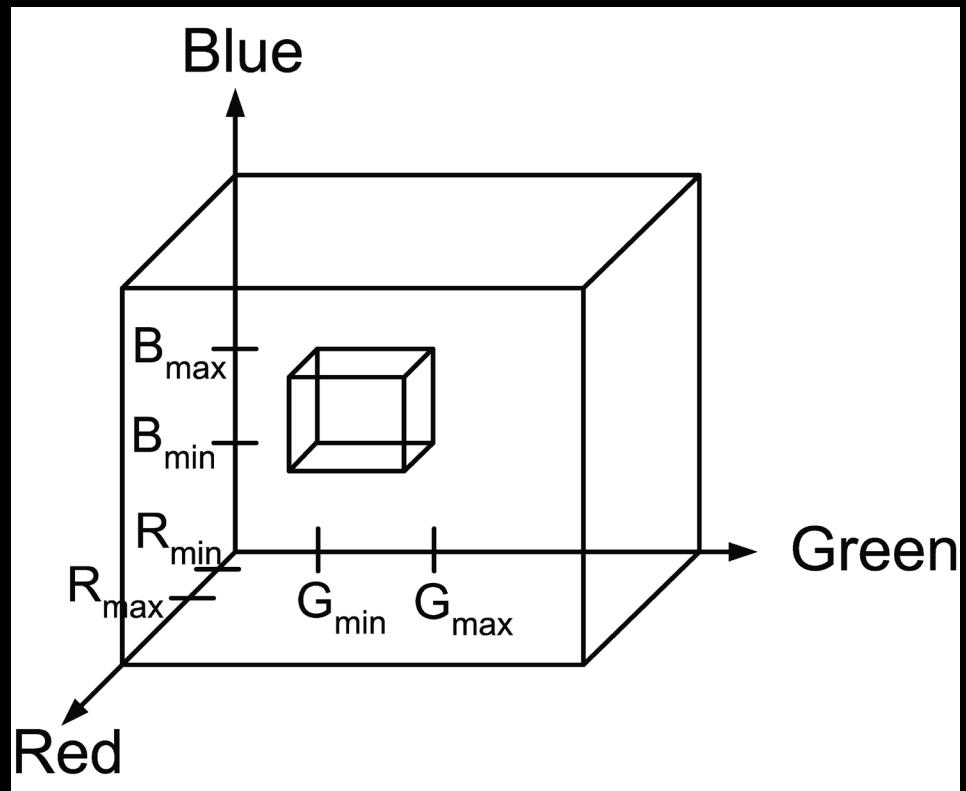
- An algorithm that can do pixelwise classification
 - Background / skin
 - Melanoma

- Use the colors

Melanoma segmentation – color variation



Color thresholding



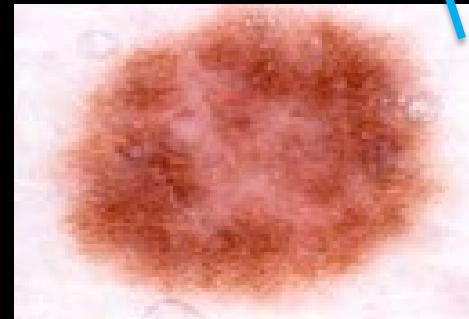
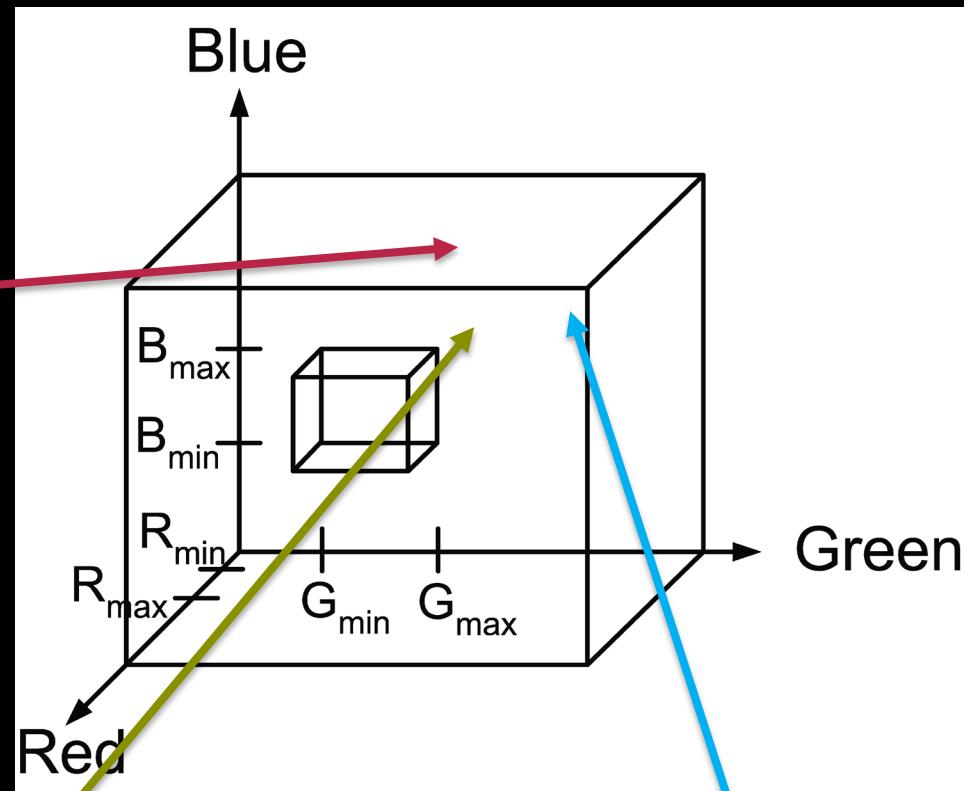
If

$R > R_{min}$ and $R < R_{max}$ and
 $G > G_{min}$ and $G < G_{max}$ and
 $B > B_{min}$ and $B < B_{max}$

Then $g(x, y) = 255$

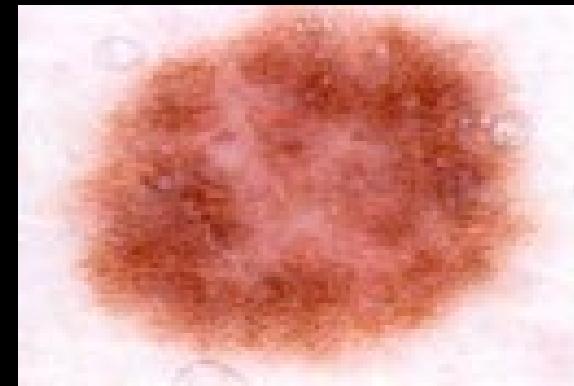
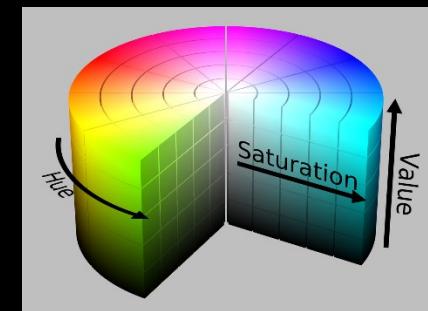
Else $g(x, y) = 0$

Color thresholding



Color variation

- The major variation is in the brightness
 - This will spread out the values in RGB space
- The Hue is rather constant
- HSI Space
 - HUE and saturation rather stable
 - Only variation in intensity / value





Level of the lectures

Far too easy

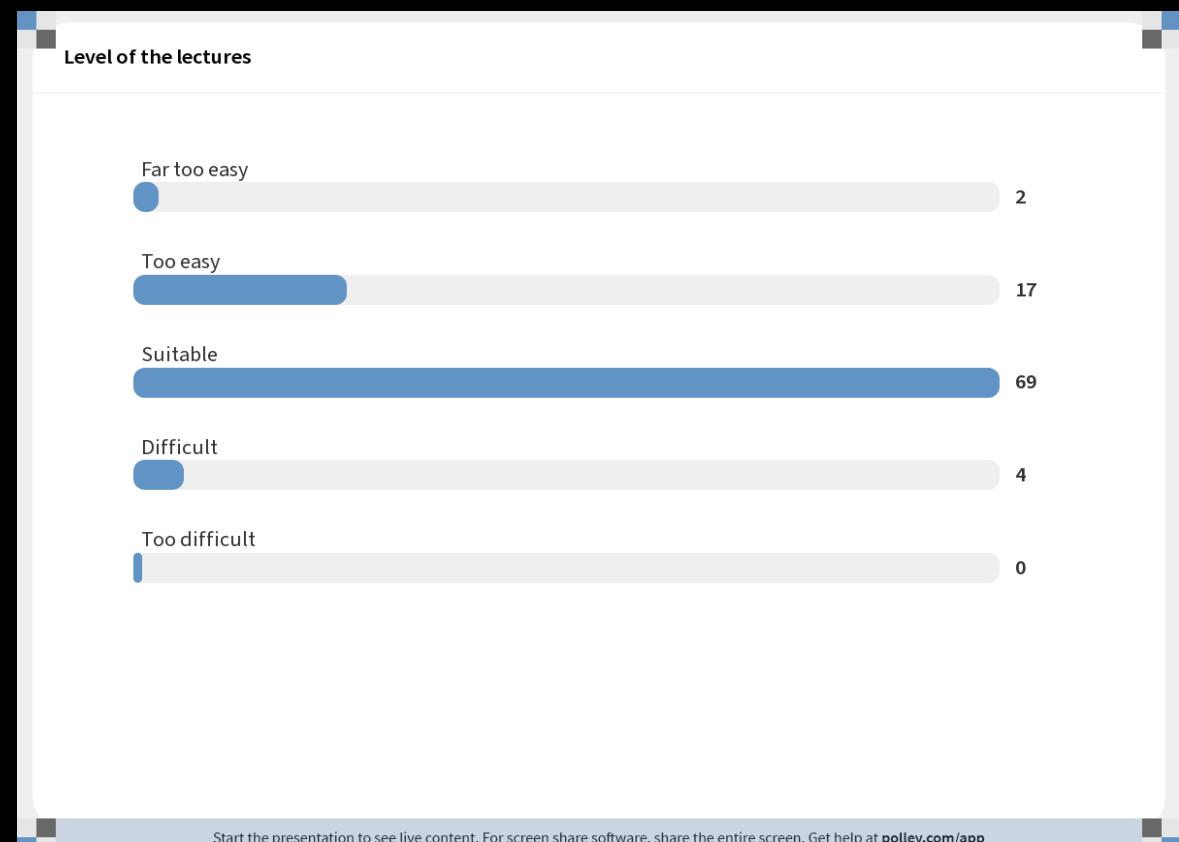
Too easy

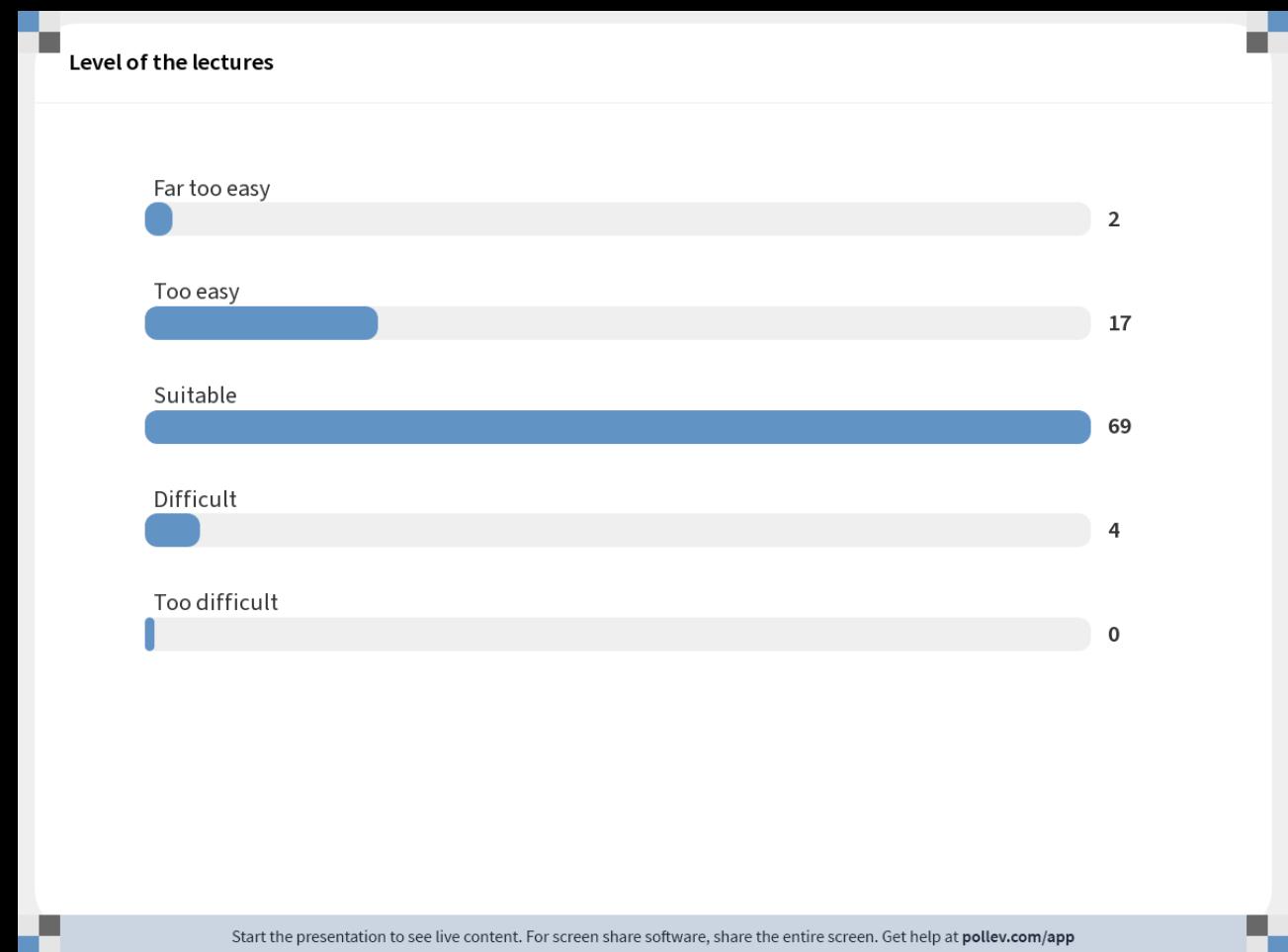
Suitable

Difficult

Too difficult

Start the presentation to see live content. For screen share software, share the entire screen. Get help at pollev.com/app







Level of the exercises

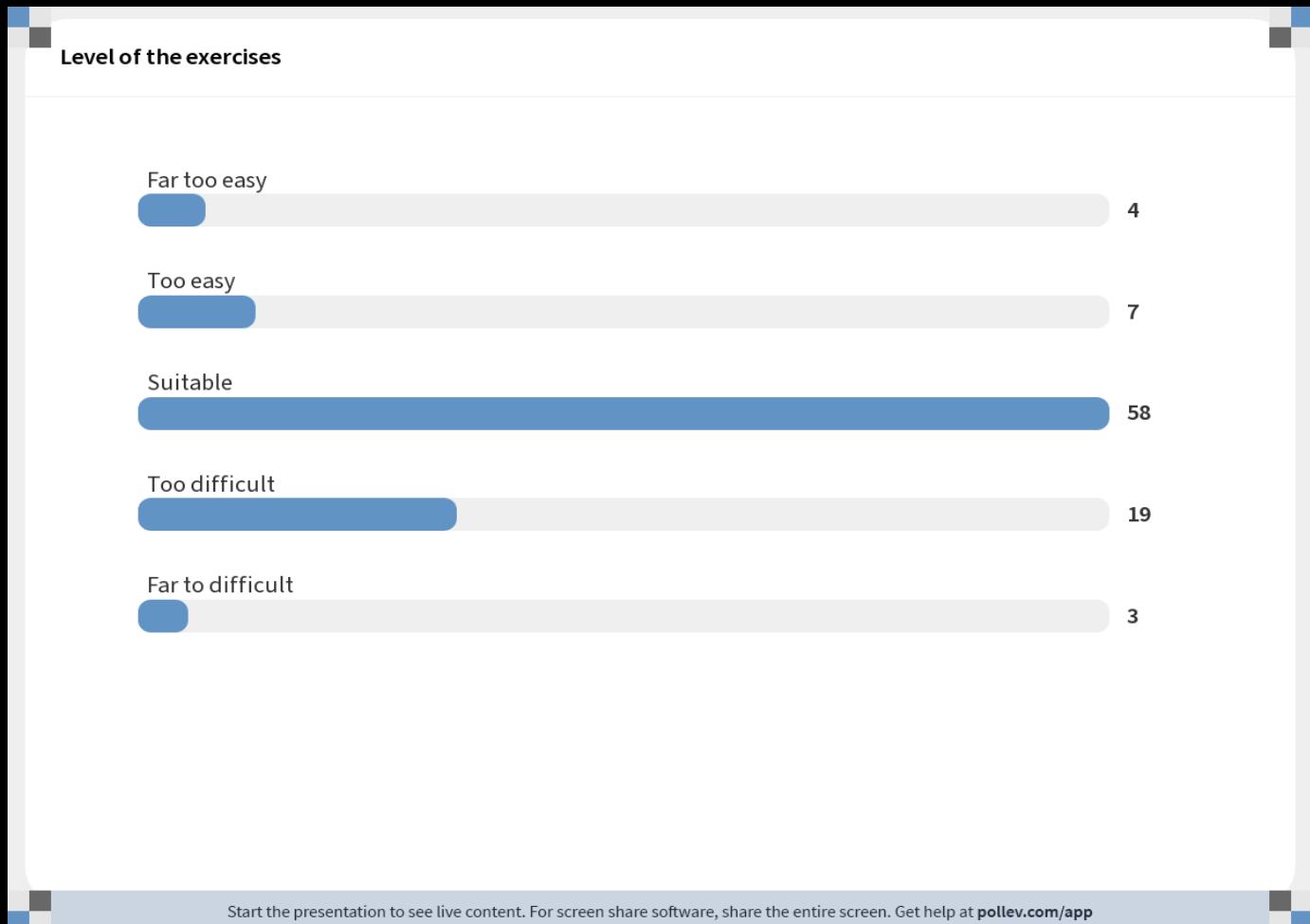
Far too easy

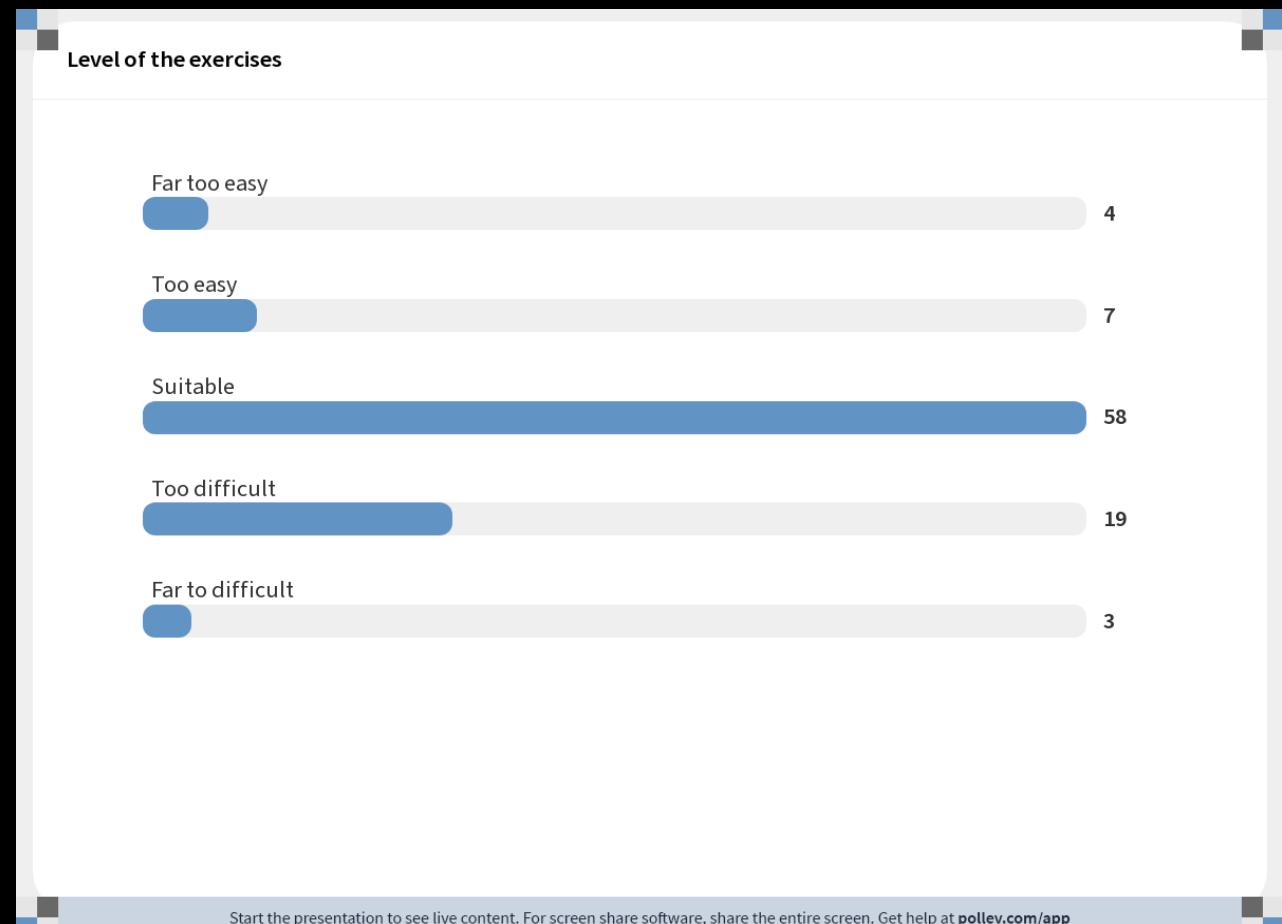
Too easy

Suitable

Too difficult

Far to difficult





Next week

- Neighbourhood processing (Filtering)
- Morphology

