

5/19 画像信号処理特論

Schedule

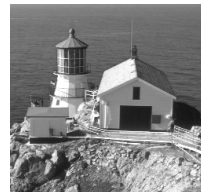
- 5/12 “Hello World!” of image processing
- 5/19 Image filtering
- 5/26 Binarization
- 6/2 (Prof. Tehrani)
- 6/9 (Prof. Tehrani)
- 6/16 (Prof. Tehrani)
- 6/23 Histogram ← 1st report deadline
- 6/30 Discrete Cosine Transform
- 7/7 JPEG
- 7/14 (Prof. Fujii)
- 7/21 (Prof. Fujii) ← 2nd report deadline

myImageData class

- Get a pixel value
 - `double v = img->get(x,y);` // for grey scale images
 - `double v = img->get(x,y,1);` // for RGB color images
 - // last parameter = color channel
 - // should be 0, 1, or 2
- Set a pixel value
 - `img->set(x,y,value);` // for grey scale images
 - `img->set(x,y,2,value);` // for RGB color images

Today's Issue

- Average filtering



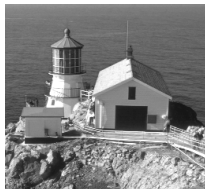
Input



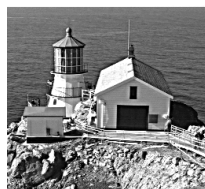
Output

Today's Issue

- Application of average filtering



Input



Output

Detail Enhancement

$$\begin{aligned}
 &\text{Input Image} = \text{Input Image} + \left\{ \text{Input Image} - \text{Filtered Image} \right\}
 \end{aligned}$$

Today's Issue

- Edge Detection



Input



Horizontal edge

Today's Issue

- Edge Detection

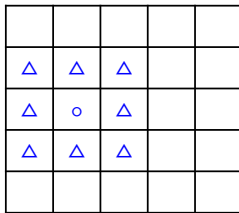


Vertical edge

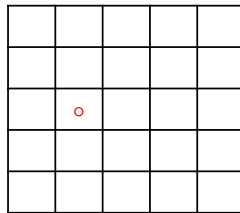


Laplacian

Principle of Average Filtering



Input



Output

Principle of Average Filtering

$$g(x,y) = \frac{1}{9} \sum_{i=-1}^1 \sum_{j=-1}^1 f(x+i, y+j)$$

Input

Output

Implementation of image filtering

```

Loop for y (H times)
  Loop for x (W times)
    Value = 0
    Loop for i (M times)
      Loop for j (M times)
        Value += f(x+i, y+j)
    g(x,y) = Value
  
```

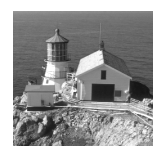
Take care when processing
image boundaries

Representation of general filters

Filtering can be written as **convolution**



| | | |
|-----|-----|-----|
| 1/9 | 1/9 | 1/9 |
| 1/9 | 1/9 | 1/9 |
| 1/9 | 1/9 | 1/9 |



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

Representation of general filters

| | | | | | | | | | | | |
|-----|-----|-----|----|---|---|----|----|----|---|----|---|
| 1/9 | 1/9 | 1/9 | -1 | 0 | 1 | -1 | -2 | -1 | 1 | 1 | 1 |
| 1/9 | 1/9 | 1/9 | -2 | 0 | 2 | 0 | 0 | 0 | 1 | -8 | 1 |
| 1/9 | 1/9 | 1/9 | -1 | 0 | 1 | 1 | 2 | 1 | 1 | 1 | 1 |

Mean

Sobel

Sobel

Laplacian

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

Any filter kernel is applicable in the same manner

Edge detection with filters

| | | | | | | | | | | | |
|----|---|---|----|----|----|---|----|---|---|----|---|
| -1 | 0 | 1 | -1 | -2 | -1 | 1 | 1 | 1 | 0 | 1 | 0 |
| -2 | 0 | 2 | 0 | 0 | 0 | 1 | -8 | 1 | 1 | -4 | 1 |
| -1 | 0 | 1 | 1 | 2 | 1 | 1 | 1 | 1 | 0 | 1 | 0 |

Sobel

Sobel

Laplacian

$$h * \approx \frac{\partial}{\partial x}$$

$$h * \approx \frac{\partial}{\partial y}$$

$$h * \approx \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2}$$

Exercises

- Build and execute "sample2"
- Implement image filters
 - Average, horizontal/vertical edge detection, Laplacian
- Implement detail enhancement
 - (original) + (original) – (averaged)
 - (original) + (edge)