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Basic notation:

r - pixel value before transformation

s - pixel value after transformation

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Negative Transformation of an image

Formula:

If intensity levels are in range [1, L - 1], then,

s = L - 1 - r [Here L - 1 = 255 in our case]

What are we doing here?

Reversing the intensity levels of an image (which results in image negative)

‘**Why use negative?**

Enhancing white or gray detail embedded in dark regions of an image, specially when the black areas are dominant in size.