

## Part 4: Bitplane Slicing

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### Notes:

- Sample images are available in the images folder of the current directory. (You may need to add images folder into your path.)
- Related lecture: Lecture4 - Point Processing
- pdf versions of the .mlx files are also available for those using GNU Octave

```
% clear workspace variables and close windows  
clc, clearvars, close all;
```

```
% read and display input image  
I = imread('images/cameraman.tif');  
if(size(I,3) == 3) % convert to grayscale if not  
    I = rgb2gray(I);  
end  
imshow(I), title('Original image');
```

Original image



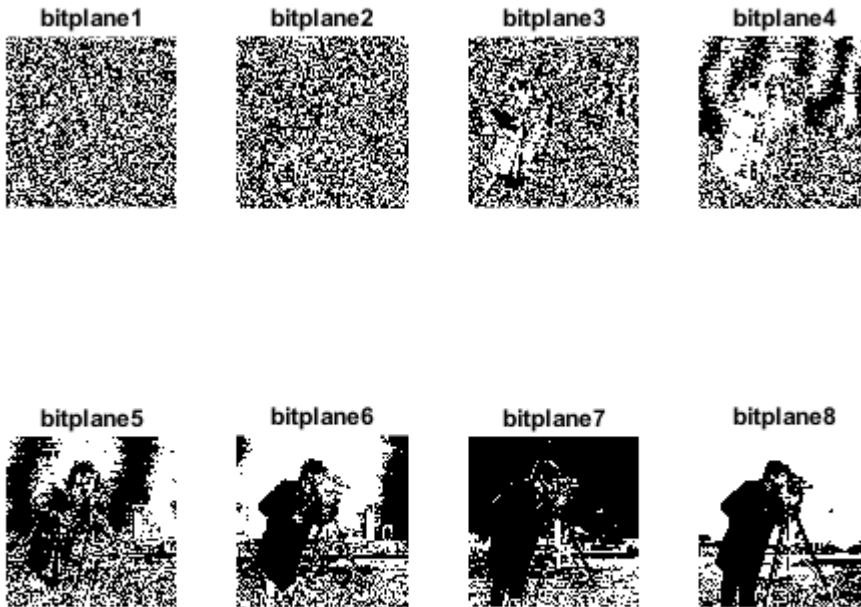
### Bitplane slicing

```
% extract and display bitplanes  
figure
```

```

for i = 1:8
    Ib = bitget(I,i);
    subplot(2,4,i), imshow(Ib,[]), title(strcat('bitplane ', num2str(i)));
end

```



## Reconstruction from bitplanes

### 1. reconstruct using all bitplanes

```

Ir = zeros(size(I));
for i = 1:8
    Ir = Ir + 2^(i-1)*double(bitget(I,i));
end
figure, imshow(Ir,[]), title('Reconstructed image using all bitplanes')

```

Reconstructed image using all bitplanes



```
% check whether it is reconstructed correctly  
Idif = uint8(Ir)-I;  
sum(Idif(:))
```

```
ans = 0
```

## 2. reconstruct using 6, 7, 8. bitplanes

```
Ir = zeros(size(I));  
for i = 6:8  
    Ir = Ir + 2^(i-1)*double(bitget(I,i));  
end  
figure, imshow(Ir,[]), title('Reconstructed image using 6, 7, 8 bitplanes')
```

### Reconstructed image using 6, 7, 8 bitplanes



### Hiding information into bitplanes

A very simple example of image steganography

```
Itest = imread('circles.png'); %read a totally different image into first bitplane
for i = 2:8 %the other bitplanes are from the cameraman image
    Itest = Itest + 2^(i-1)*double(bitget(I,i));
end
figure, imshow(Itest,[]), title('Output')
```

## Output



```
% extract and display bitplanes
figure
for i = 1:8
    Ib = bitget(Itest,i);
    subplot(2,4,i), imshow(Ib,[]), title(strcat('bitplane ', num2str(i)));
end
```

