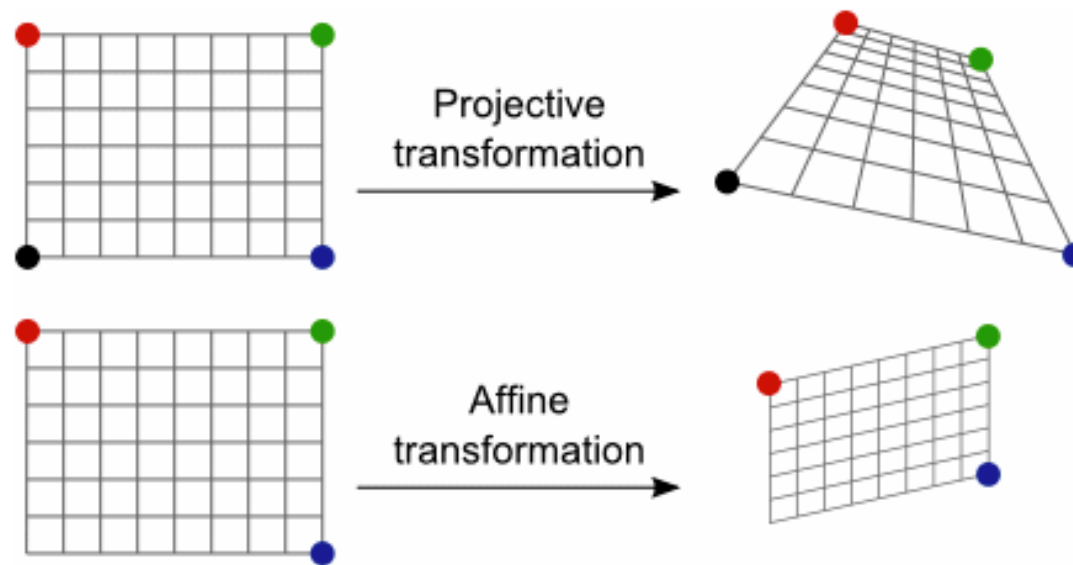


Core Operations

PABLO MALDONADO

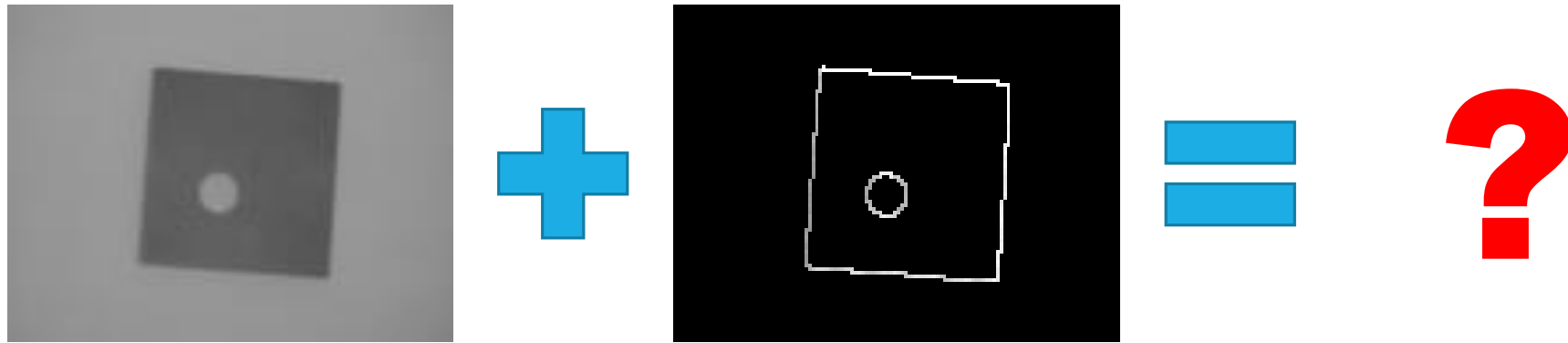
Geometric Transformations



<https://www.graphicsmill.com/docs/gm/affine-and-projective-transformations.htm#DifferenceBetweenProjectiveAndAffine>

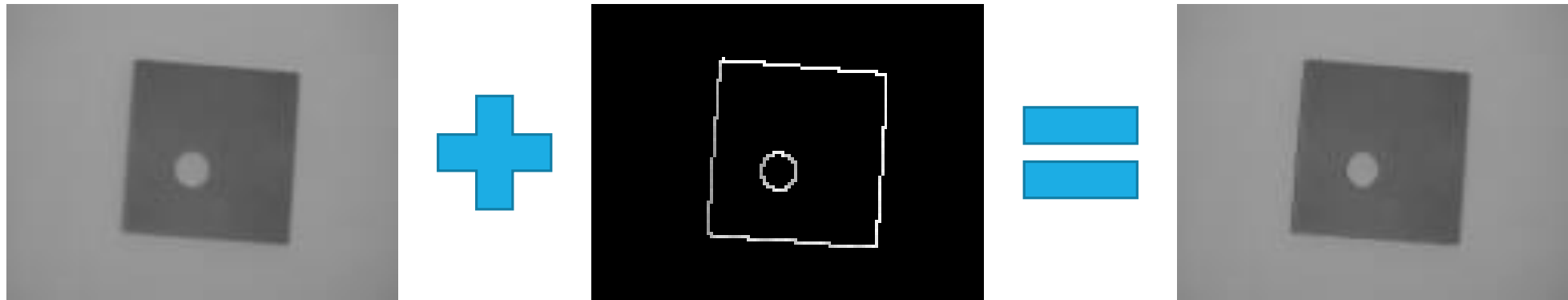
Image arithmetic

Image addition



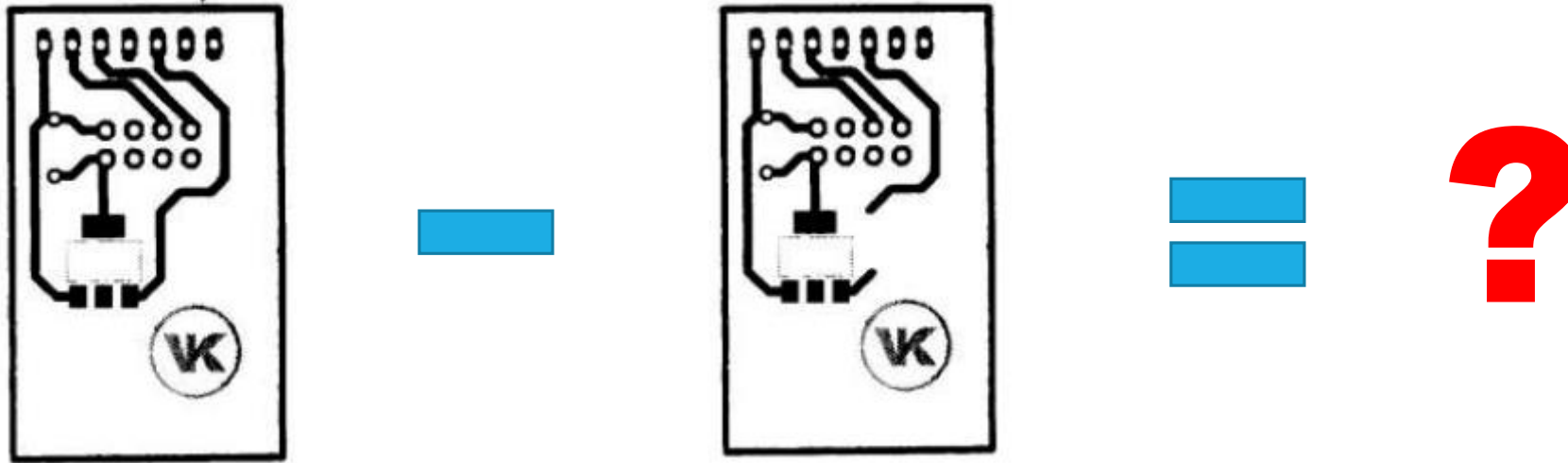
<https://homepages.inf.ed.ac.uk/rbf/HIPR2/pixadd.htm>

Image addition



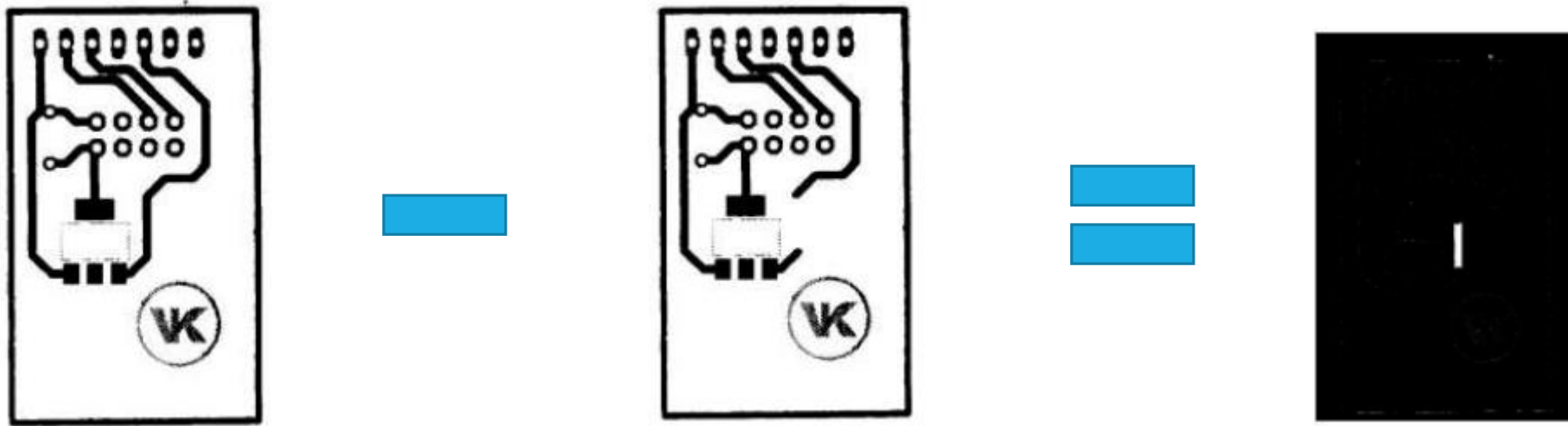
<https://homepages.inf.ed.ac.uk/rbf/HIPR2/pixadd.htm>

Image subtraction



<https://www.electroschematics.com/10482/pcb-defects-detection-opencv/>

Image subtraction



<https://www.electroschematics.com/10482/pcb-defects-detection-opencv/>

Thresholds

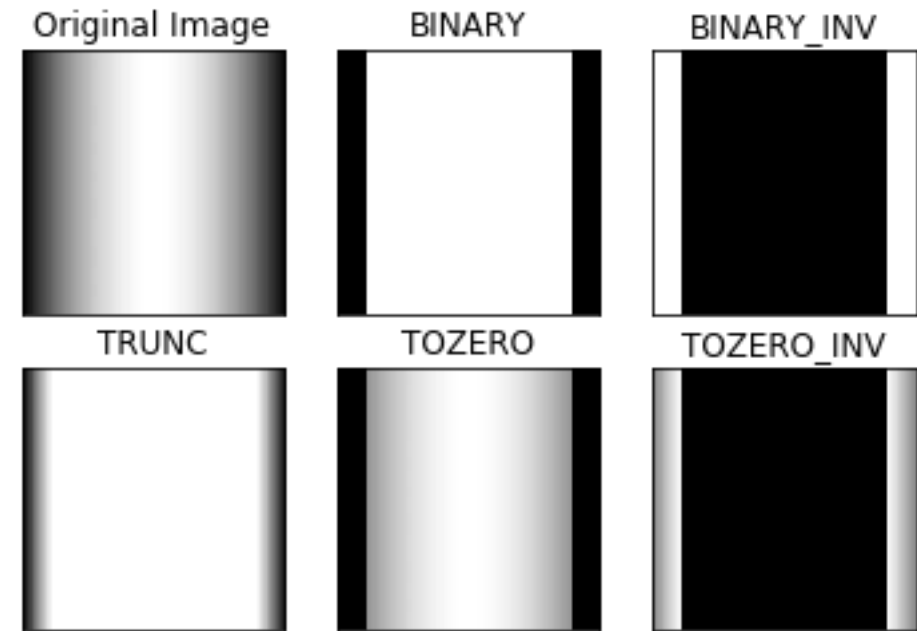
Different threshold operators

- **Threshold value = 127**

`cv2.threshold(img,127,255,cv2.XXX)`

- Issue: What happens with bimodal images?

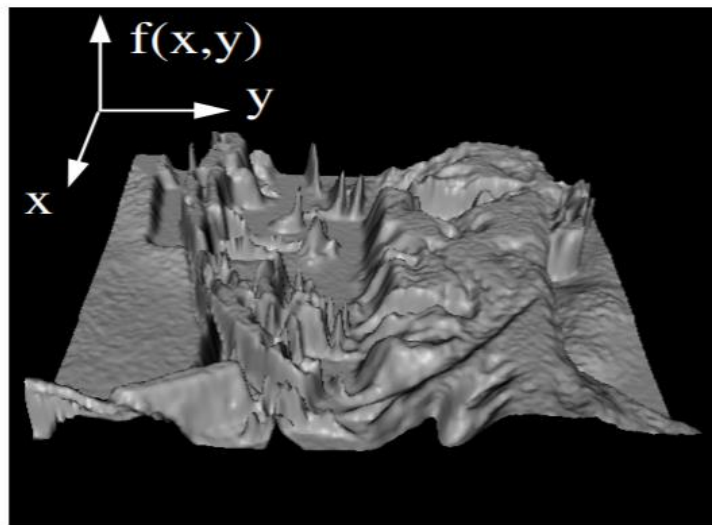
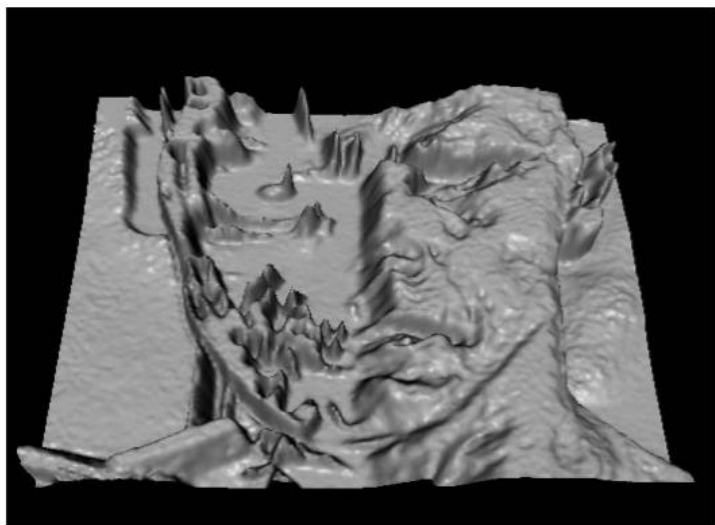
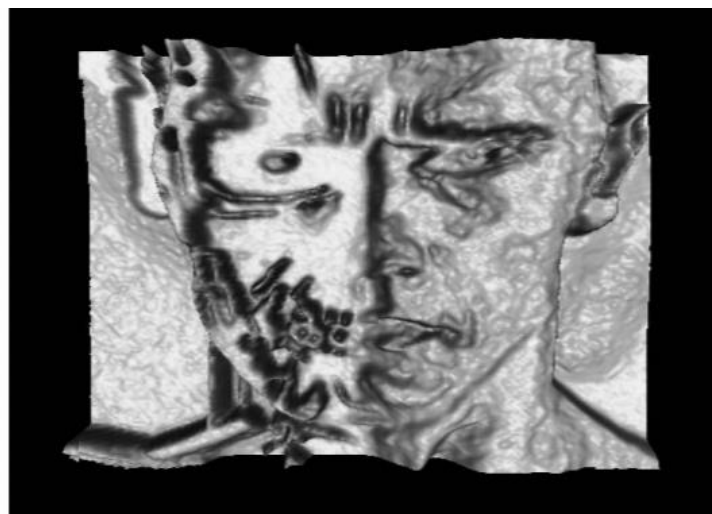
- Maybe we want a “smarter” solution



More transformations

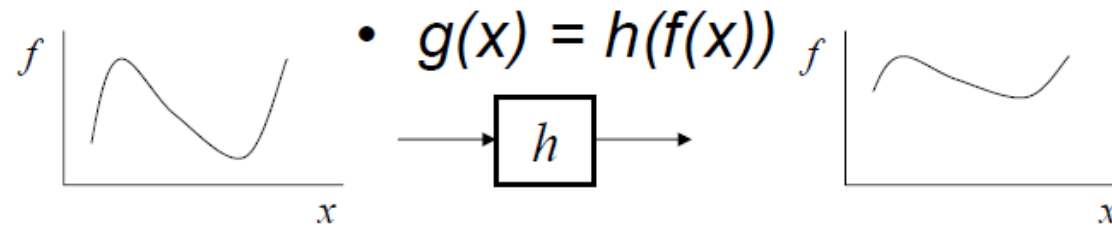
Images as functions

- We store an image as an array of vector values.
- However, it is morally a vector-valued **function** $f(x,y)$ (real-valued function for gray images). Formally, it can be extended by interpolation to its full support (the *carrier*).
- Function composition \Leftrightarrow Image transformation.
- Function convolution \Leftrightarrow Apply a local filter.



Function composition

- image filtering: change **range** of image



- image warping: change **domain** of image

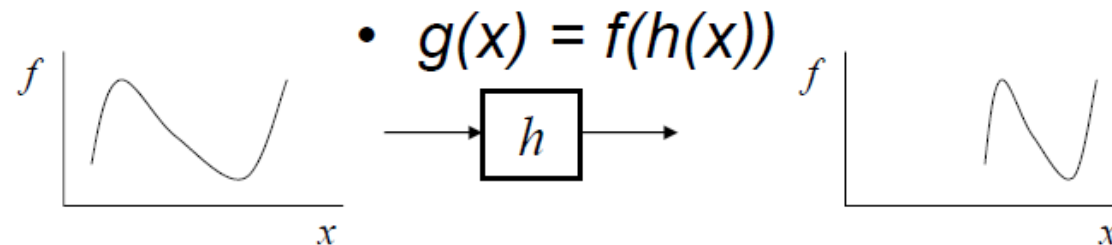


Image transformation

- image filtering: change **range** of image

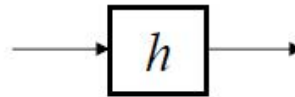


- $g(x) = h(f(x))$
→ \boxed{h} →

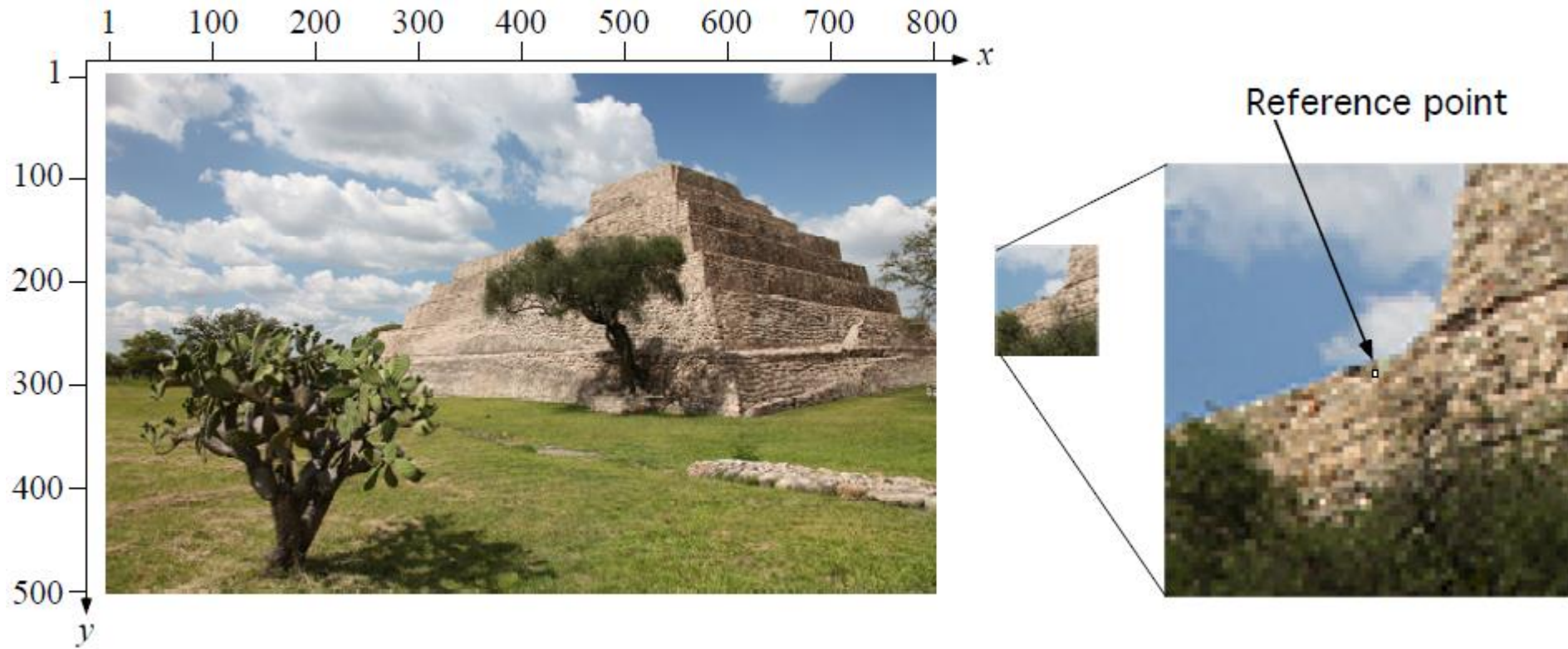


- image warping: change **domain** of image

- $g(x) = f(h(x))$



Window operations



Noise filtering

Local filtering

- Replace each pixel by a linear combination of its neighbors.
- The prescription for the linear combination is called the “convolution kernel”.

10	5	3
4	5	1
1	1	7

Local image data

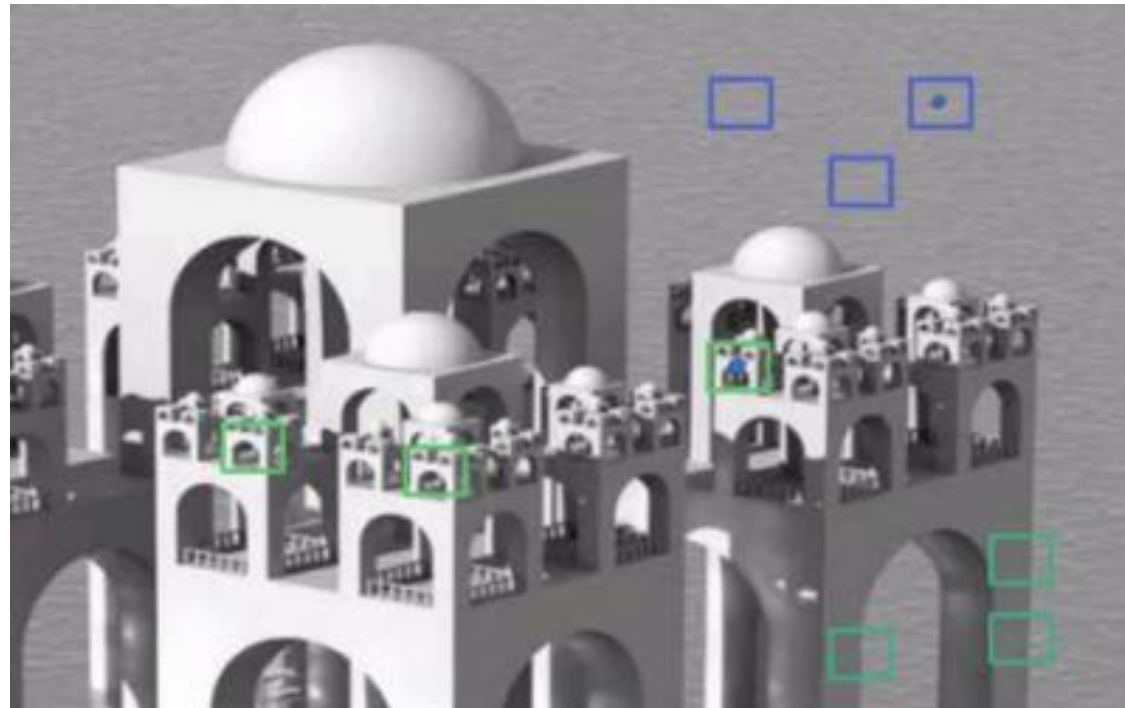
0	0	0
0	0.5	0
0	1	0.5

kernel

	7	

Modified image data
(shown at one pixel)

Beyond local noise



Exercise: PCB detection

- Download the PCBData from the course repository.

(original source: <https://github.com/tangsanli5201/DeepPCB>)

1. A simple way to detect PCB defects is by subtracting the template from the image. The difference would highlight the defective region.
2. How robust is this method if you add noise to the image?
3. Try this method with more realistic images:

<https://www.electroschematics.com/10482/pcb-defects-detection-opencv/>