



# LECTURE 02 IMAGE FORMATION, COLORS, ARITHMETIC OPERATIONS

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## OBJECTIVES

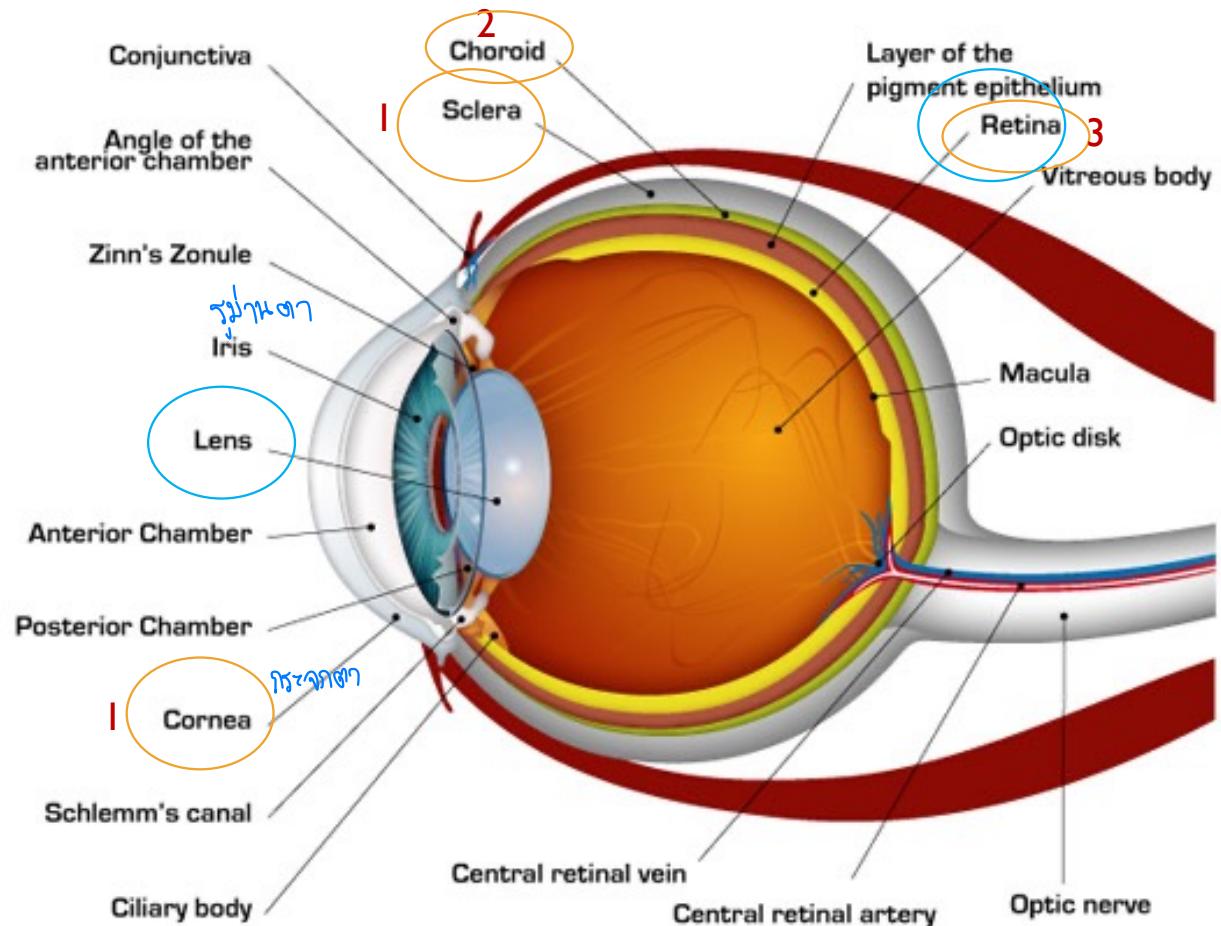
- To learn how an image is formed.
- To understand different color models and their purposes.
- To be able to use arithmetic operations for processing an image.

## TODAY'S CONTENT

- Image formation
- Color models
- Arithmetic Operations
- Exercises

# HUMAN EYE

- Lens: 60-70% water, 6% fat, high protein (controlled flexibility by ciliary body)
- Retina: properly focused, light imaged to retina
  - Two classes of receptors
    - Cones
    - Rods



<https://nkcf.org/about-keratoconus/how-the-human-eye-works/>

# IMAGE FORMATION IN HUMAN EYE

- **Cones:** 6-7 millions,
  - sensitive to color + fine details
  - central of the retina (fovea) ດູ້ການ ເຮັດວຽກ
  - Resolve fine details ຕັດຈິງ sensitive ສໍາເລັດຂອງລົງລົມ
- **Rods:** 75-150 millions
  - general, overall picture ດູ້ການໂຄງການທຳມະນາຍາວ
  - distribute all over the retina ດູ້ການ ເຮັດວຽກ
  - Sensitive to low level of illumination
  - Not involved in color vision ຖີ່ຫຼື ກັບນີ້

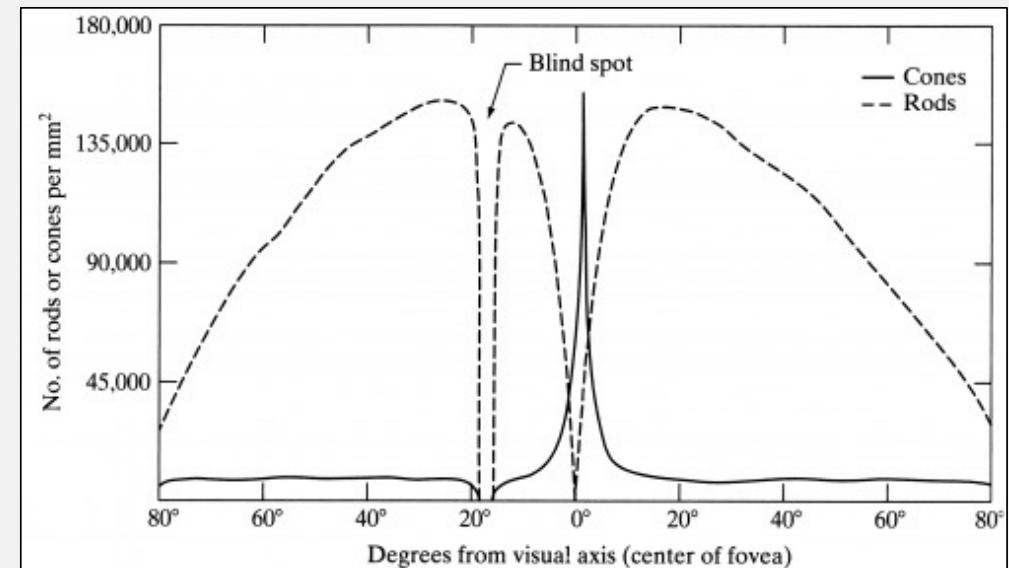
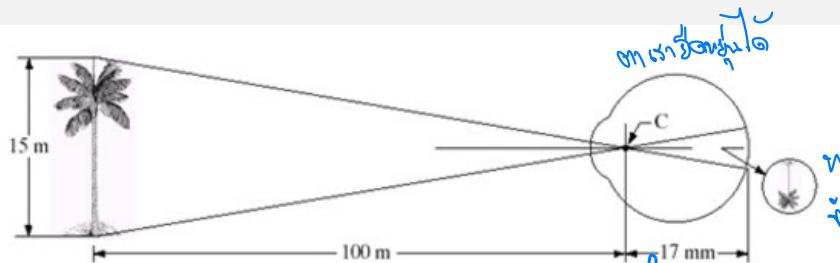


Image from Gonzalez & Woods, Digital Image Processing

# IMAGE FORMATION IN HUMAN EYE

**FIGURE 2.3**  
Graphical representation of the eye looking at a palm tree. Point C is the optical center of the lens.



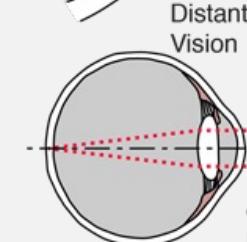
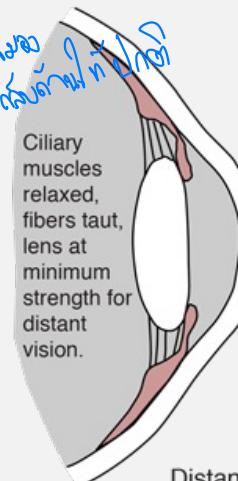
© Gonzalez & Woods, Digital Image Processing

$$\frac{h}{17} = \frac{15}{100}$$

$$h = 2.55 \text{ mm}$$

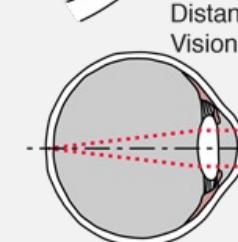
ຄໍານັກພາກທີ່ກ  
ວິຊາດູຈຸດຕະຫຼາມການ

How the focal lens change by distance:

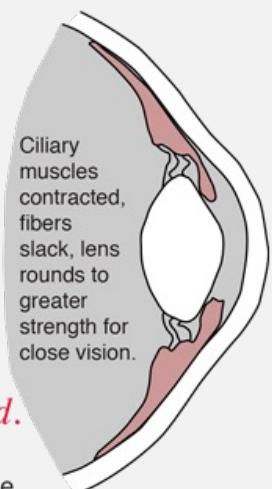


Distant Vision  
Light rays from distant objects are nearly parallel and don't need as much refraction to bring them to a focus.

*The eye accommodates for close vision by tightening the ciliary muscles, allowing the pliable crystalline lens to become more rounded.*



Close Vision  
Light rays from close objects diverge and require more refraction for focusing.

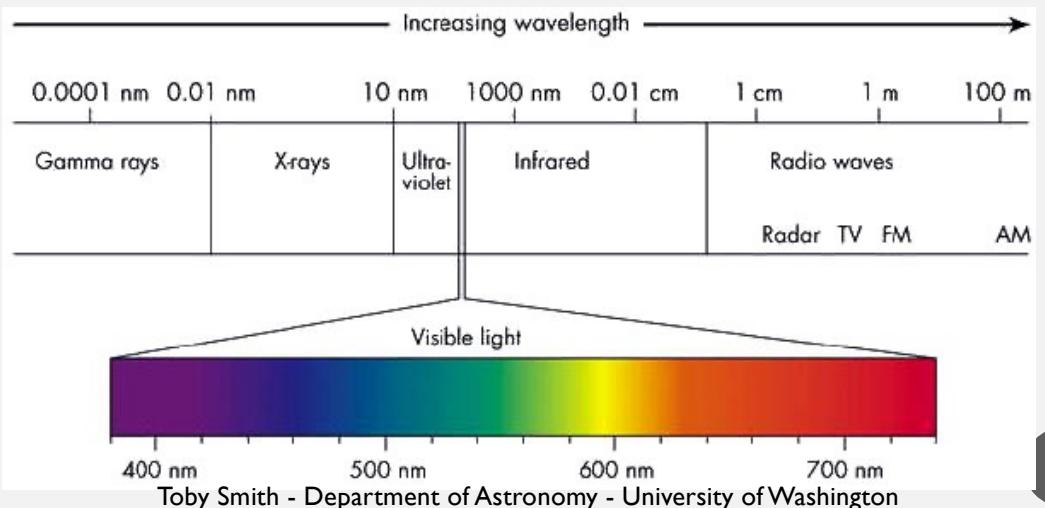
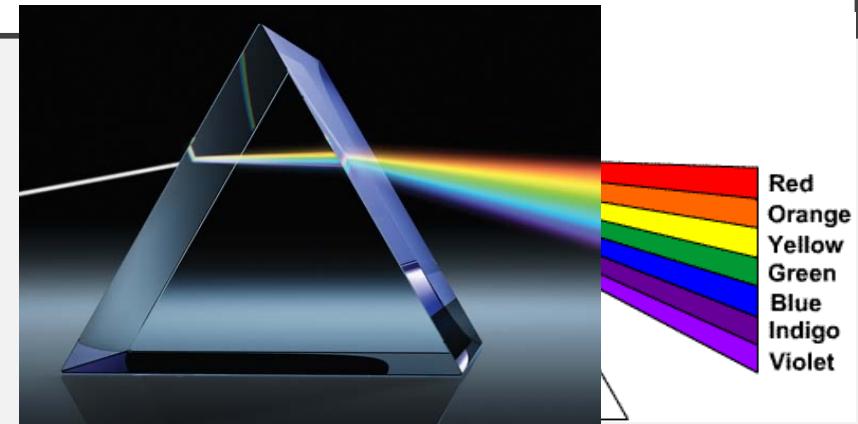


# LIGHT AND ELECTROMAGNETIC SPECTRUM

- Sir Isaac Newton found the beam of white light consists of a continuous spectrum.
- A range of colour -> electromagnetic spectrum

$$\lambda = \frac{c}{\nu}$$

- $\lambda$  - Wavelength
- $c$  – speed of light
- $\nu$  - frequency



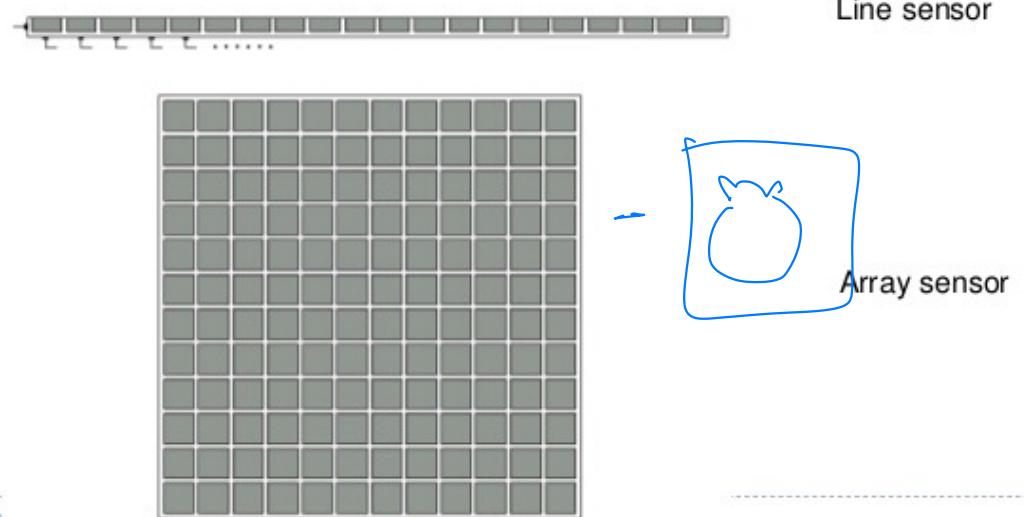
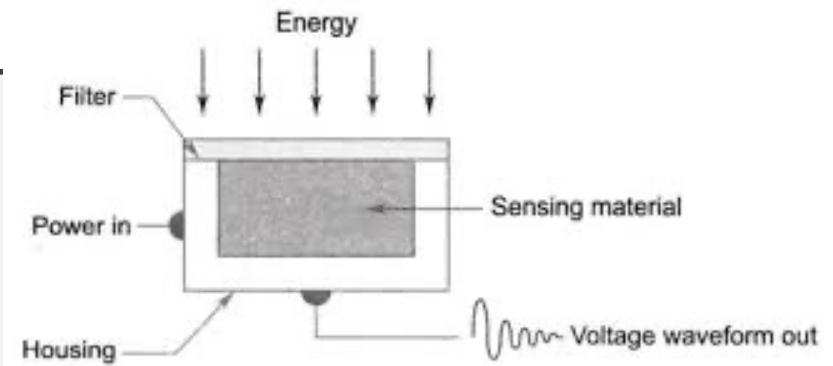
Toby Smith - Department of Astronomy - University of Washington

# IMAGE SENSING AND ACQUISITION

Three sensor arrangements:

- Single Imaging Sensor
  - Require motions to create 2D image
- Line Sensor
  - Require motions to create 2D image
  - Ring configurations -> medical app
- Array Sensor
  - Electromagnetic & some ultrasound sensing devices, digital camera (CCD array)
  - Low-noise image application (astronomical app)

↓ shutter speed  
↓ exposure ↑ integration  
↓ noise ↓ noise



(Images from Rafael C. Gonzalez and Richard Wood, Digital Image Processing, 2nd Edition.)

# IMAGE SENSING AND ACQUISITION

- Image Acquisition Process
  - Image function characterized by
    - (1) Amount of source illumination incident on the scene being viewed (illumination)
    - (2) Amount of illumination reflected by the object in the scene (reflectance)

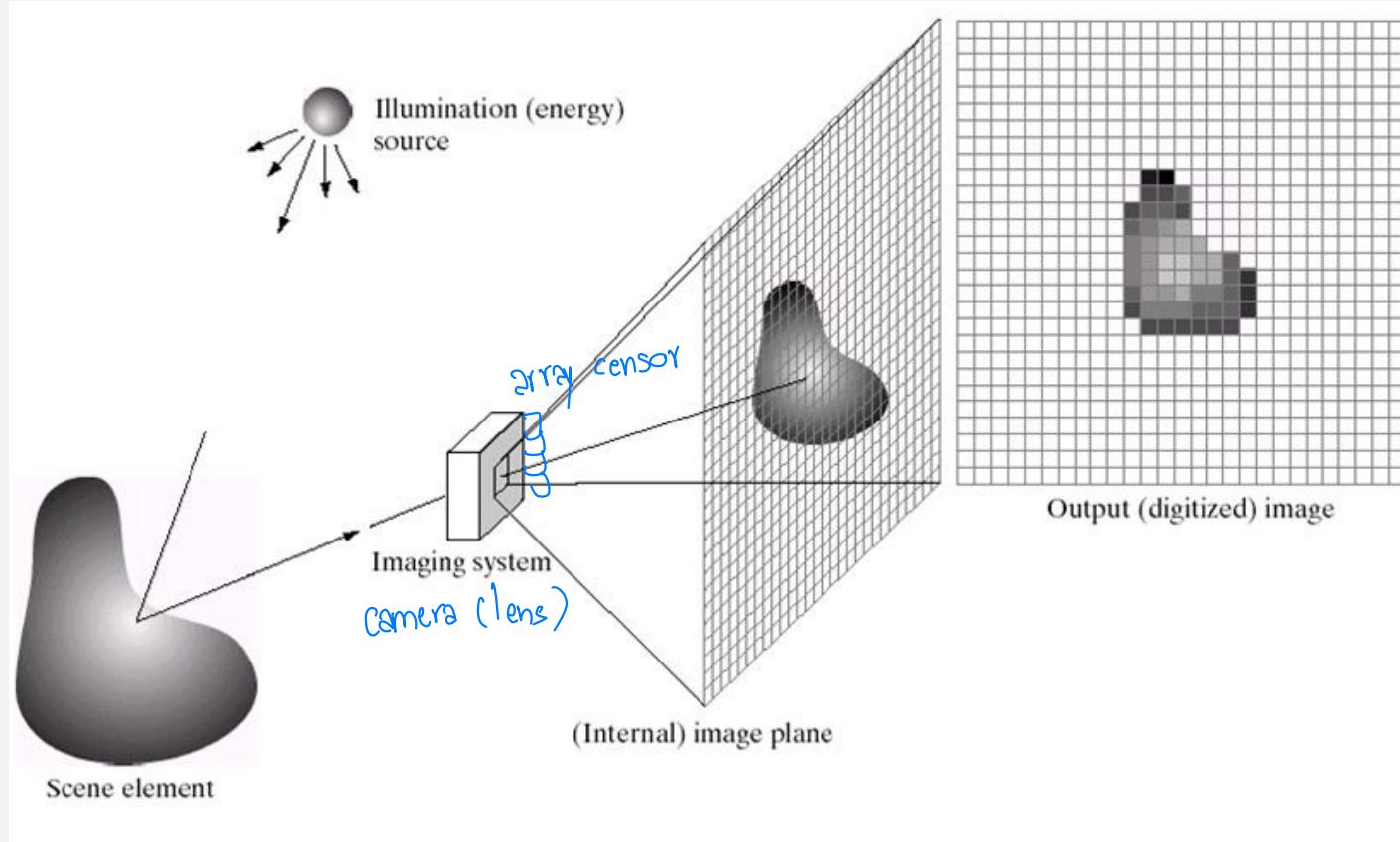
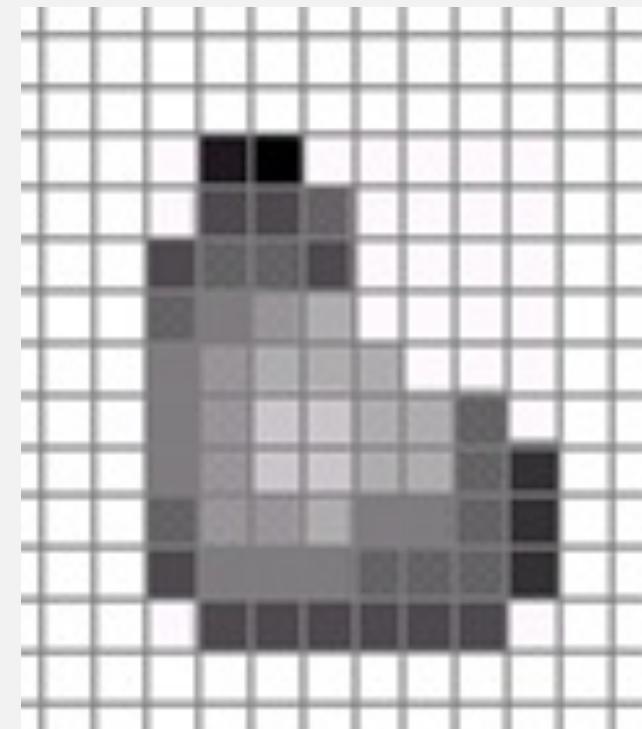
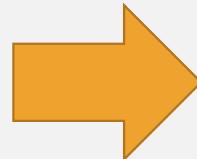
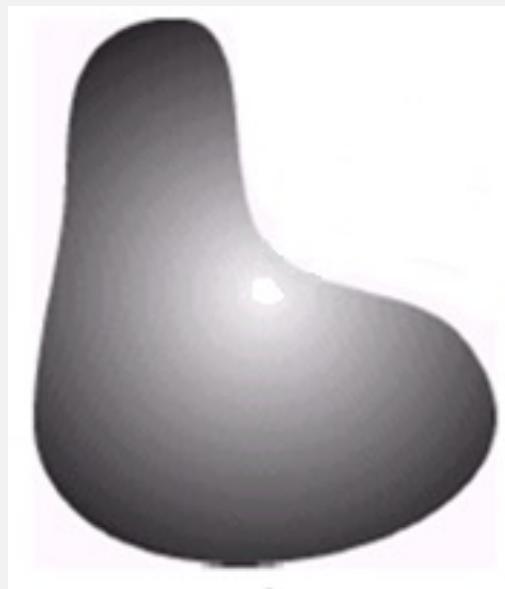


Image from Gonzalez & Woods, Digital Image Processing

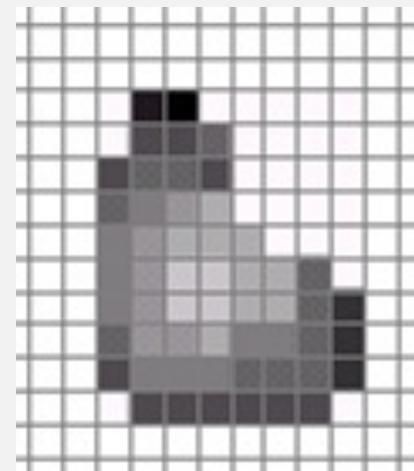
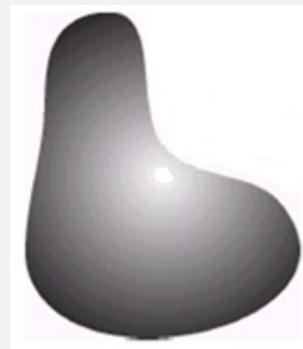
**HOW?**

*digitization*



## IMAGE SAMPLING AND QUANTIZATION

- Convert the continuous sensed data into a digital form:
  - Sampling & Quantization



# IMAGE SAMPLING AND QUANTIZATION

- **Sampling** digitizing the coordinate values.
- **Quantization** digitizing the amplitude values.

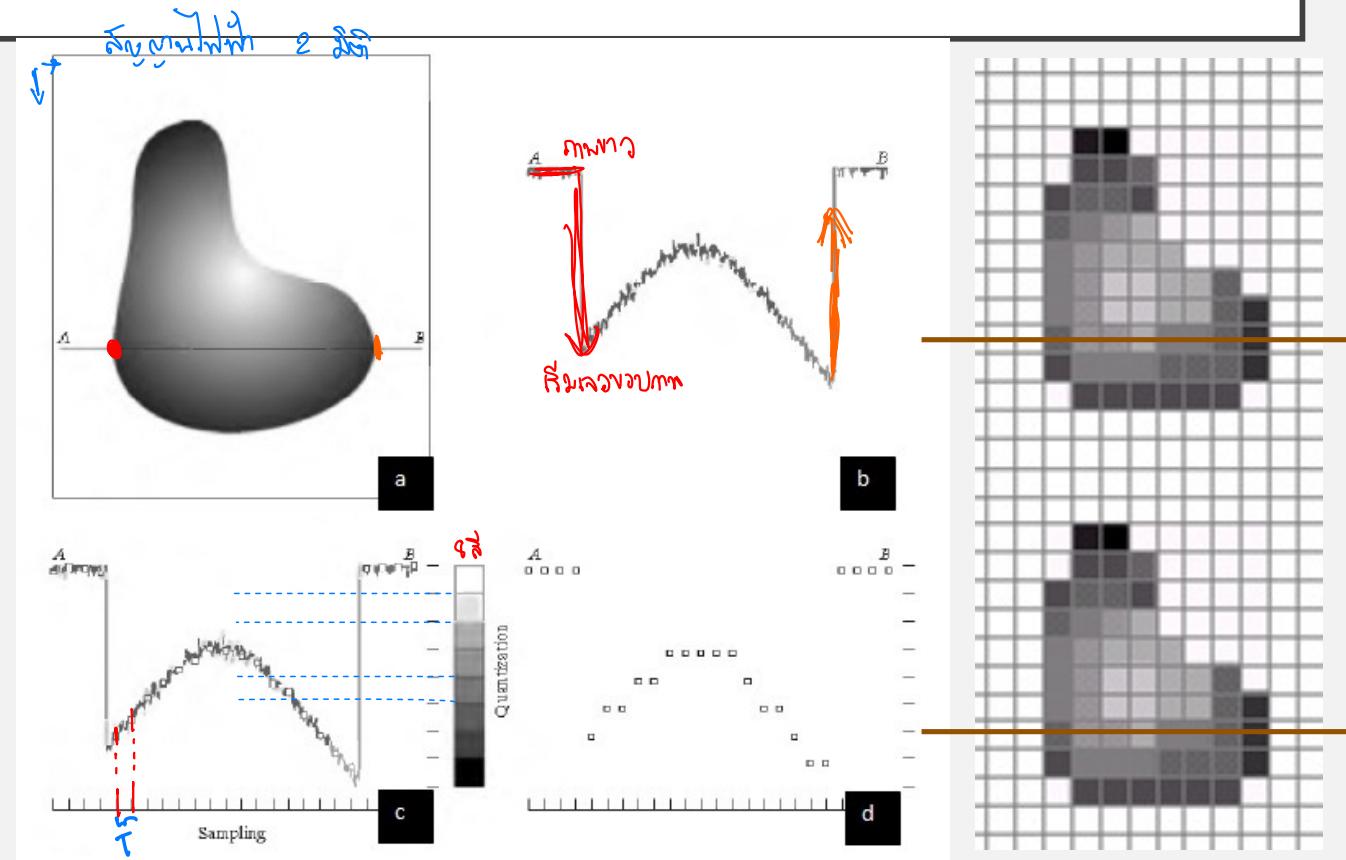
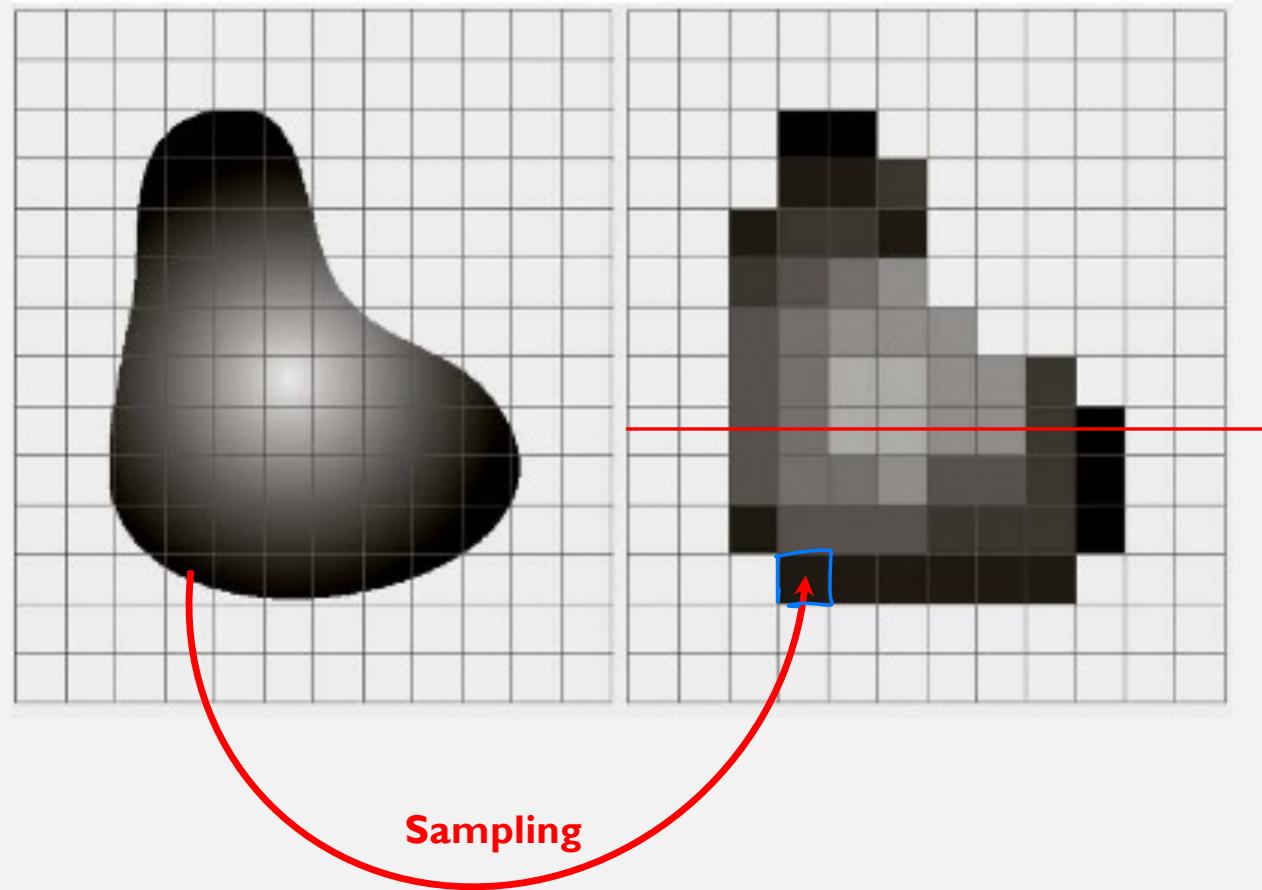


Image from Gonzalez & Woods, Digital Image Processing

~~Scatchnotes~~

# IMAGE SAMPLING AND QUANTIZATION



# DIGITAL IMAGE

- An image is denoted by two-dimensional function of the form:

$x$  : 行  $y$  : 列

$$f(x, y)$$

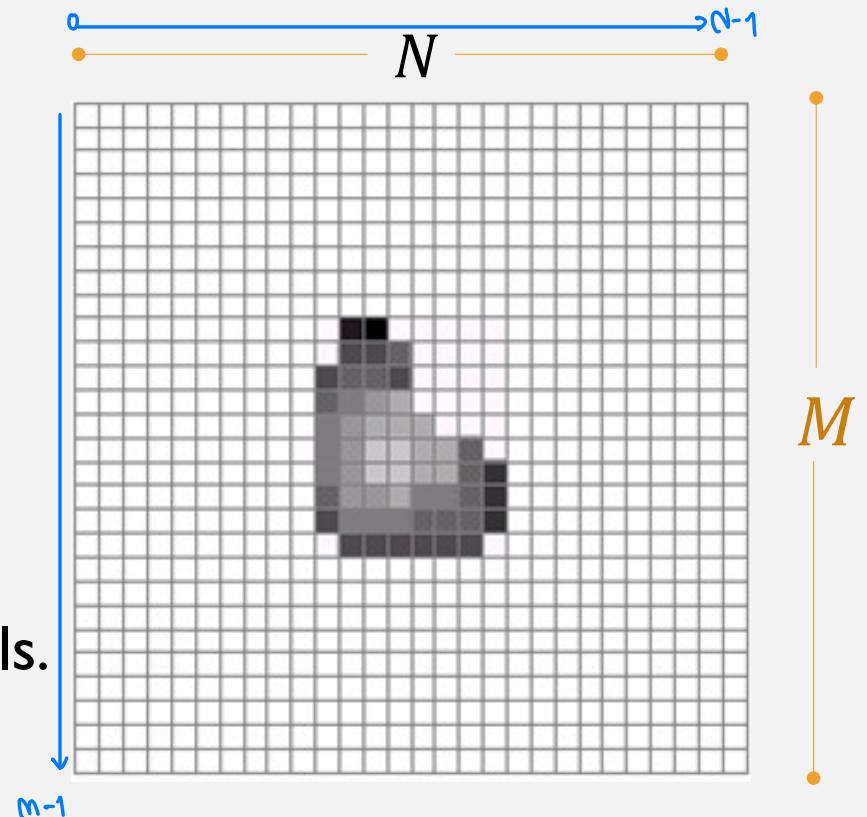
- $f$  – amplitude at the spatial dimension ( $x, y$ )

- Monochromatic image (grayscale)  $L = 256$

$$0 \leq f(x, y) \leq L - 1 \quad 255$$

where  $L$  is the total number of intensity levels.

RGB ;  $f_{(g,o)} = (R, G, B)$

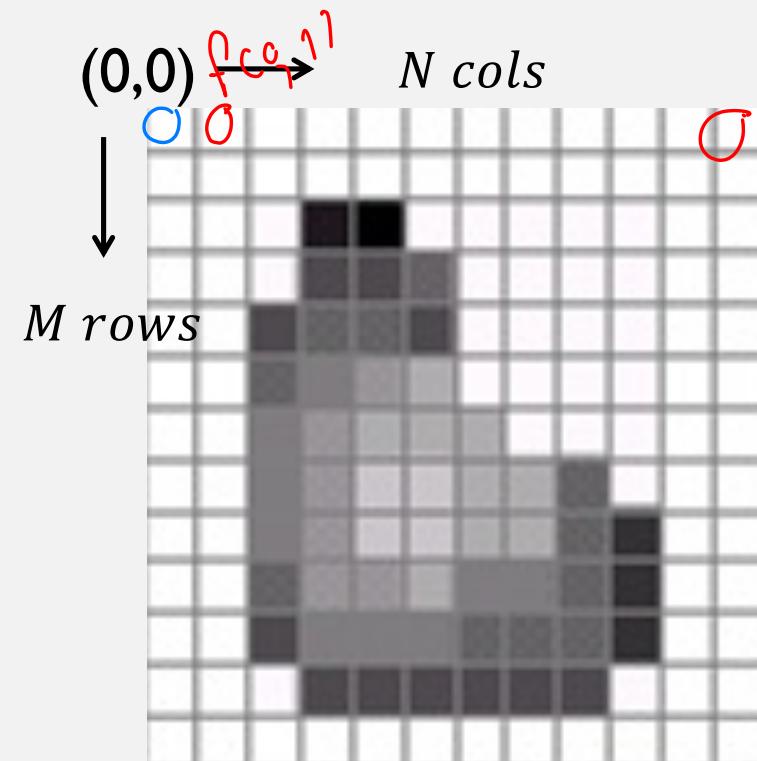


# DIGITAL IMAGE REPRESENTATION

- From sampling & quantizing: a matrix of real numbers.
- Digital image  $f(x,y)$  has **M** rows and **N** columns.
- Image origin  $(0,0)$

$$f(x, y) =$$

$$\begin{bmatrix} f(0,0) & \cdots & f(0, N - 1) \\ \vdots & \ddots & \vdots \\ f(M - 1, 0) & \cdots & f(M - 1, N - 1) \end{bmatrix}$$



M N

## SPATIAL AND GRAY-LEVEL RESOLUTION

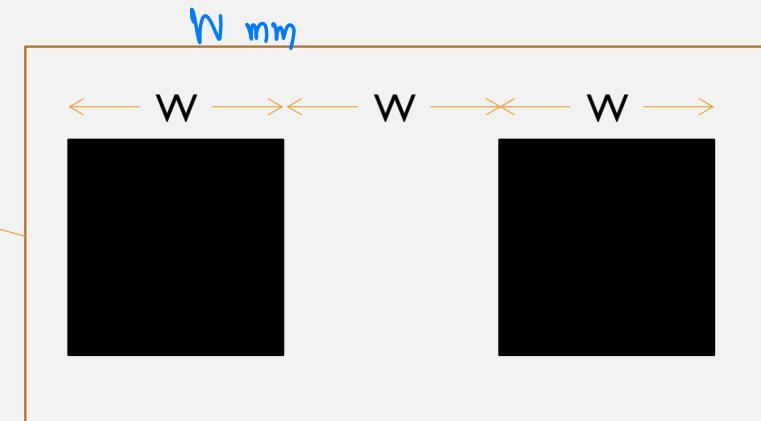
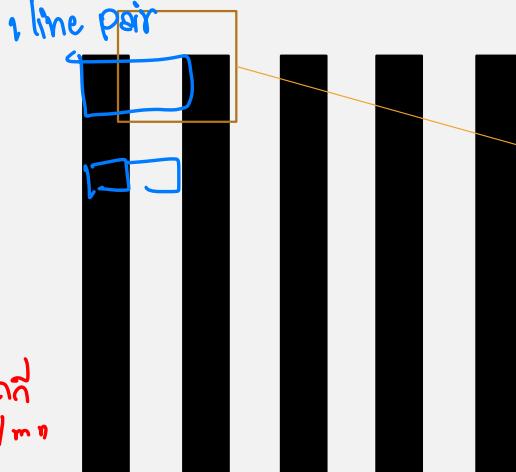
- Sampling – principal factor determining the **spatial resolution** of an image.
- Spatial resolution** is defined by the smallest discernable details in the image
- A line pair: width =  $2W$ ;  $1/2W$  **line pair per unit distance** ระยะต่าง mm ต่อคู่ คู่/mm ค่าที่จะนับต่อคู่
- Definition of resolution: smallest num of line pairs per unit distance mm, cm ต่อคู่/mm

$$\begin{aligned}1 \text{ lp} &= 2 \text{ px} \\1 \text{ lp} &= 2W \text{ mm} \\\frac{1}{2W} \text{ lp} &\leftarrow 1 \text{ mm}\end{aligned}$$

200 px ต่อ 1 mm จะได้  $\text{lp/mm}$

$$1 \text{ lp} \rightarrow 2 \text{ px}$$

$$\begin{aligned}2 \text{ px} &\sim 1 \text{ lp} \sim \frac{1}{200} \text{ mm} = \frac{1}{100} \text{ mm} \\1 \text{ mm} &\rightarrow \frac{1}{2 \cdot \frac{1}{200}} = 100 \text{ lp/mm}\end{aligned}$$



## SPATIAL AND GRAY-LEVEL RESOLUTION

- **Gray-level** resolution: smallest discernible change in gray level

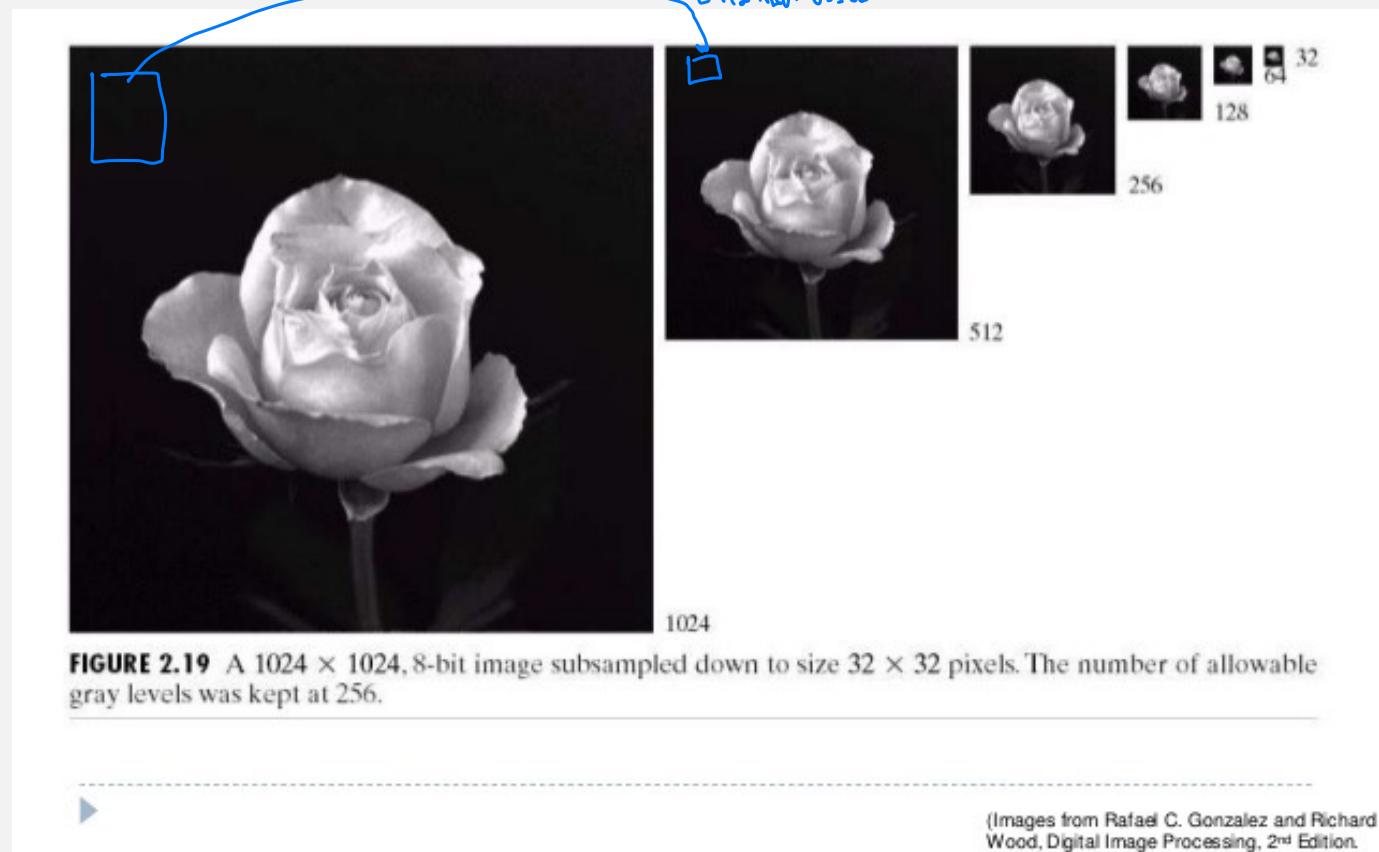
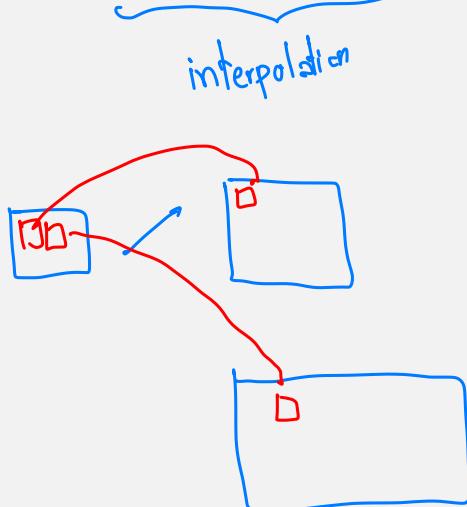


- Gray-scale: 8 bits (most common) or 16 bits

$$2^8 = 256$$

# SPATIAL AND GRAY-LEVEL RESOLUTION

- Spatial Resolution  
(by subsampling)

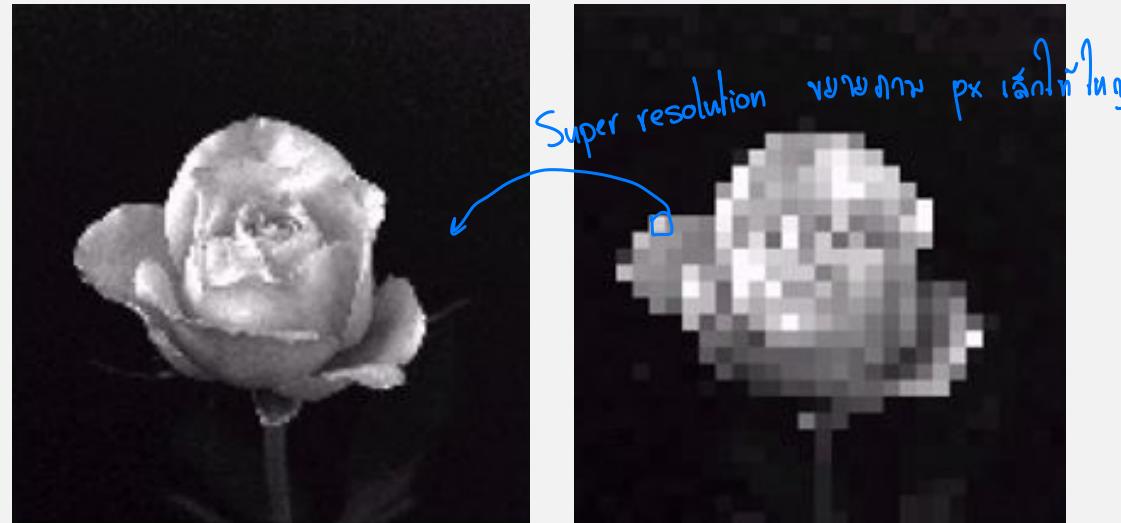


**FIGURE 2.19** A  $1024 \times 1024$ , 8-bit image subsampled down to size  $32 \times 32$  pixels. The number of allowable gray levels was kept at 256.

(Images from Rafael C. Gonzalez and Richard Wood, Digital Image Processing, 2<sup>nd</sup> Edition.)

## SPATIAL AND GRAY-LEVEL RESOLUTION

- Spatial Resolution  
(by subsampling)

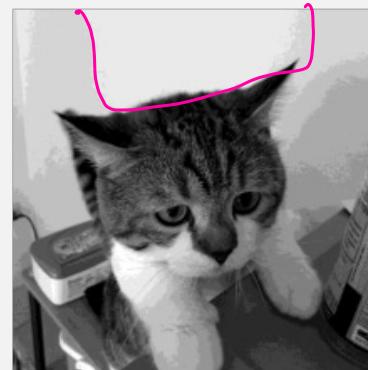
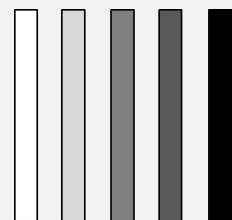


# SPATIAL AND GRAY-LEVEL RESOLUTION

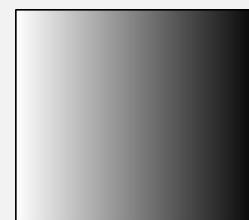
- Gray-scale resolution:



8 bits – 256 levels



4 bits – 16 levels



2 bits – 4 levels

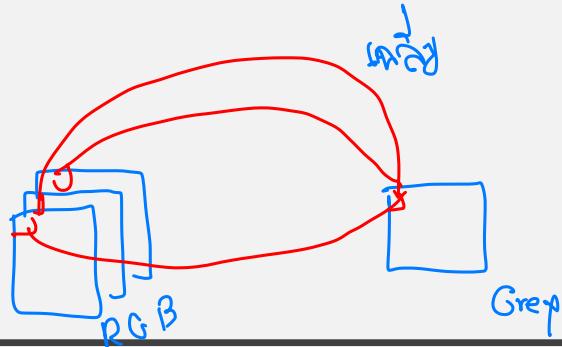
ระดับสี  
มากกว่า 4 สี



1 bit – 2 levels

RGB

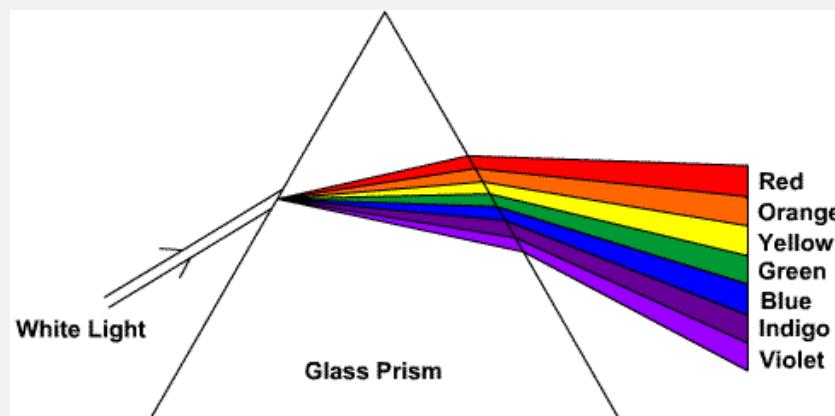
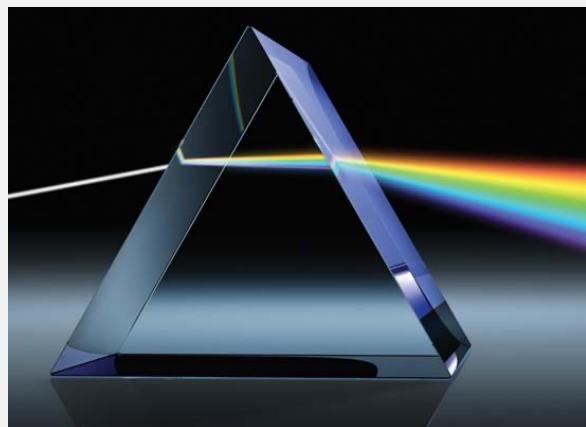
Gray



# COLOR TRANSFORMATION

# COLOR FUNDAMENTALS

- Powerful attribute: simplified object identification from a scene.
- Human can discern thousands of color shades and intensities.



- No color ends abruptly but blends smoothly to the next

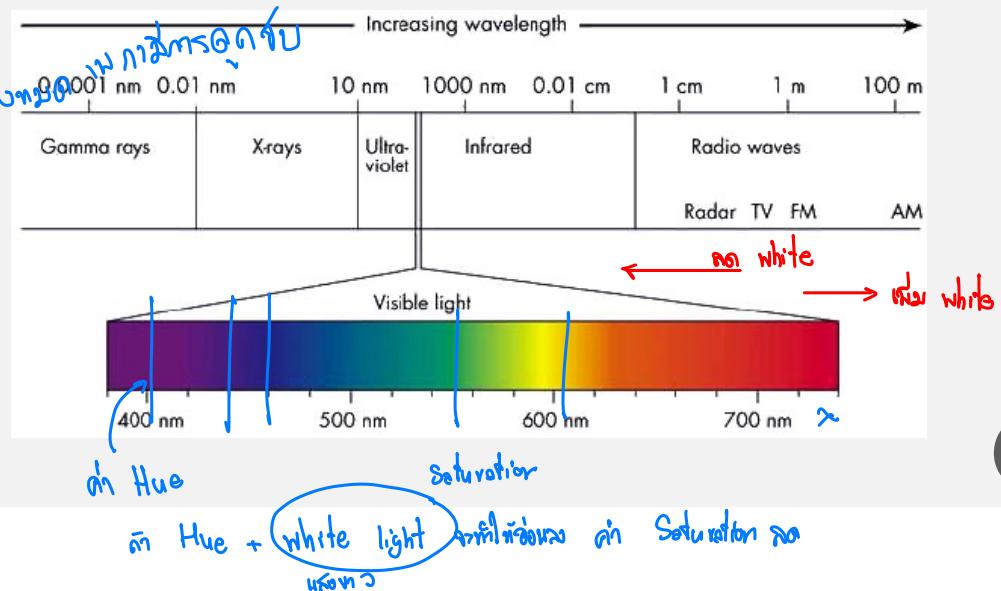
Image from Gonzalez & Woods, Digital Image Processing

color ↗ chromatic → **צבע**  
 color ↗ achromatic → **בוגר**

## COLOR FUNDAMENTALS

Brightness  
lightness

- If **light** → **achromatic** (void of color), its attribute is **intensity**.
- Grayscale** – scalar measure of intensity ranging from black → gray → white
- Chromatic light Source** : 400-700 nm – radiance, luminance and brightness.
  - Radiance – source energy **Watts**
  - Luminance – observed energy **lumens**
  - Brightness – color sensation



$$\text{Sat} \approx \frac{1}{\text{white light}}$$

# COLOR FUNDAMENTALS

- Cones: responsible for color vision. *ရှိန်ချောင်း*
- Three principal sensing categories:
  - 65% red, 33% green and 2% blue (but blue is **the most sensitive.**) *အောက်ပါတဲ့ တွေမြတ်စွာ*
  - Primary color: RGB
  - CIE standard *ပို့ဆောင်ရေး CIE*
    - Blue: 435.8 nm
    - Green: 546.1 nm
    - Red: 700 nm

Colors are seen as variable combination  
Of the primary colors (RGB)

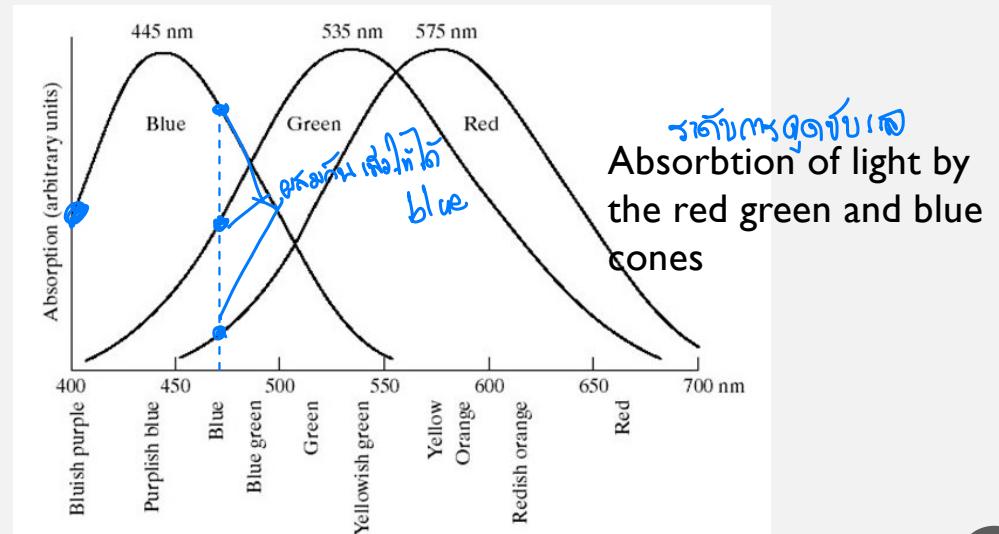
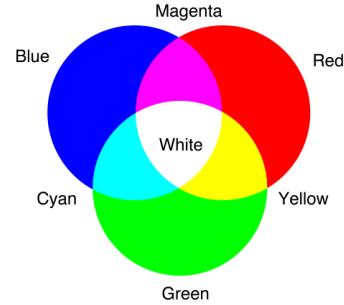


Image from Gonzalez & Woods, Digital Image Processing



# COLOR FUNDAMENTALS

One color = brightness + chromaticity

- **Primary colors:** added to produce the **secondary colors** : magenta, cyan, and yellow.  
ການີ້ແມ່ສົບສັກໆ
- Characteristics distinguish one color from another:
  - **Brightness:** intensity.
  - **Hue:** dominant wavelength in a mixture of light waves. dominant color as perceived by an observer, e.g., red, orange, or yellow.
  - **Saturation:** relative purity/amount of white light mixed with the a hue.
  - Hue and saturation: chromaticity

# COLOR FUNDAMENTALS

- Amount of red, green and blue needed to form a particular color are called **tristimulus** values denoted as **X, Y, and Z**, respectively.
- Tristimulus coefficients:**

$$x = \frac{X}{X + Y + Z}$$

မျက်နှာ ၁ မီးမှုပါနီ % ရှိခဲ့

$$x + y + z = 1$$

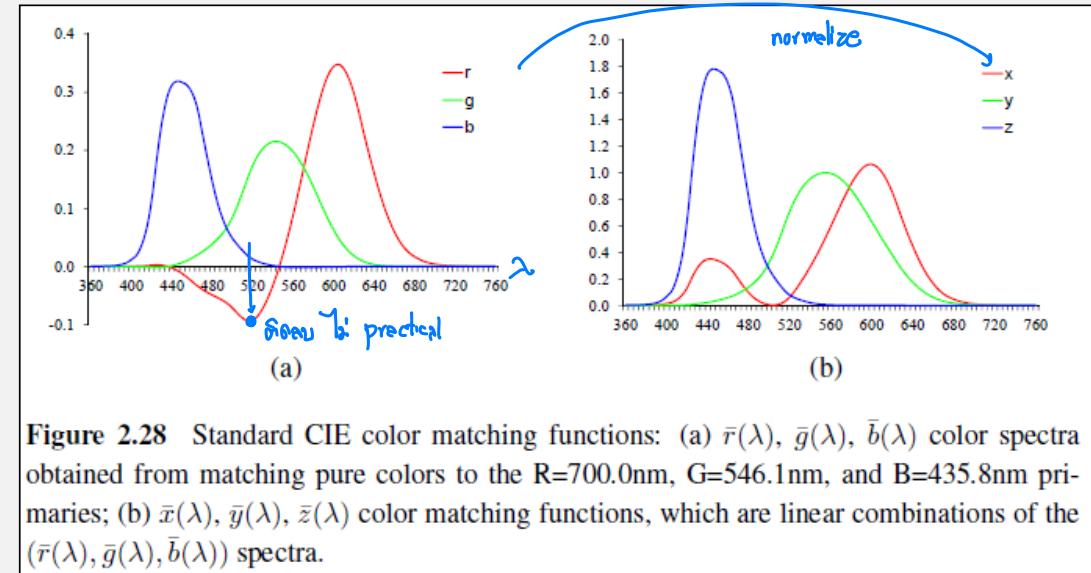


Figure 2.28 Standard CIE color matching functions: (a)  $\bar{r}(\lambda)$ ,  $\bar{g}(\lambda)$ ,  $\bar{b}(\lambda)$  color spectra obtained from matching pure colors to the R=700.0nm, G=546.1nm, and B=435.8nm primaries; (b)  $\bar{x}(\lambda)$ ,  $\bar{y}(\lambda)$ ,  $\bar{z}(\lambda)$  color matching functions, which are linear combinations of the  $(\bar{r}(\lambda), \bar{g}(\lambda), \bar{b}(\lambda))$  spectra.

Image from Gonzalez & Woods, Digital Image Processing

$$y = \frac{Y}{X + Y + Z}$$

မျက်နှာ ၁ မီးမှုပါနီ % ရှိခဲ့

$$z = \frac{Z}{X + Y + Z}$$

# COLOR FUNDAMENTALS

- CIE chromaticity diagram used to specify colors.
  - Color composition as a function of x (red), y (green)
 
$$\text{blue} = 1 - (R + G)$$
  - $z = 1 - (x+y)$
  - Green + → 62% green, 25% red and 13% blue
- The point of equal energy is ‘equal fractions’ of the three (0.33). Saturation at this point is zero.

ຄູ່ E ຂອງການສັງລະອຽດ  
ກ່າວ Sat ອຳຫາວເກີບ 0

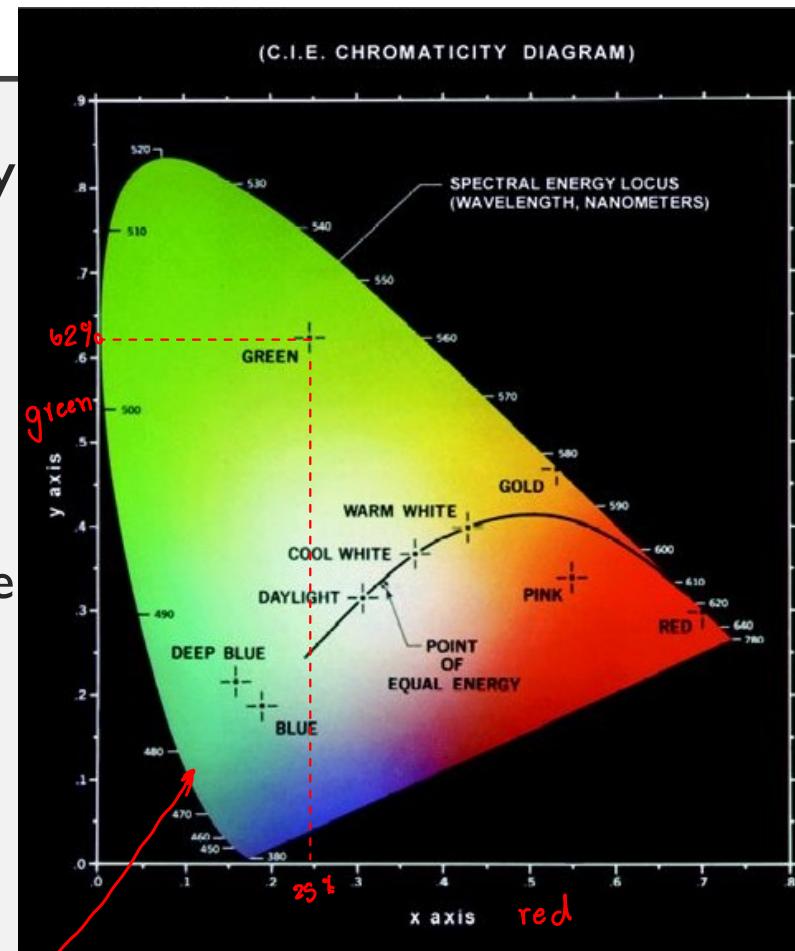


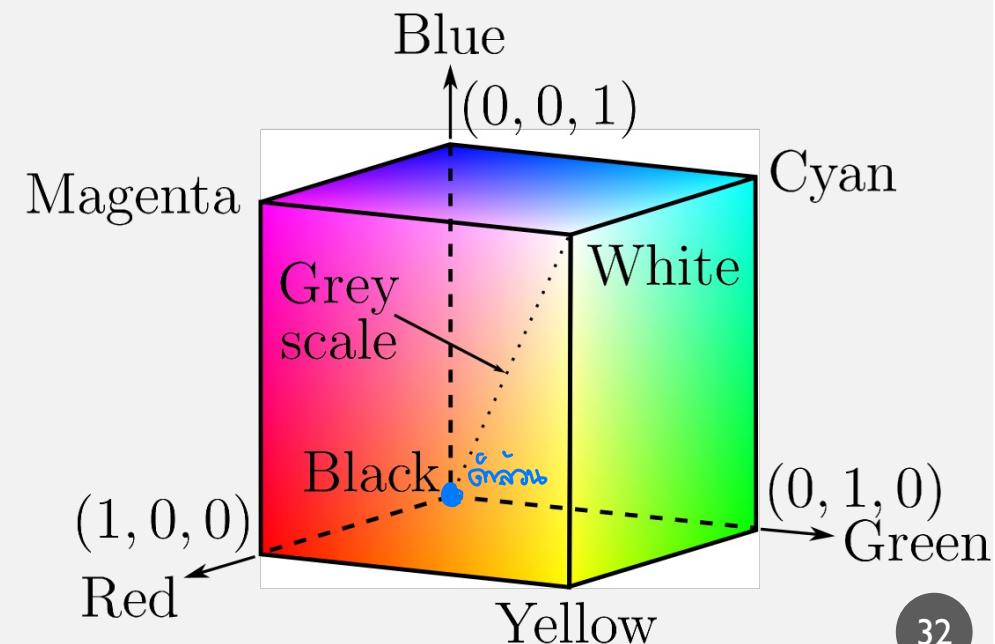
Image from Gonzalez & Woods, Digital Image Processing  
Sat = 1

## COLOR MODELS

- Color space/color system
- RGB – color monitors, broad class of color video cameras
- CMYK – models for color printing
- HSI/HSV – close to how human interpret colors which decouples gray and color components.

# COLOR MODELS

- RGB color model
  - All color values are normalised in a range [0 1].
  - Number of bits – pixel depth
  - 8-bit images = 24-bit depth
  - Full color image: 24 bit
    - $(2^8)^3 = 16,777,216$  colors



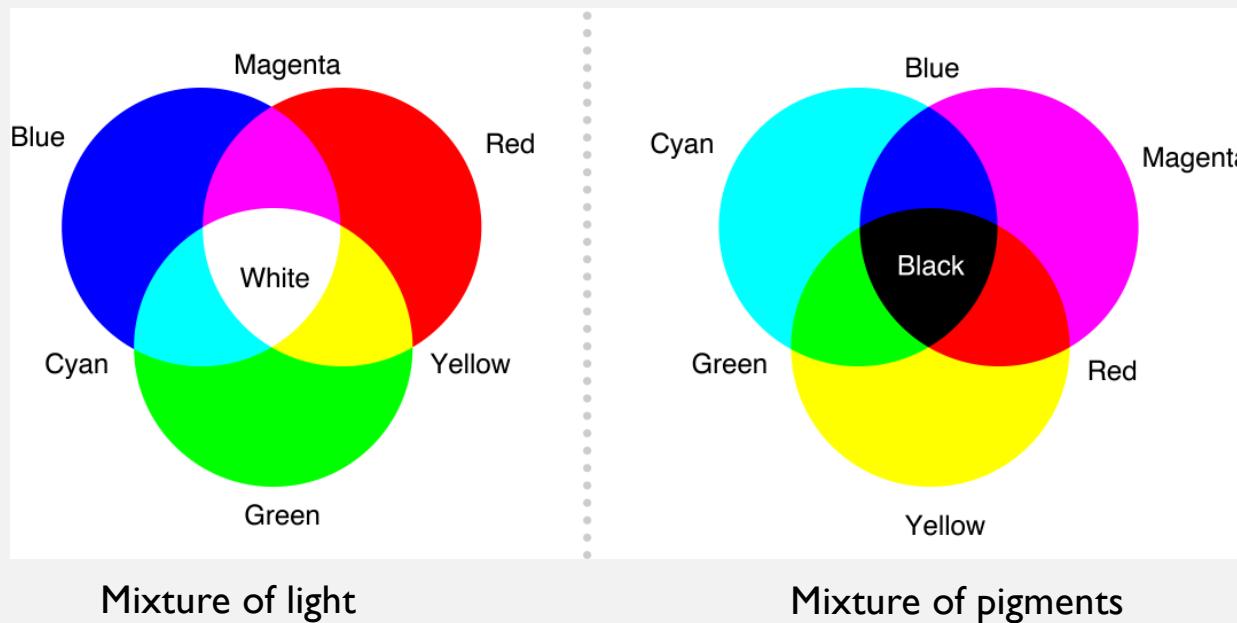
# COLOR MODELS

CYAN MAGENTA YELLOW

- CMY and CMYK

សំរាប់ក្រុមចែងខ្សោយតម្លៃ

- Secondary colors of light (primary colors of pigments)



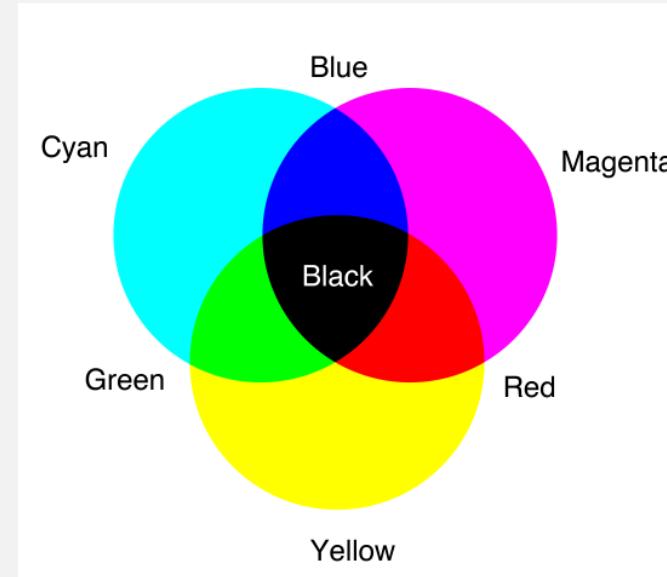
# COLOR MODELS

- CMY and CMYK
- Secondary colors of light (primary colors of pigments)

$$\begin{bmatrix} C \\ M \\ Y \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} - \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

- K – black – equal amount of CMY for printing

CMY តើតាតា invert RGB



## COLOR MODELS

- RGB & CMY for hardware implementation
- HSI/HSV - better describing colors practically for human interpretation.  
    I : Intensity
- An object – hue, saturation and brightness
  - Hue: pure color
  - Saturation: degree hue diluted by white light อัตราสีขาว } ขนาดสี
  - Brightness/values: intensity.. Most useful for monochromatic images
- HSI/HSV – ideal tool for developing image processing algorithms..

# COLOR MODELS

- HSI/HSV – Hue, Saturation, Intensity/Value

$$H = \begin{cases} \theta & \text{if } B \leq G \\ 360 - \theta & \text{if } B > G \end{cases}$$

$$\theta = \cos^{-1} \left\{ \frac{1}{2} \left[ (R - G) + (R - B) \right] / \sqrt{[(R - G)^2 + (R - B)(G - B)]^{1/2}} \right\}$$

$$S_{HSV} = \begin{cases} 0, & \text{if } C = 0 \\ \frac{C}{V}, & \text{Otherwise} \end{cases}$$

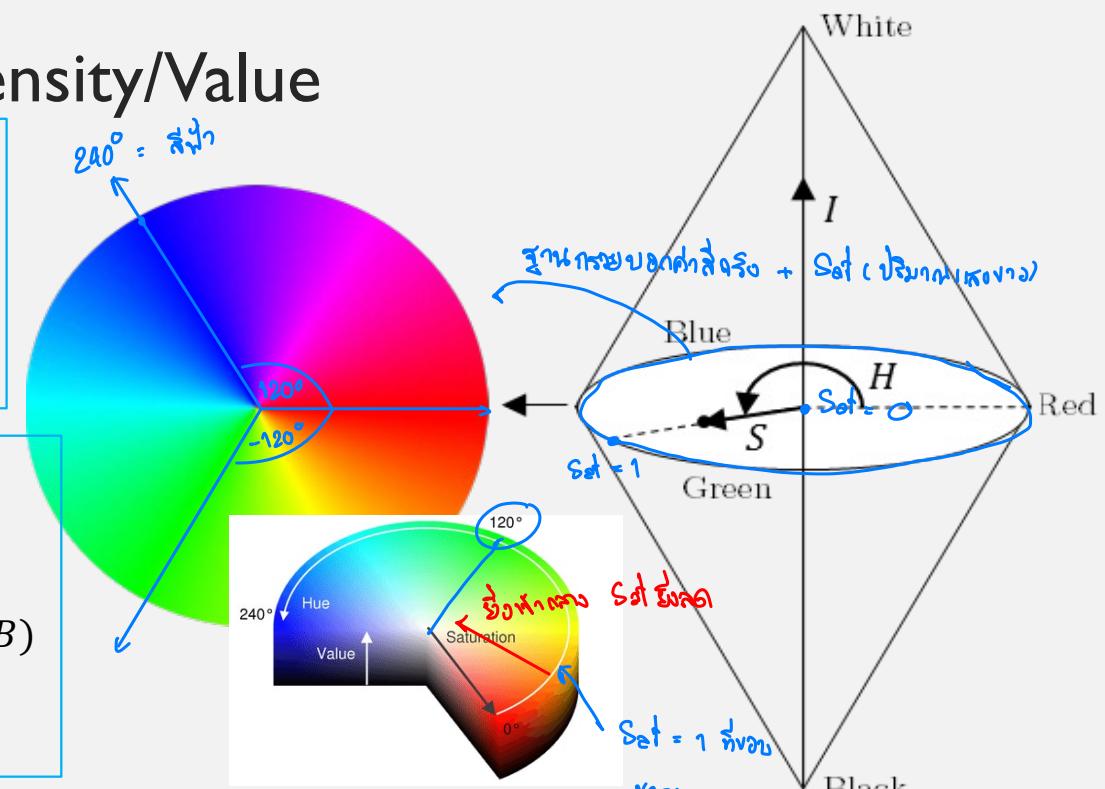
$$C = \max(R, G, B) - \min(R, G, B)$$

$$S_{HSI} = 1 - \frac{3 * \min(R, G, B)}{I}$$

$$I = \frac{1}{3}(R + G + B)$$

overall max

$$V = \max(R, G, B)$$



## COLOR MODELS

- Gray-level
  - The effective representations in describing a monochromatic image

CIE กຳທານອດຕະກິ Gray ແພນີ້

$$Gray = 0.2989 * R + 0.587 * G + 0.1140 * B$$

Cones                  65 %                  33 %                  2 %

ແຜລາສັບຕາມ contribute ທາງຄົນ

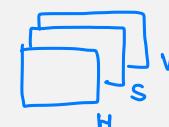
$L^*$  = brightness  
 $a^* b^*$  = color

## COLOR MODELS

- L\*a\*b\* or CIELAB model รูปแบบ device
  - Device-independent colors
  - Similar to HSV model, L\*a\*b\* colour consists of two main components - **lightness (L\*)** and **chromaticity (a\* and b\*)**
    - a\* - relative to green-red opponents คือเทียบกับ G & R ผึ่งคล้า
    - b\* - relative to blue-yellow opponents

Ycbcr  
brightness รูปแบบ

สีในสีของ zone เป็น a\* เท่ากับสีของพื้นผิว



# **ARITHMETIC OPERATIONS**



ພົມຕະຫຼາດ / 5x5 px

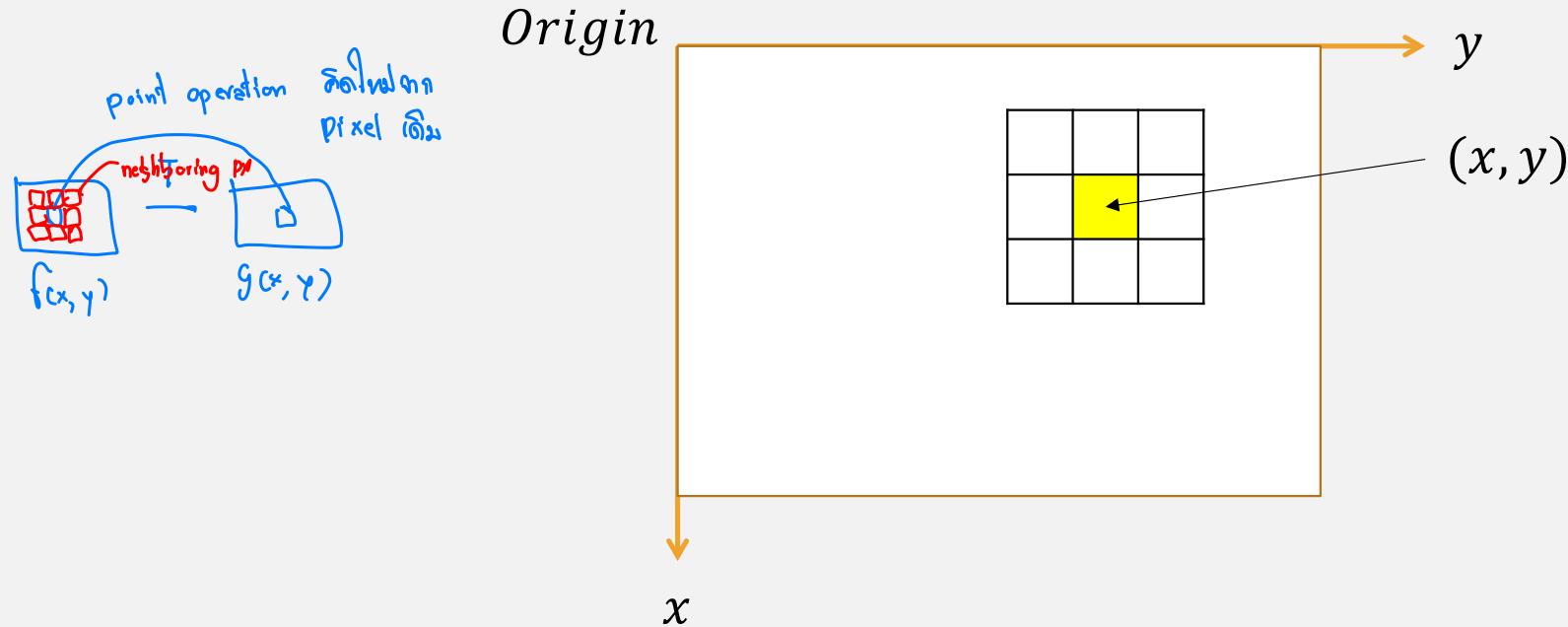
## SPATIAL DOMAIN

- Spatial - the aggregate of pixels composing an image.
- Spatial domain method: operate directly on these pixels denoted by  
$$g(x, y) = T[f(x, y)]$$

↑ ດັວຍ/ດັວຍ contrast, blur
- $f(x, y)$  is the input image,  $g(x, y)$  is the processed image, and  $T$  is an operator on  $f$  defined over some neighborhood of  $(x, y)$ .

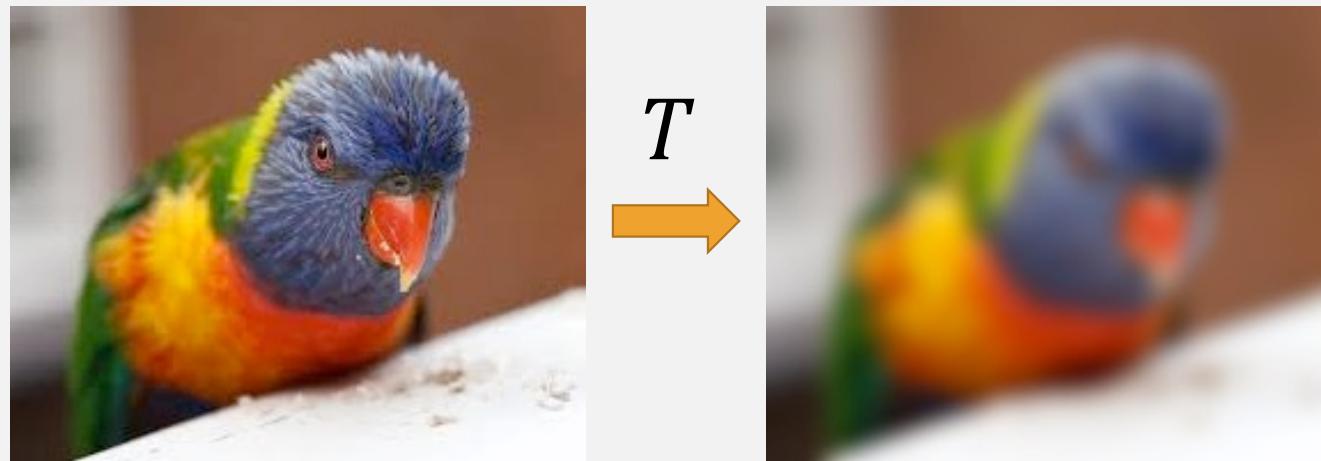
# SPATIAL DOMAIN

$$g(x, y) = T[f(x, y)]$$



# SPATIAL DOMAIN

$$g(x, y) = T[f(x, y)]$$

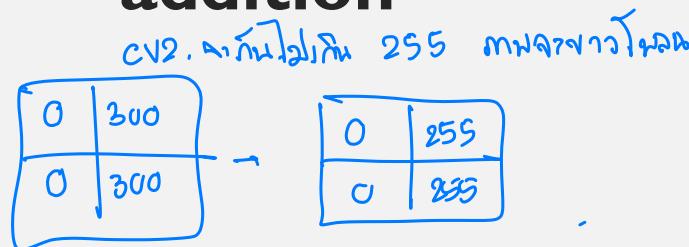


$$f(x, y)$$

$$g(x, y)$$

# SPATIAL DOMAIN

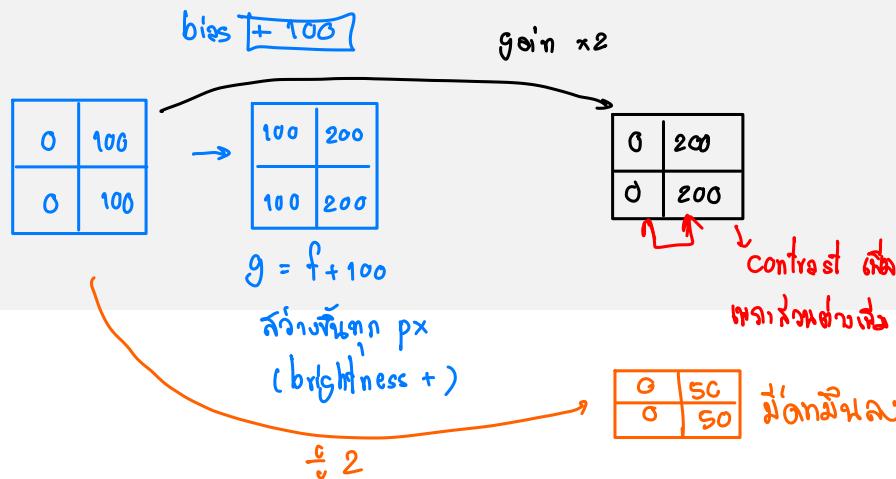
- Two commonly used point operators are **multiplication** and **addition**



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

$|a| < 1$

- $a > 0$  and  $b$  are often called the **gain** and **bias** parameters which can be used to control **contrast** and **brightness**, respectively.



$$g(x,y) = T(f(x,y))$$

$$\downarrow \quad \downarrow$$

$s = T(r)$

# SPATIAL DOMAIN

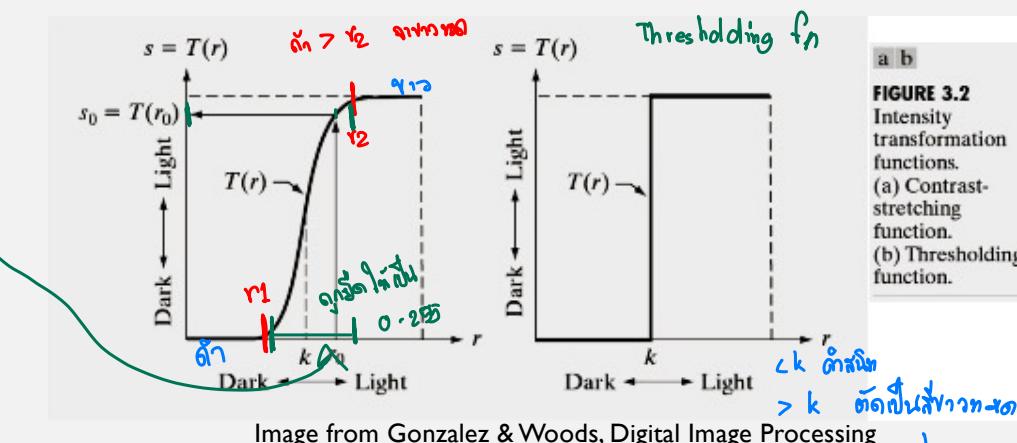
- Gray-level transformation function:

$$s = T(r)$$

- For simplicity in notation,  $r$  and  $s$  are variables denoting, respectively, the gray level of  $f(x,y)$  and  $g(x,y)$ .

- Example,

- contrast stretching
- Thresholding function



នូវ binary (0,1)  
តាមរយៈរាយការណ៍

# BASIC GRAY-LEVEL TRANSFORMATIONS

- Three basic functions used for image enhancement:
  - 1) Linear
  - 2) Logarithmic
  - 3) Power-law

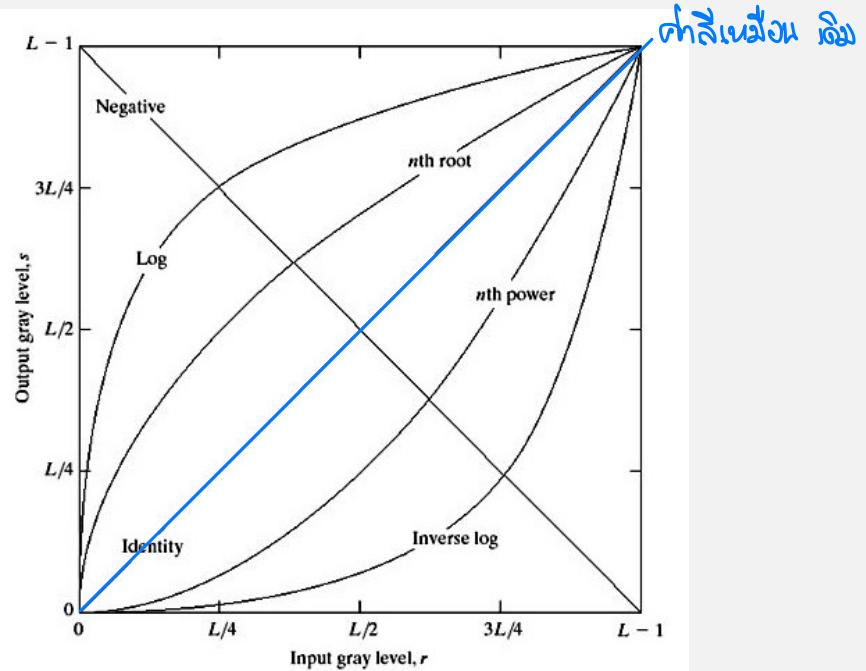


Image from Gonzalez & Woods, Digital Image Processing

# BASIC GRAY-LEVEL TRANSFORMATIONS

- I) Image negatives – dark area dominant

$$L = 256$$

$$r = 0, 255$$

$$\underline{s = 255 \rightarrow ND}$$

$$r = 0, 255$$

$$s = 255 - r$$

$$= 0$$

$$s = (L - 1) - r$$

255 ជាក្រុង 8 bit

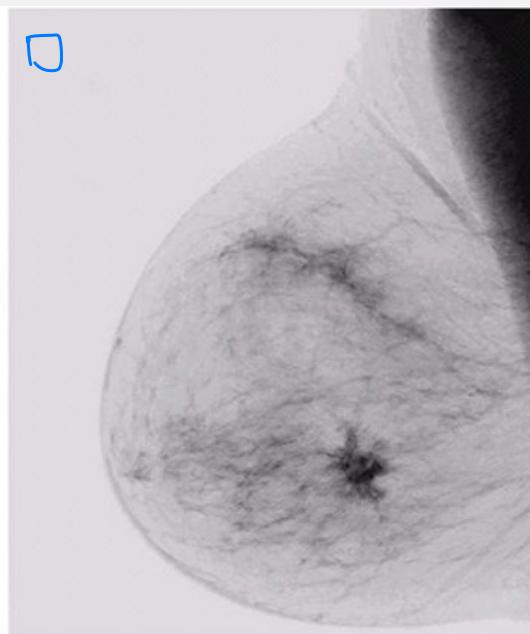
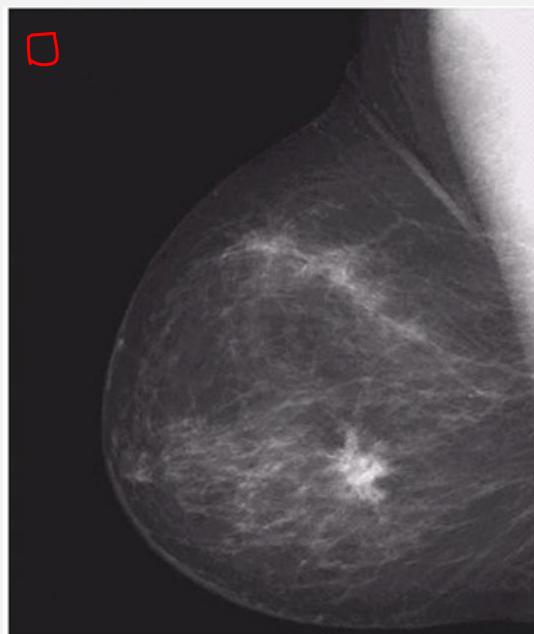


Image from Gonzalez & Woods, Digital Image Processing



a b

**FIGURE 3.4**  
(a) Original digital mammogram.  
(b) Negative image obtained using the negative transformation in Eq. (3.2-1).  
(Courtesy of G.E. Medical Systems.)

# BASIC GRAY-LEVEL TRANSFORMATIONS

$$\log_{10} 10^4 = 4 \quad \text{ចិត្តកំសែក 4 នឹងមួយ}$$

- 2) Log Transformations

$$s = c \log_e(1+r)$$

$\downarrow \log_e$        $\downarrow \text{នូវ } 1 \text{ និង } \log(0)$

c is a constant and assumed  $r \geq 0$ .

- Map narrow range of low gray-level values to wide range of output levels.

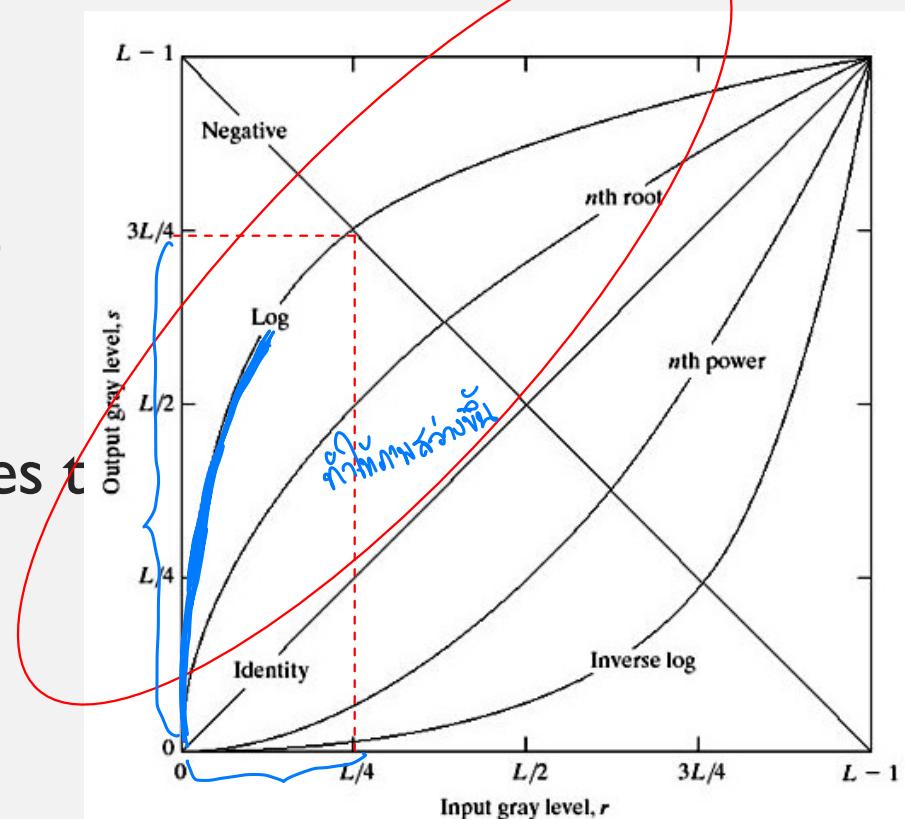
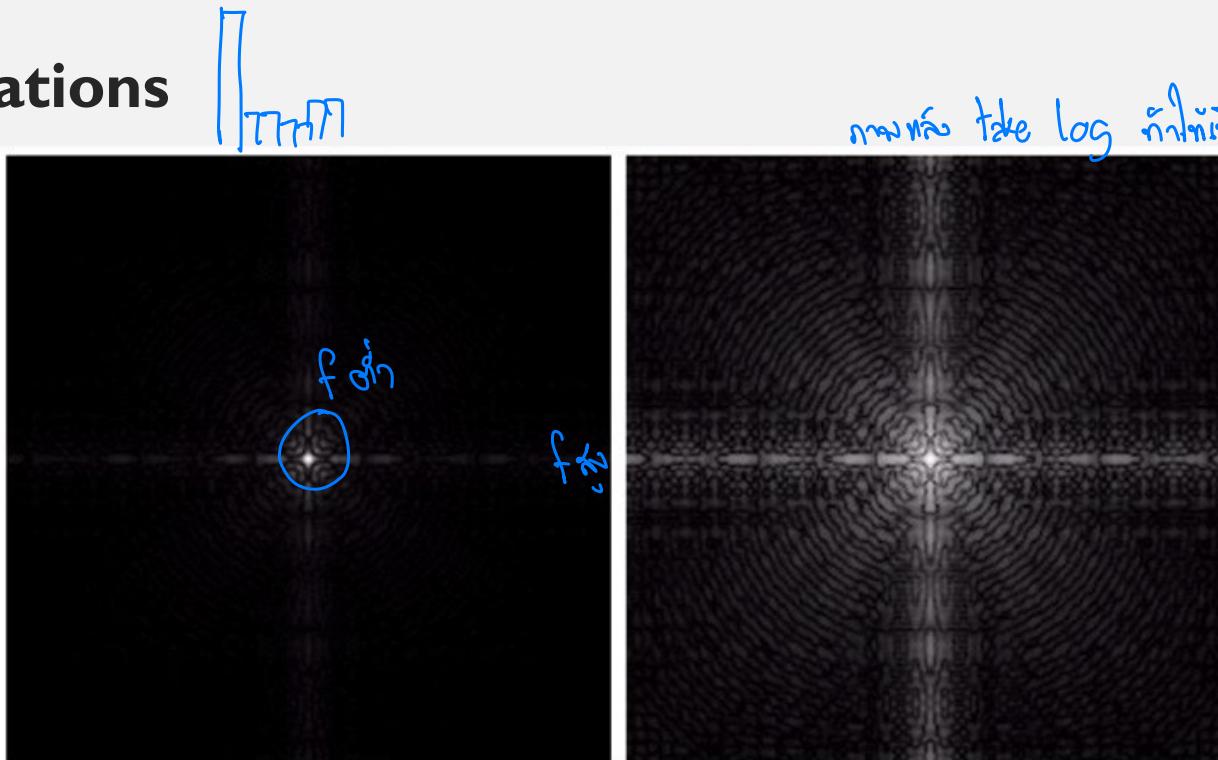


Image from Gonzalez & Woods, Digital Image Processing

# BASIC GRAY-LEVEL TRANSFORMATIONS

- 2) Log Transformations

a b  
**FIGURE 3.5**  
(a) Fourier spectrum.  
(b) Result of applying the log transformation given in Eq. (3.2-2) with  $c = 1$ .



ນາມនີ້ take log ກຳໄດ້ເປົ້າ pattern

ຕົກແລງໃຫຍ່  
ສັນນິດ

Image from Gonzalez & Woods, Digital Image Processing

# BASIC GRAY-LEVEL TRANSFORMATIONS

$$r = \text{ค่าร่องรอย}$$

- 3) Power-Law Transformations

$$s = cr^\gamma$$

ค่าตัวคงที่  $\log$

$$\gamma = 1, c = 1$$

$$s = r$$

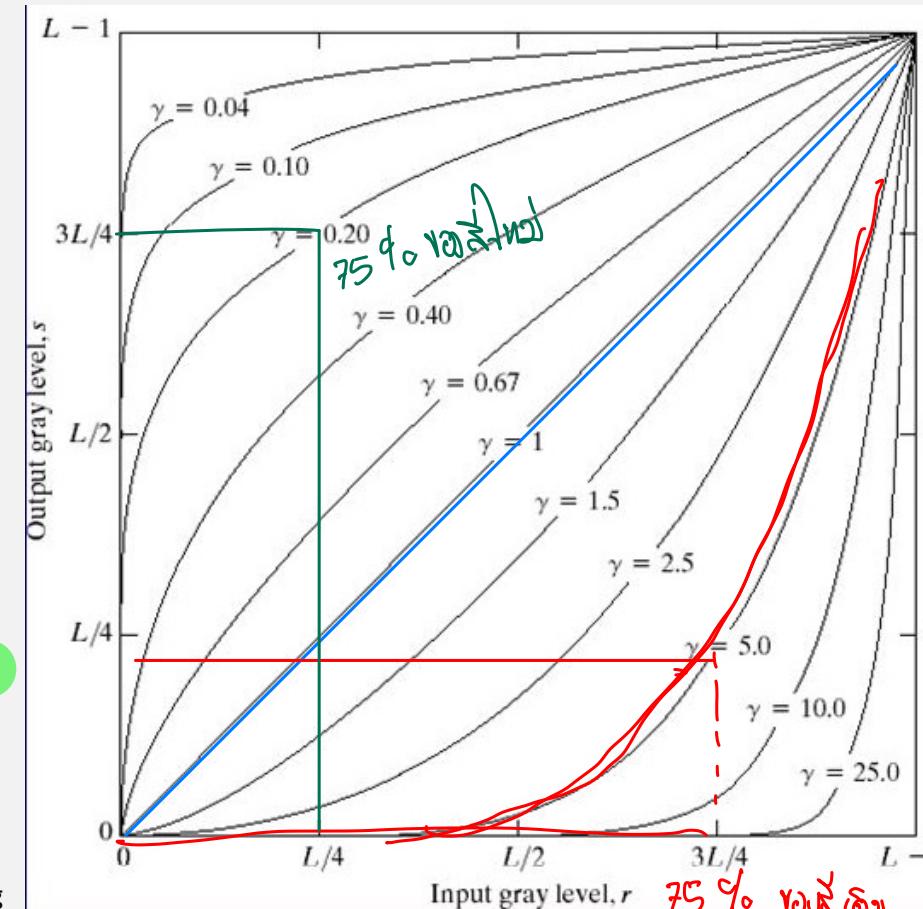
$$\gamma > 1, c = 1$$

$$s = r^2$$

- where  $c$  and  $\gamma$  are positive constants.
- $\gamma > 1$  opposite to  $\gamma < 1$
- $C = \gamma = 1$  : identity transformation
- Power-law equation: **gamma**
- Gamma correction:** used in a variety of device.

γ ห้อง โถงว่าง  
γ มาก ปูน้ำเงิน

Image from Gonzalez & Woods, Digital Image Processing



75 % ของร่องรอย  
ของร่องรอย

# BASIC GRAY-LEVEL TRANSFORMATIONS

- 3) Power-Law Transformations
- The process used to correct this power-law response phenomena is called **gamma correction**.

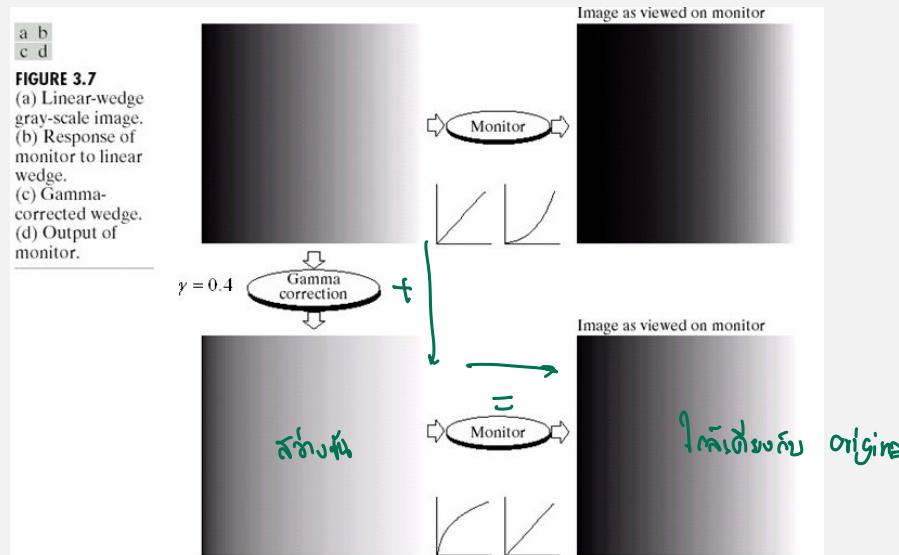


Image from Gonzalez & Woods, Digital Image Processing

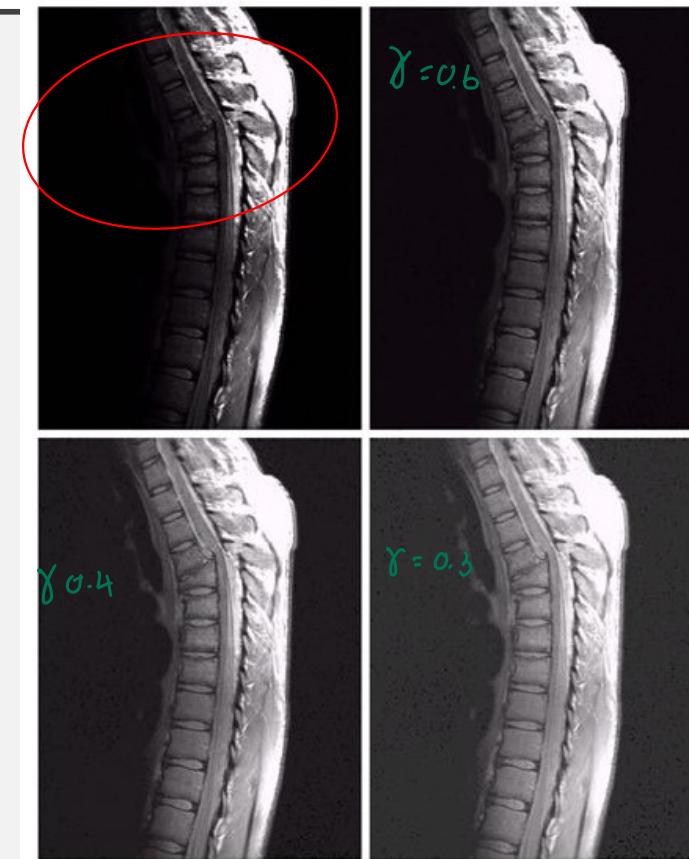
- In most computer display systems, images are encoded with a gamma of about 0.45 and decoded with the reciprocal gamma of 2.2.
- Macintosh computers, which encoded with a gamma of 0.55 and decoded with a gamma of 1.8

$$S = r^{1/2.5}$$

Gamma correction: display image correctly on a computer screen.

# BASIC GRAY-LEVEL TRANSFORMATIONS

- 3) Power-Law Transformations
- Magnetic resonance image (MRI) of fracture dislocation and spinal cord impingement.
- MRI is predominantly dark; need to expand gray levels.
- $\gamma = 0.4, 0.6$  more detail becomes visible



a  
b  
c  
d

**FIGURE 3.8**  
(a) Magnetic resonance (MR) image of a fractured human spine.  
(b)–(d) Results of applying the transformation in Eq. (3.2-3) with  $c = 1$  and  $\gamma = 0.6, 0.4$ , and  $0.3$ , respectively.  
(Original image for this example courtesy of Dr. David R. Pickens, Department of Radiology and Radiological Sciences, Vanderbilt University Medical Center.)

Image from Gonzalez & Woods, Digital Image Processing

# BASIC GRAY-LEVEL TRANSFORMATIONS

- 4) **Piecewise-linear Transformation function**
- **Contrast Stretching**

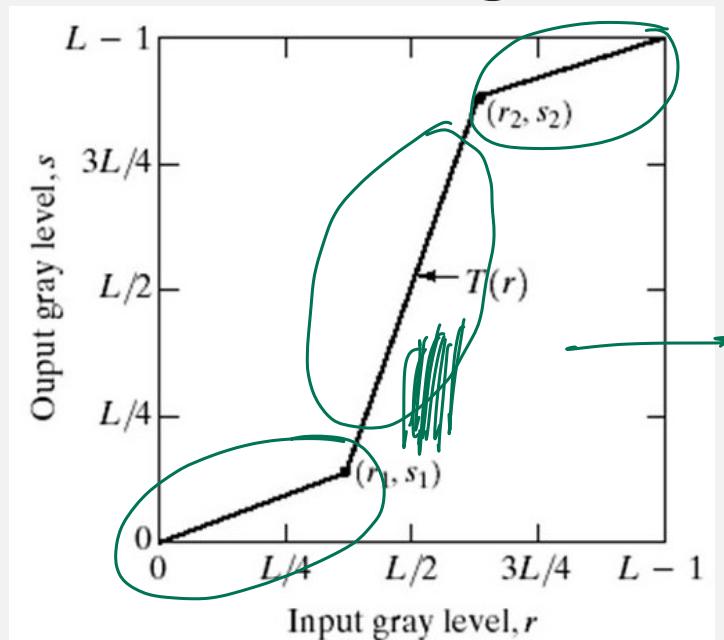
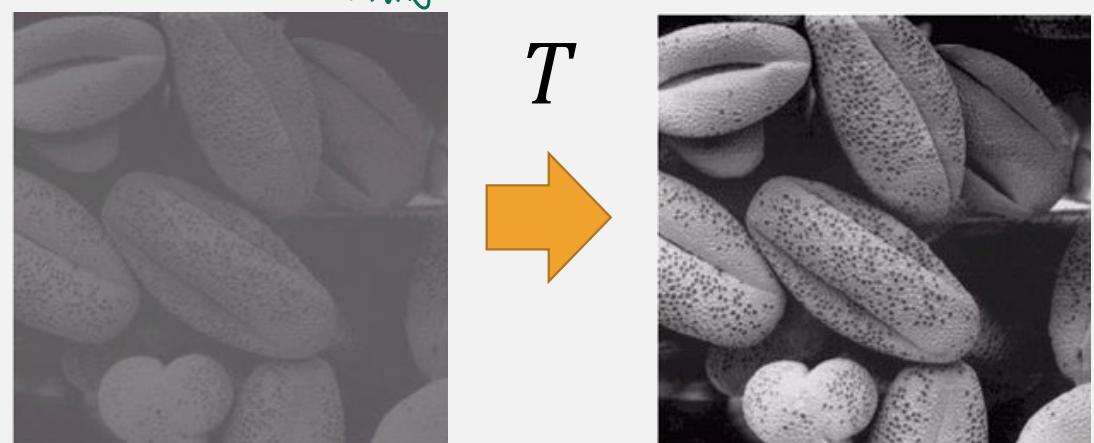


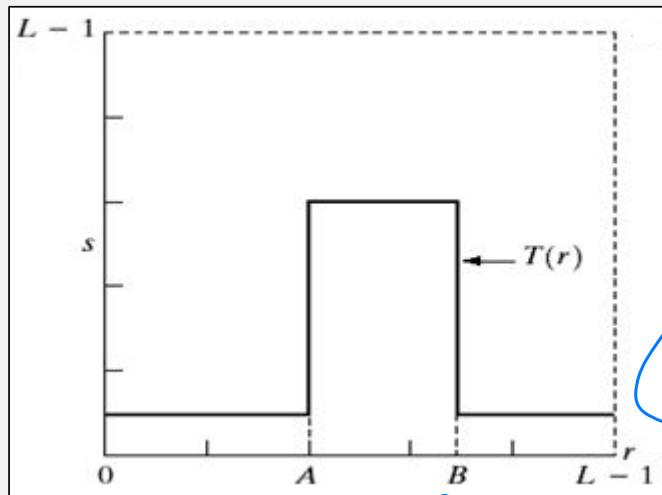
Image from Gonzalez & Woods, Digital Image Processing

ກູ່ທີ່ apply ອາຄືເພດກຽບກຸງພລ໌ເນັດ  
ຕະຫຼາມ ດຳກຳລົງ

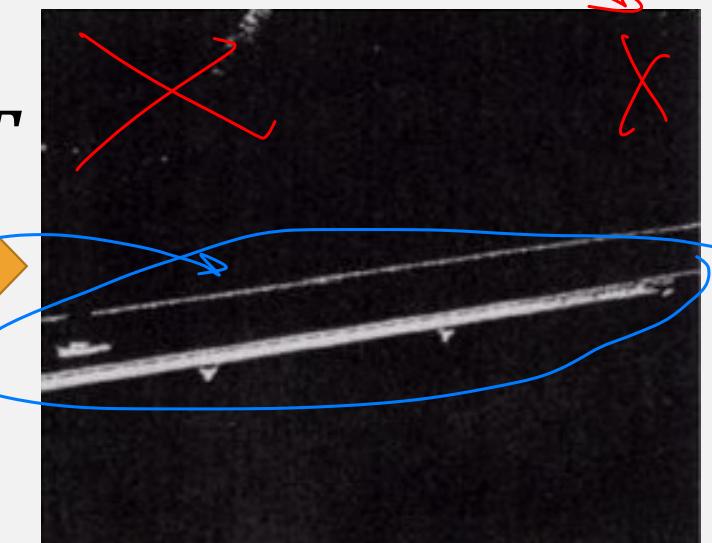
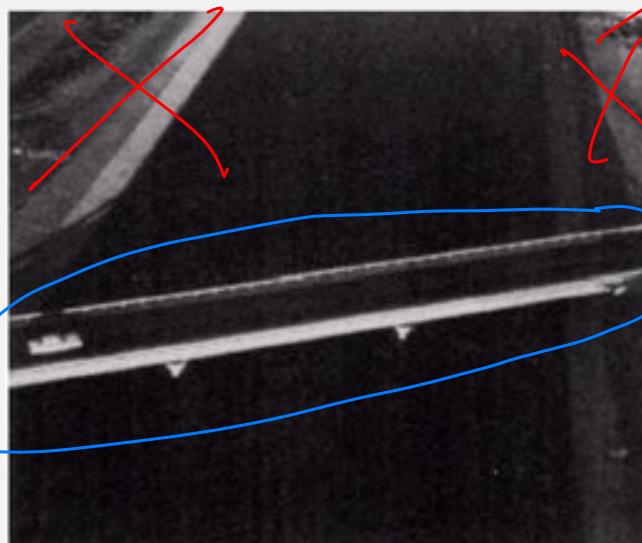


## BASIC GRAY-LEVEL TRANSFORMATIONS

- 5) Gray-level slicing
- Highlighting a specific range of gray levels in an image.



Slice ຂາសີ້ນເຄົາ

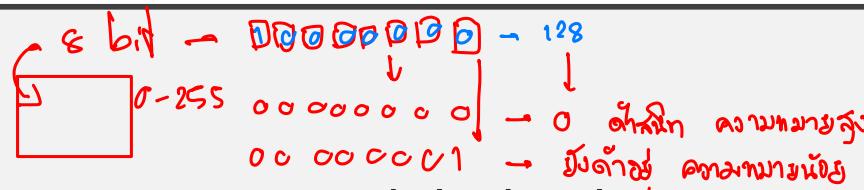


ກຳລັງຂາສີ້ນເຄົາ

Image from Gonzalez & Woods. Digital Image Processing

# BASIC GRAY-LEVEL TRANSFORMATIONS

## • 6) Bit-plane slicing



- Plane 0 – least significance – contain more subtle details
- Plane 7 - most significance – majority of visually significant data
- Used in image compression

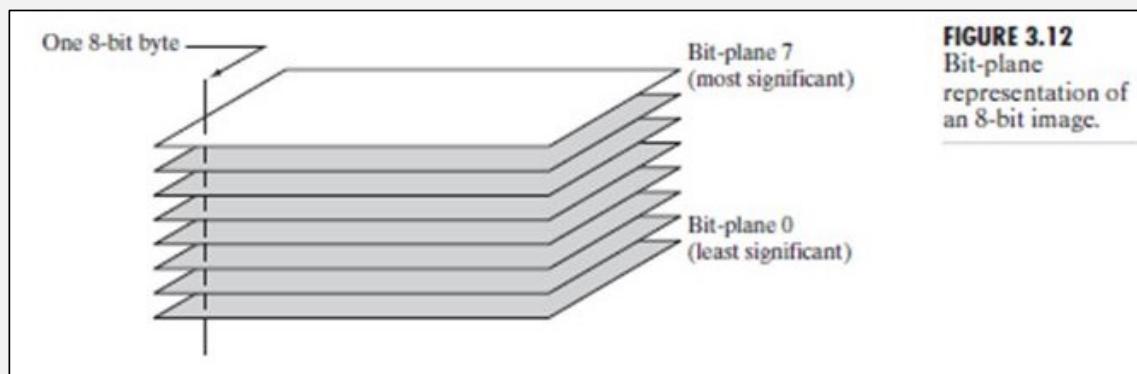
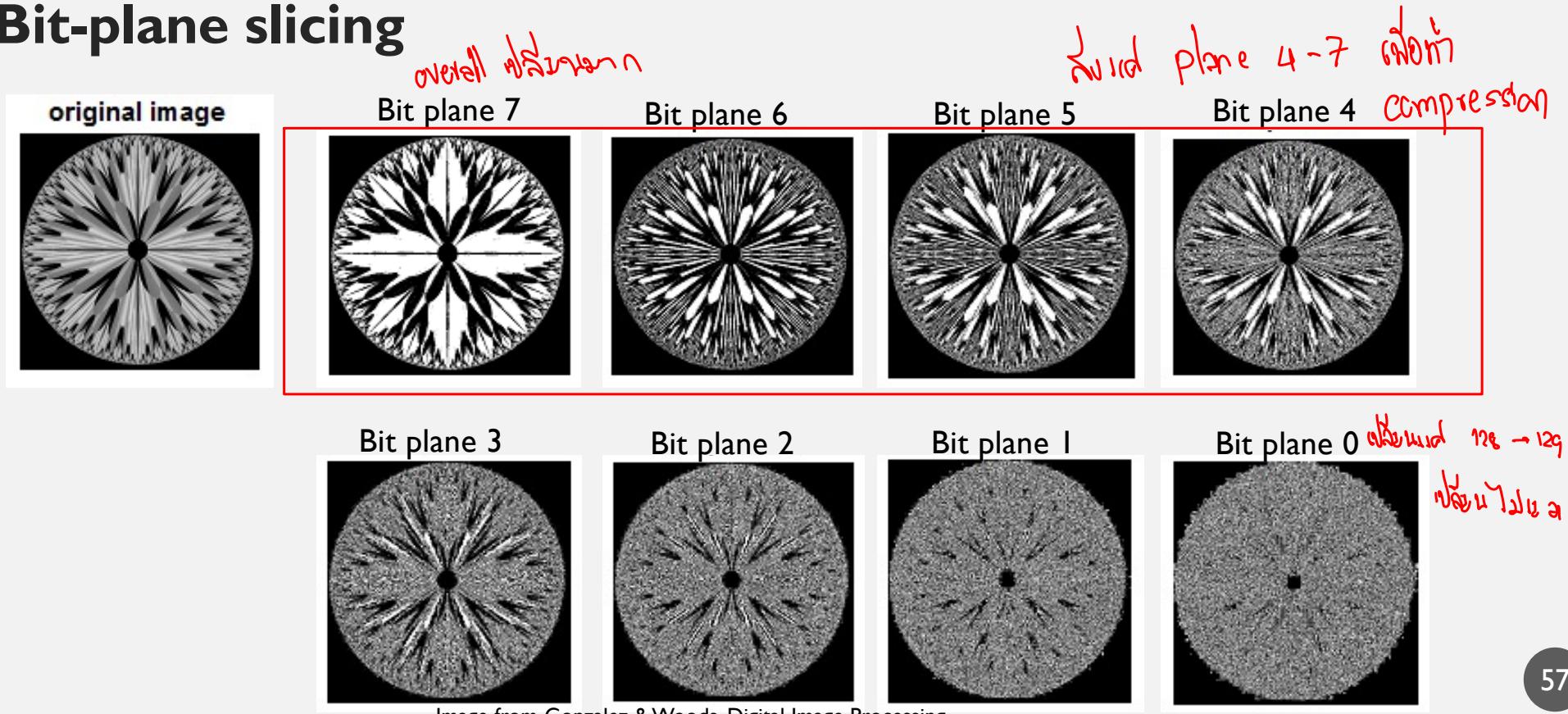


Image from Gonzalez & Woods. Digital Image Processing

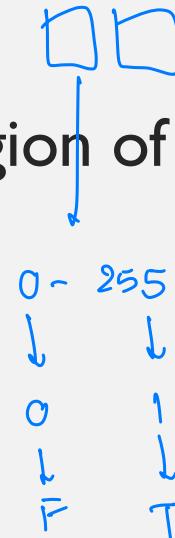
# BASIC GRAY-LEVEL TRANSFORMATIONS

- 6) Bit-plane slicing

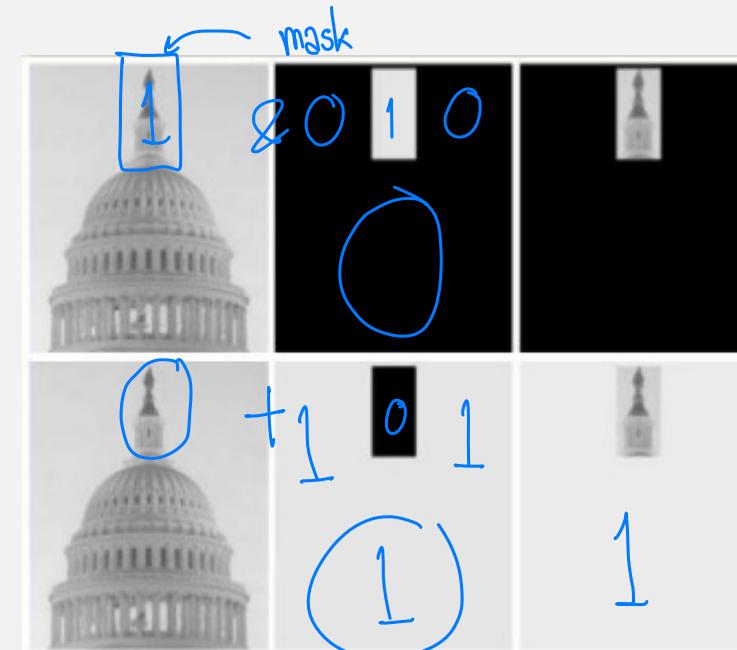


# ARITHMETIC/LOGIC OPERATIONS

- Pixel-by-pixel operations between two or more images (except NOT).
- Logic operations: AND, OR used for masking: selecting sub-images in an image.
- Masking: region of interest (ROI)



AND  
OR



**FIGURE 3.27**  
 (a) Original image. (b) AND image mask.  
 (c) Result of the AND operation on images (a) and (b). (d) Original image. (e) OR image mask.  
 (f) Result of operation OR on images (d) and (e).

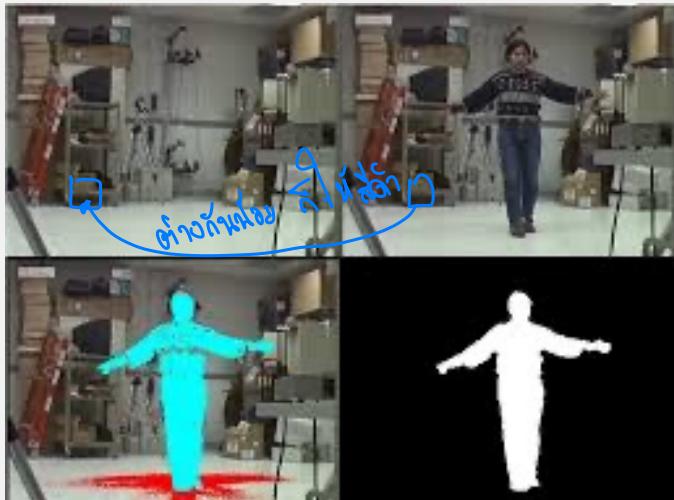
Image from Gonzalez & Woods, Digital Image Processing

# ARITHMETIC/LOGIC OPERATIONS

- I) **Image Subtraction** –difference between two images  $f(x,y)$  and  $h(x,y)$ :

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

Background  
 subtraction  
 in median pixel RGB  
 ອົງການເອົາ, ຄົມຄະຫຼວງ



Horprasert et al., 1999 A Statistical Approach for Real-time Robust Background Subtraction and Shadow Detection



Siricharoen et al., 2010 Vehicle Segmentation using Traffic videos.

Image from Gonzalez & Woods. Digital Image Processing

# ARITHMETIC/LOGIC OPERATIONS

- 2) **Image Averaging**
- Considering a noisy image  $g(x,y)$  formed by the addition of noise  $\eta(x,y)$  to an original image:

$$g(x, y) = f(x, y) + \eta(x, y)^{\text{nois}}$$

- In this case, noise is uncorrelated and has zero average value.
- One way to reduce the noise, image  $\bar{g}(x,y)$  is formed by averaging K different noisy images:

$$\bar{g}(x, y) = \frac{1}{K} \sum_{i=1}^K g_i(x, y)$$

avg  $\eta$  in  $K$  sequences

# ARITHMETIC/LOGIC OPERATIONS

- 2) Image Averaging
- Applications: Astronomy where imaging with very low light levels is routine causing sensor noise.

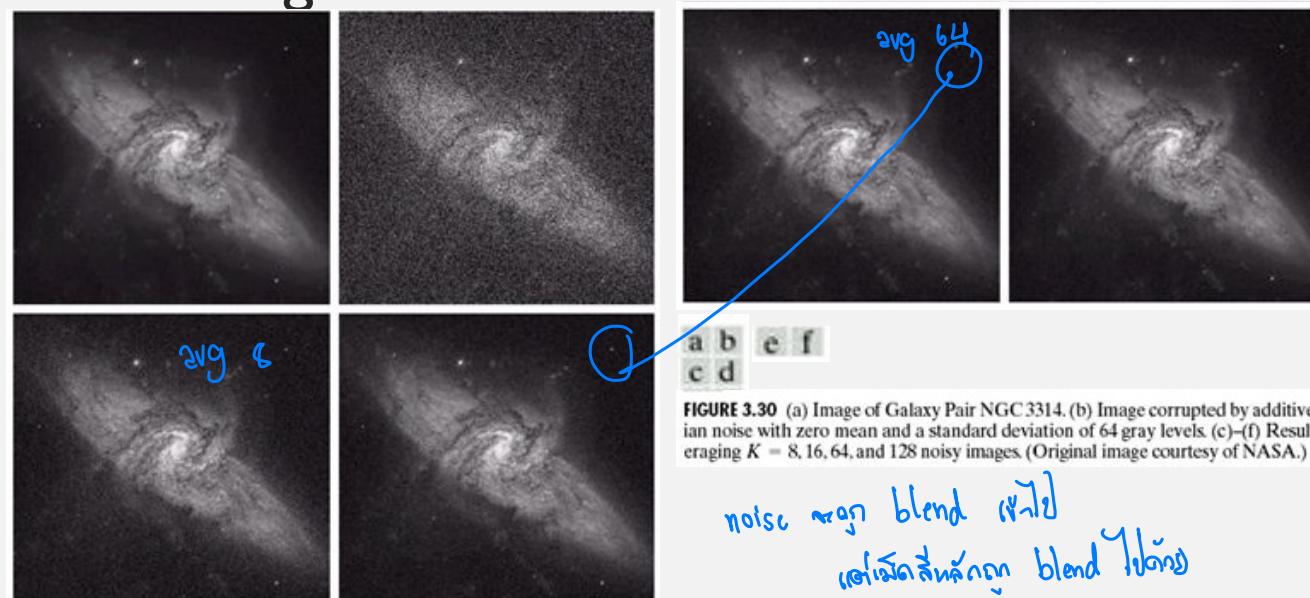


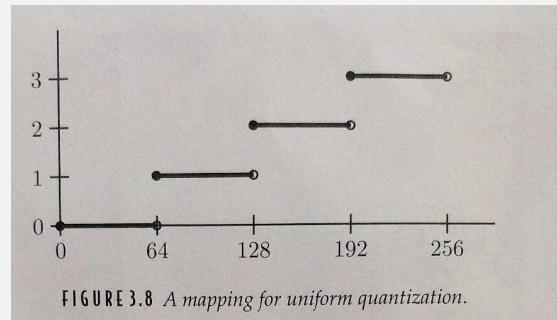
FIGURE 3.30 (a) Image of Galaxy Pair NGC 3314. (b) Image corrupted by additive Gaussian noise with zero mean and a standard deviation of 64 gray levels. (c)–(f) Results of averaging  $K = 8, 16, 64$ , and 128 noisy images. (Original image courtesy of NASA.)

noise avg blend (ເໜີ)  
ເຖິງຈະສັນກົດ blend ປິບຕົກ

Image from Gonzalez & Woods, Digital Image Processing

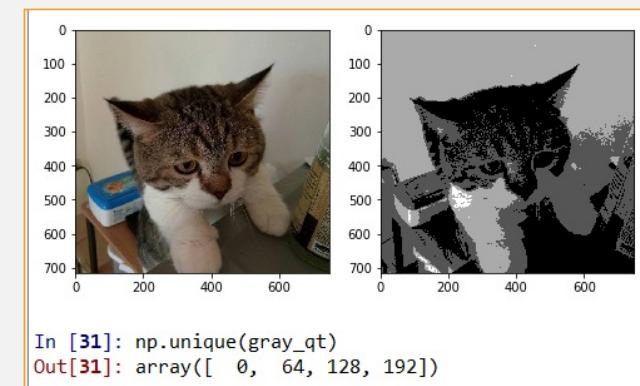
# EXERCISE #1: QUANTIZATION

- Uniform Quantization



Original values	Output value
0–63	0
64–127	1
128–191	2
192–255	3

- `img = io.imread("kitty.jpg")`
- `gray = color.rgb2gray(img)`
- `gray255 = np.multiply(gray, 255)`
- `gray255[gray255<64] = 0`
- `gray255[(gray255>=64) & (gray255<128)] = 1`
- `gray255[(gray255>=128) & (gray255<192)] = 2`
- `gray255[(gray255>=192)] = 3`



## **EXERCISE #1: QUANTIZATION**

- Use **uniform quantization** to quantize a grayscale image (0-255) to binary image and analyze the results.

# EXERCISE #2 SHRINK AND ZOOM IN

- Study and apply `cv2.resize()` to shrink an image down to 20% and input subsampling methods:
  - nearest method
  - bilinear method
  - bicubic method
  - Area method

Compare the results and analyze.

```
• resize()  
  
void cv::resize ( InputArray src,  
                 OutputArray dst,  
                 Size dsize,  
                 double fx = 0 ,  
                 double fy = 0 ,  
                 int interpolation = INTER_LINEAR  
 )  
  
Python:  
dst = cv.resize( src, dsize[, dst[, fx[, fy[, interpolation]]]] )  
  
#include <opencv2/imgproc.hpp>  
  
Resizes an image.  
  
The function resize resizes the image src down to or up to the specified size. Note that the initial dst type or size are not taken into account. Instead, the size and type are derived from the src, dsize, fx, and fy. If you want to resize src so that it fits the pre-created dst, you may call the function as follows:  
  
// explicitly specify dsize=dst.size(); fx and fy will be computed from that.  
resize(src, dst, dst.size(), 0, 0, interpolation);  
  
If you want to decimate the image by factor of 2 in each direction, you can call the function this way:  
  
// specify fx and fy and let the function compute the destination image size.  
resize(src, dst, Size(), 0.5, 0.5, interpolation);  
  
To shrink an image, it will generally look best with INTER_AREA interpolation, whereas to enlarge an image, it will generally look best with c::INTER_CUBIC (slow) or INTER_LINEAR (faster but still looks OK).
```

Manual:

[https://docs.opencv.org/4.5.2/da/d54/group\\_\\_imgproc\\_\\_transform.html#ga47a974309e9102f5f08231edc7e7529d](https://docs.opencv.org/4.5.2/da/d54/group__imgproc__transform.html#ga47a974309e9102f5f08231edc7e7529d)

## EXERCISE #2 SHRINK AND ZOOM IN

- Shrinking (Resize)
  - `img.shape`
  - `(512, 512, 3)`
- Shrink it to  $64 \times 64$  and save to a file comparing nearest neighbor method and **area** method (naming `kitty64.jpg`)
- Zoom it to  $1000 \times 1000$  and save to a file comparing nearest neighbor method and **bicubic** method (naming `kitty2048.jpg`)

## **EXERCISE #2 SHRINK AND ZOOM IN**

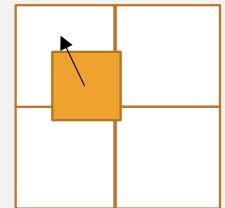
**SIZE = 64**

```
img_resize_bc = cv2.resize(img,(SIZE,SIZE),interpolation=cv2.INTER_CUBIC)
img_resize_nn = cv2.resize(img,(SIZE,SIZE),interpolation=cv2.INTER_NEAREST)
```

# IMAGE INTERPOLATION

- **INTER\_NEAREST** - a nearest-neighbor interpolation
- **INTER\_LINEAR** - a bilinear interpolation samples all the 4-nearest pixels surrounding the target pixel. The pixel value is calculated as a weighted average of these four pixels (used by default)
- **INTER\_CUBIC** - a bicubic interpolation using a polynomial curve fitting on the 4x4 pixel neighborhood
- **INTER\_AREA** - resampling using pixel area relation. It may be a preferred method for image decimation, as it gives moire'-free results. But when the image is zoomed, it is similar to the INTER\_NEAREST method. (recommended to shrinking an image) NN + WA

```
[ [10 20] ] // Original
```

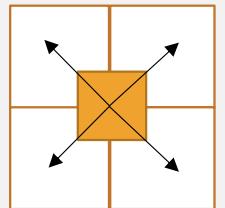


```
// Nearest Neighbouring
```

```
[ [10 10 10 10 20 20 20]  
[10 10 10 10 20 20 20]  
[10 10 10 10 20 20 20] ]
```

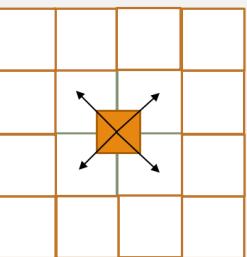
```
// Linear
```

```
[ [10 10 12 15 18 20 20]  
[10 10 12 15 18 20 20]  
[10 10 12 15 18 20 20] ]
```



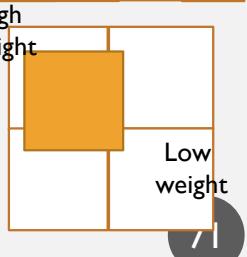
```
// Cubic
```

```
[ [9 10 12 15 18 20 21]  
[9 10 12 15 18 20 21]  
[9 10 12 15 18 20 21] ]
```



```
// Area
```

```
[ [10 10 10 15 20 20 20]  
[10 10 10 15 20 20 20]  
[10 10 10 15 20 20 20] ]
```



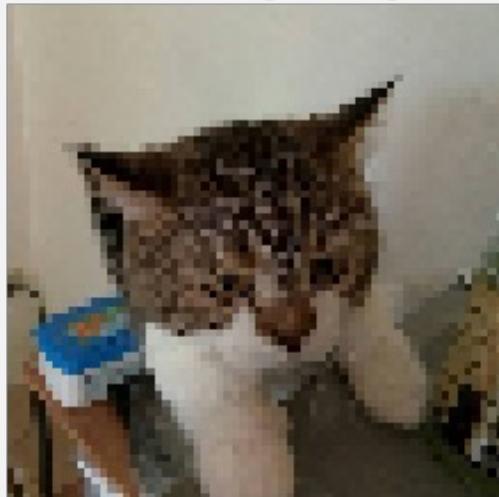
overlap 2 px

NN average

## EXERCISE #2 SHRINK AND ZOOM IN

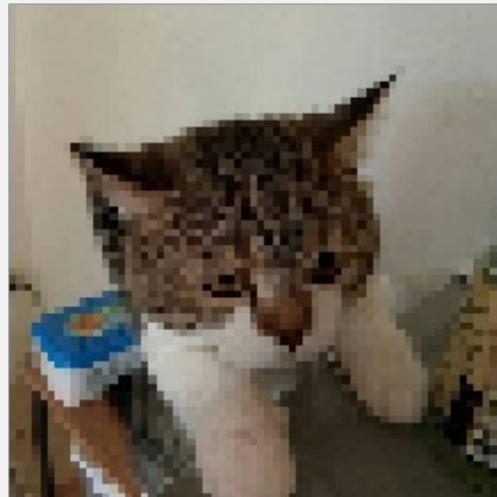
- Shrinking an image to  $64 \times 64$

nearest neighbouring



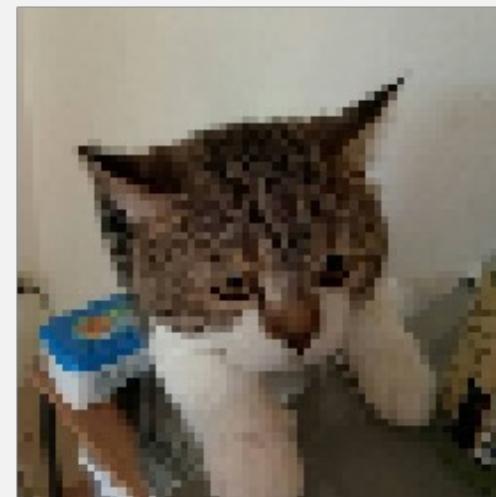
Nearest Neighbouring  
Interpolation

bicubic



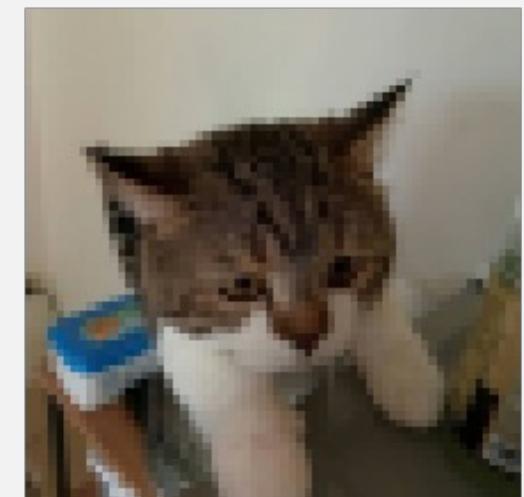
Bicubic  
Interpolation

linear



Linear  
Interpolation

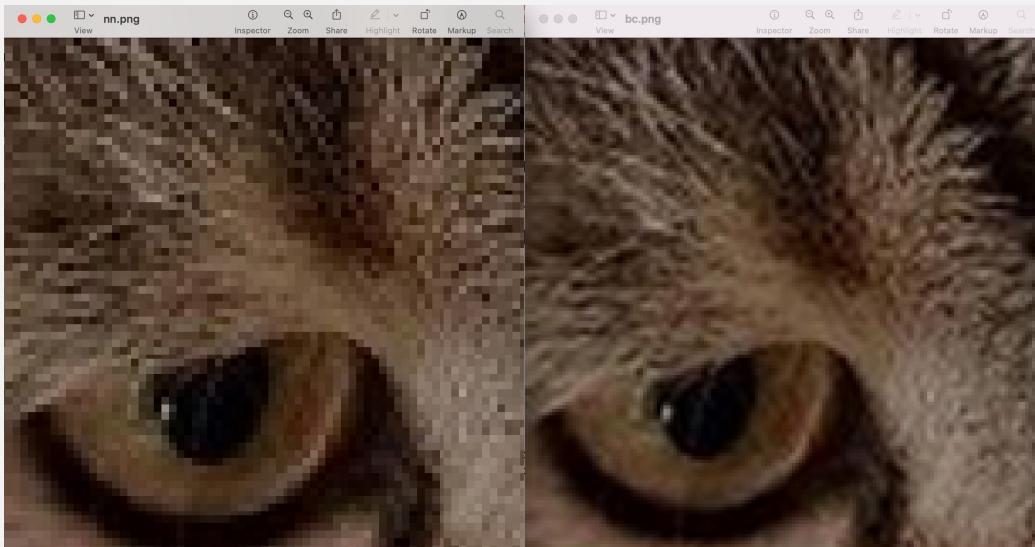
area



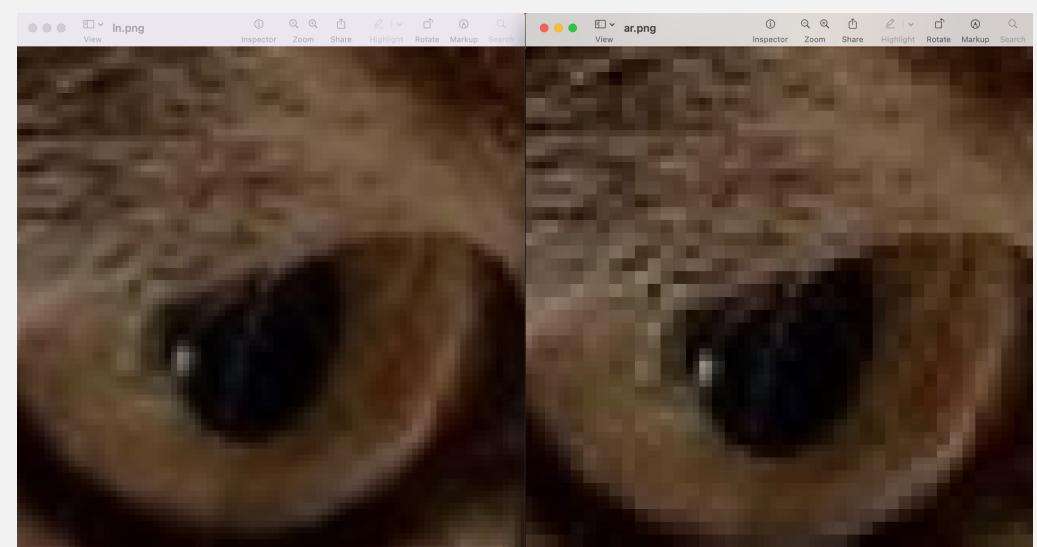
Area  
Interpolation

## EXERCISE #2 SHRINK AND ZOOM IN

- Zoom in to see more details of an upsampling to  $1000 \times 1000$



Nearest Neighbouring  
Interpolation



Bicubic  
Interpolation

Linear  
Interpolation

Area  
Interpolation

## EXERCISE #3 ARITHMETIC OPERATIONS

- Two commonly used point operators are **multiplication** and **addition**

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

- $a > 0$  and  $b$  are often called the **gain** and **bias** parameters which can be used to control **contrast and brightness**, respectively.

- **Gain:**

```
import cv2
import numpy as np
import matplotlib.pyplot as plt

GAIN = 2

img = cv2.imread("kitty.jpg")
img_gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)

img_div = cv2.divide(img_gray, GAIN)
img_mul = cv2.multiply(img_gray, GAIN)
```

## EXERCISE #3 ARITHMETIC OPERATIONS

- **Bias:**

```
BIAS = 50
```

```
img_add = cv2.add(img_gray, BIAS)  
img_sub = cv2.subtract(img_gray, BIAS)
```

- Use matplotlib to display results and answer the following:
  - What is the difference between gain and bias?
  - What will happen when operating with an RGB image?

# EXERCISE #3 ARITHMETIC OPERATIONS

## numpy.multiply

```
numpy.multiply(x1, x2, /, out=None, *, where=True, casting='same_kind',
order='K', dtype=None, subok=True[, signature, extobj]) = <ufunc 'multiply'>
```

Multiply arguments element-wise.

**Parameters:** `x1, x2 : array_like`

Input arrays to be multiplied. If `x1.shape != x2.shape`, they must be broadcastable to a common shape (which becomes the shape of the output).

**out : ndarray, None, or tuple of ndarray and None, optional**

A location into which the result is stored. If provided, it must have a shape that the inputs broadcast to. If not provided or None, a freshly-allocated array is returned. A tuple (possibly only as a keyword argument) must have length equal to the number of outputs.

**where : array\_like, optional**

This condition is broadcast over the input. At locations where the condition is True, the `out` array will be set to the ufunc result. Elsewhere, the `out` array will retain its original value. Note that if an uninitialized `out` array is created via the default `out=None`, locations within it where the condition is False will remain uninitialized.

**\*\*kwargs**

For other keyword-only arguments, see the [ufunc docs](#).

**Returns:** `y : ndarray`

The product of `x1` and `x2`, element-wise. This is a scalar if both `x1` and `x2` are scalars.

<https://numpy.org/doc/stable/reference/generated/numpy.multiply.html>

### ◆ multiply()

```
void cv::multiply ( InputArray src1,
                   InputArray src2,
                   OutputArray dst,
                   double scale = 1 ,
                   int dtype = -1
)
```

**Python:**

```
cv.multiply( src1, src2[, dst[, scale[, dtype]]] ) -> dst
```

```
#include <opencv2/core.hpp>
```

Calculates the per-element scaled product of two arrays.

The function multiply calculates the per-element product of two arrays:

```
dst(I) = saturate(scale · src1(I) · src2(I))
```

There is also a [MatrixExpressions](#)-friendly variant of the first function. See [Mat::mul](#).

For a not-per-element matrix product, see gemm.

#### Note

Saturation is not applied when the output array has the depth CV\_32S. You may even get result of an incorrect sign in the case of overflow.

#### Parameters

`src1` first input array.  
`src2` second input array of the same size and the same type as `src1`.  
`dst` output array of the same size and type as `src1`.  
`scale` optional scale factor.  
`dtype` optional depth of the output array

#### See also

[add](#), [subtract](#), [divide](#), [scaleAdd](#), [addWeighted](#), [accumulate](#), [accumulateProduct](#), [accumulateSquare](#), [Mat::convertTo](#)

[https://docs.opencv.org/3.4/d2/de8/group\\_\\_core\\_\\_array.html](https://docs.opencv.org/3.4/d2/de8/group__core__array.html)

## **EXERCISE #4 COLOR MODELS**

- **Chromaticity and Achromaticity**

- Convert an RGB image to HSV image. Analyse each component in HSV.
- Convert an RGB image to YCbCr image. Analyse each component in YCbCr.
- Convert an RGB image to CIELAB image. Analyse each component in CIELAB.

## REFERENCES

Rafael C. Gonzalez and Richard E.Woods, Digital Image Processing, Addison-Wesley

- Chapter 2 – Digital Image Fundamentals
- Chapter 3 – 3.2 Some basic gray level transformations
- Chapter 6 – Color Image Processing (6.2, 6.3 Color models)