

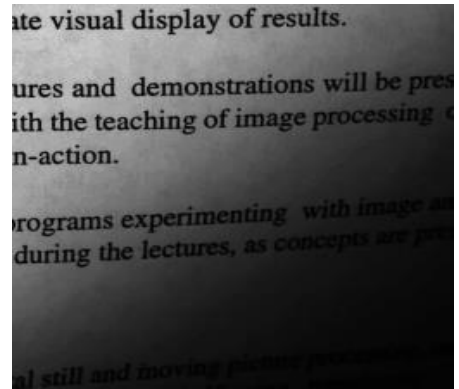
Image division for shading correction

Consider the provide image (darkpage.png)

Write a python code to do the following:

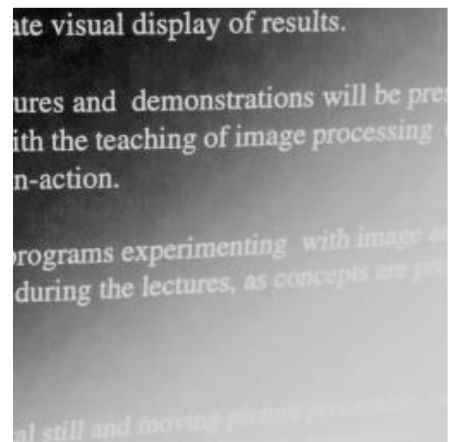
- 1) **Read and display the image.** Note that the image has a problem in shading and needs what is called “shading correction”.

This image (call it $g[x,y]$) can be modelled as a product of the original perfect image ($f[x,y]$) with a shading function ($h[x,y]$) i.e., $g[x,y] = f[x,y]h[x,y]$.

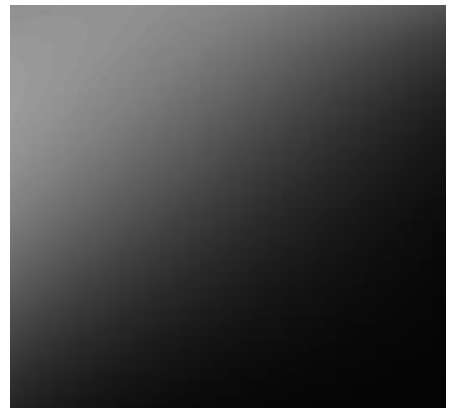


$g[x,y]$

- 2) **Compute and display the negative of the image.** Note how some details are better observed here than in the original image.



- 3) An estimation of the shading function ($h[x,y]$) is given as the provided image (bkgnd.png). **Read and display this image.**



$h[x,y]$

- 4) In this step you should perform shading correction by *dividing* the original image ($g[x,y]$) by the estimated shading function ($h[x,y]$) to get an *estimate* of the original “perfect image” ($f[x,y]$).

Display the result.

The result should look like the one shown to the right.

ate visual display of results.

ures and demonstrations will be pres
ith the teaching of image processing c
n-action.

rograms experimenting with image an
during the lectures, as concepts are pre:

al still and moving picture processing. im
transforms.

- 5) Use a suitable threshold to binarize the image, separating text pixels from background pixels. **Display the result.**

You should get something similar to the image shown to the right.

ate visual display of results.

ures and demonstrations will be pres
ith the teaching of image processing c
n-action.

rograms experimenting with image an
during the lectures, as concepts are pre:

al still and moving picture processing. im
transforms.