

# Digital Image Processing

## Part 4: Color/Intensity Manipulation

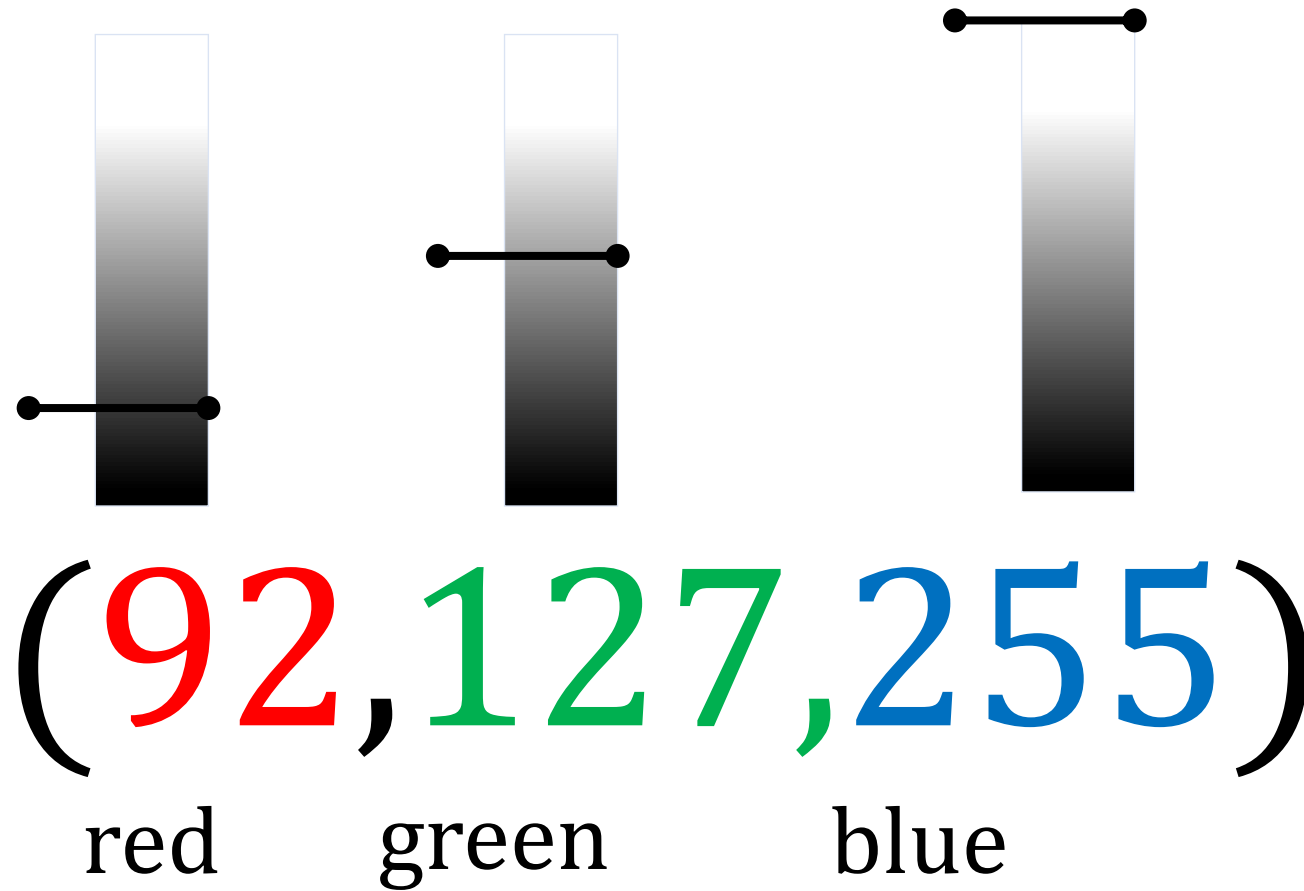
By D.J. Lopez, CCpE, M.Sc.

# Overview

- Color/Intensity Review
- Motivations for Intensity Adjustment
- Gamma Correction
- Histogram Equalization

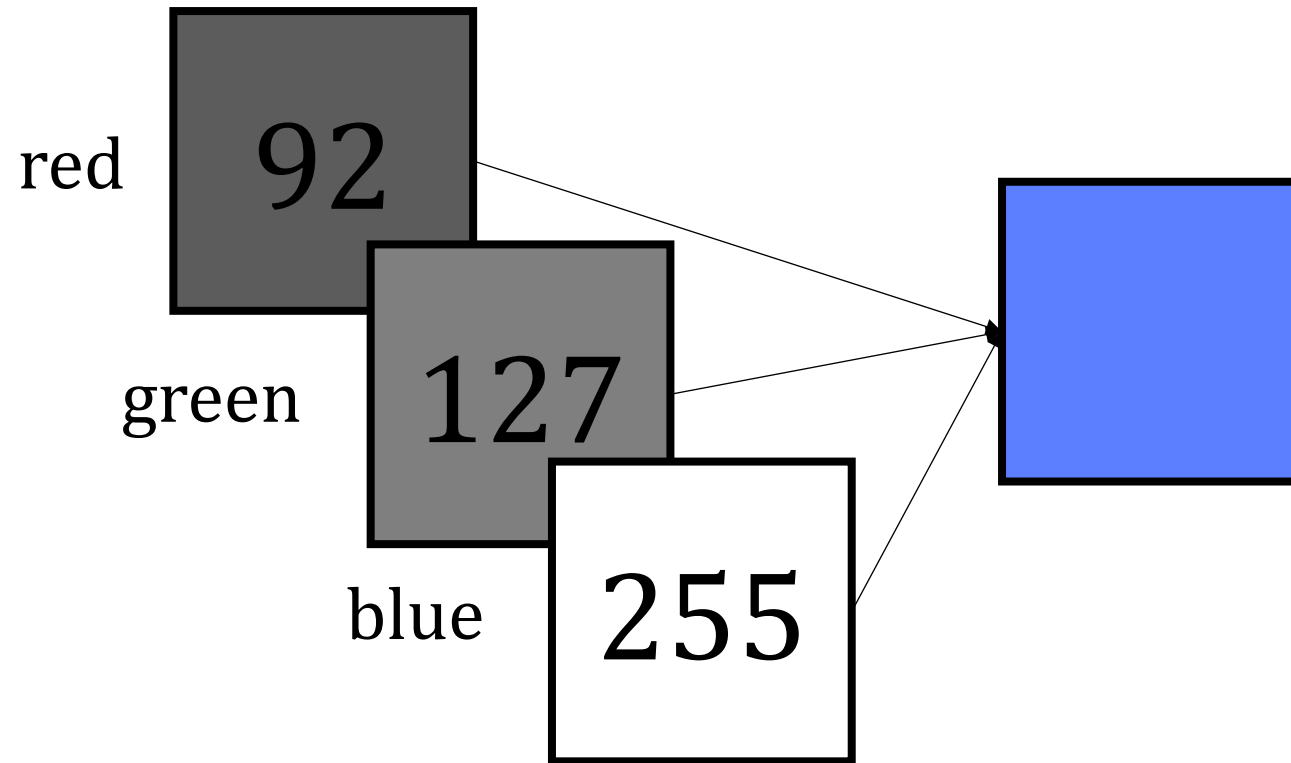
# Review

# Into the Matrix Channels

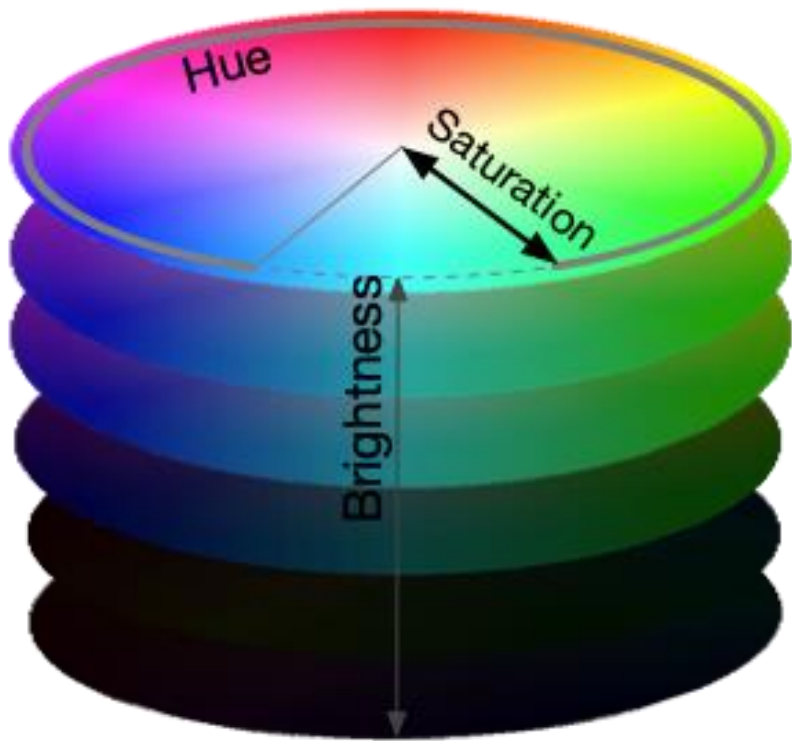


# Into the Matrix Channels

**Three-dimensional  
vector: A Tensor**



# HSL Color System



# YCbCr Color System



Original



Luma (Y)



Chroma (C<sub>B</sub>)



Chroma (C<sub>R</sub>)



Original



Red



Green



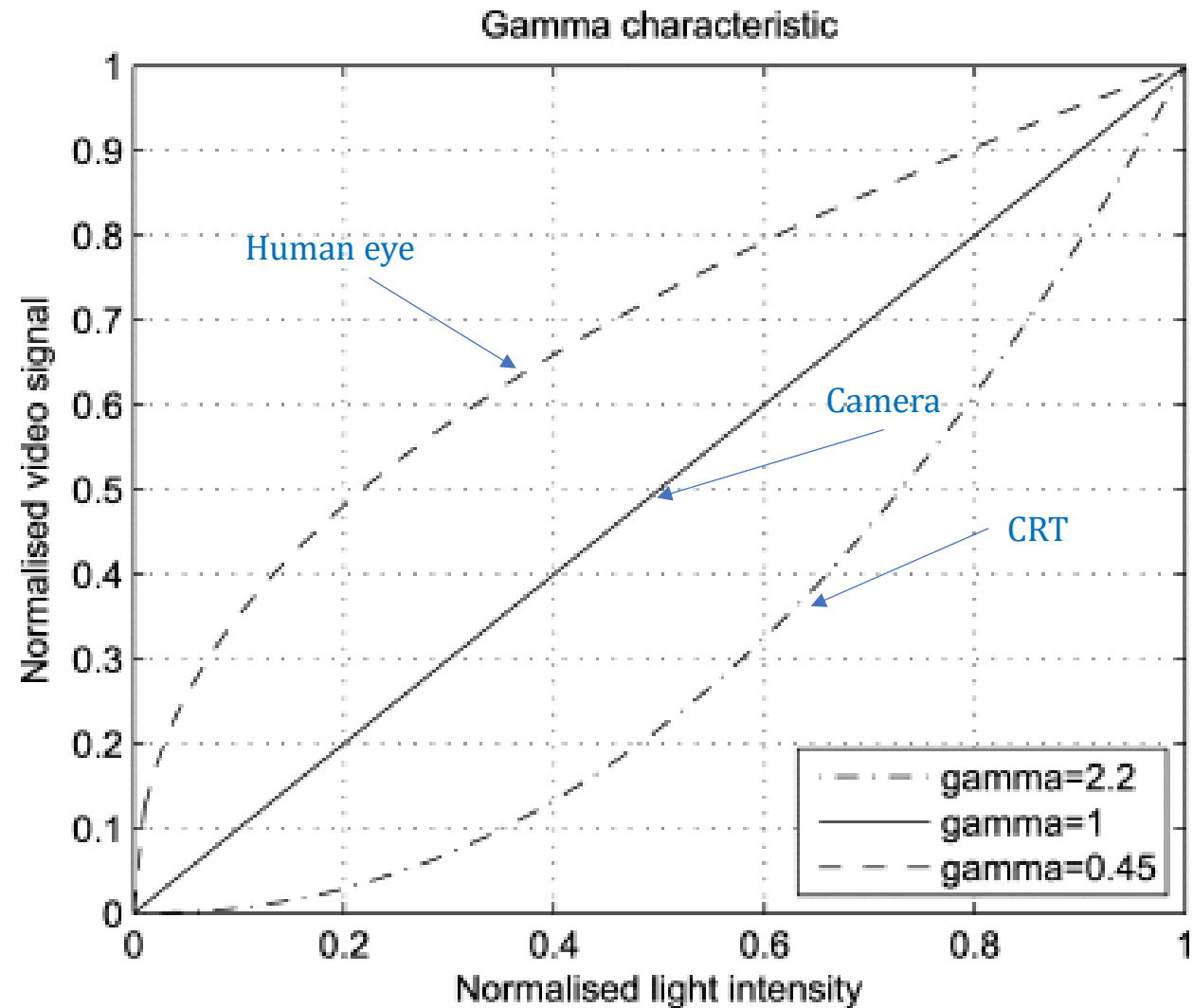
Blue

# Gamma Correction



# Intensity Perception

Luminosity or color intensity does **not have a linear relationship** with human eye perception unlike with photo sensors.



# Gamma Encoding

Actual Scale



Linear-Encoded



Gamma-Encoded



# Gamma correction function

$$I_{\gamma} = I_{max} \cdot \left( \frac{I}{I_{max}} \right)^{1/\gamma}$$

Where

$I_{\gamma}$  is the gamma corrected intensity

$I$  is the original intensity

$I_{max}$  is the maximum intensity value

$\gamma$  is the Gamma value

*Q: What are the allowed values of  $\gamma$ ?*

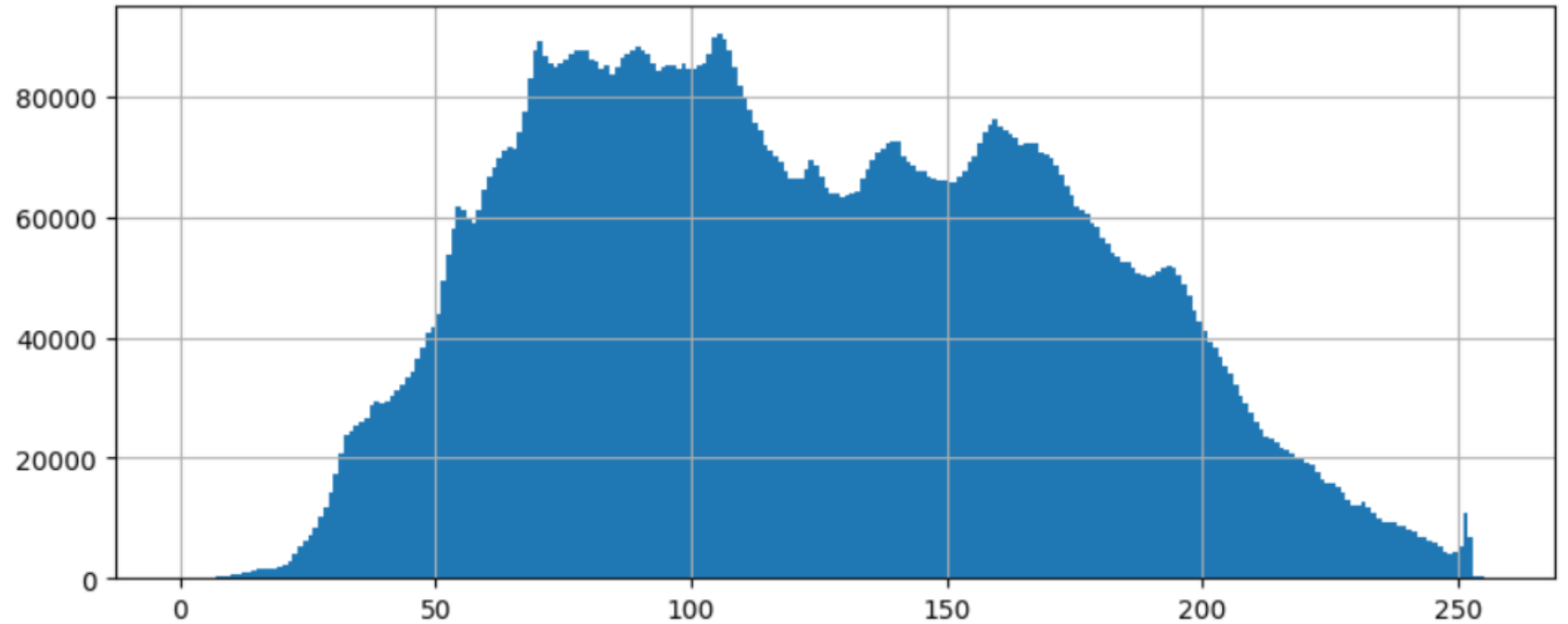
# Histogram Equalization

# Image Statistics

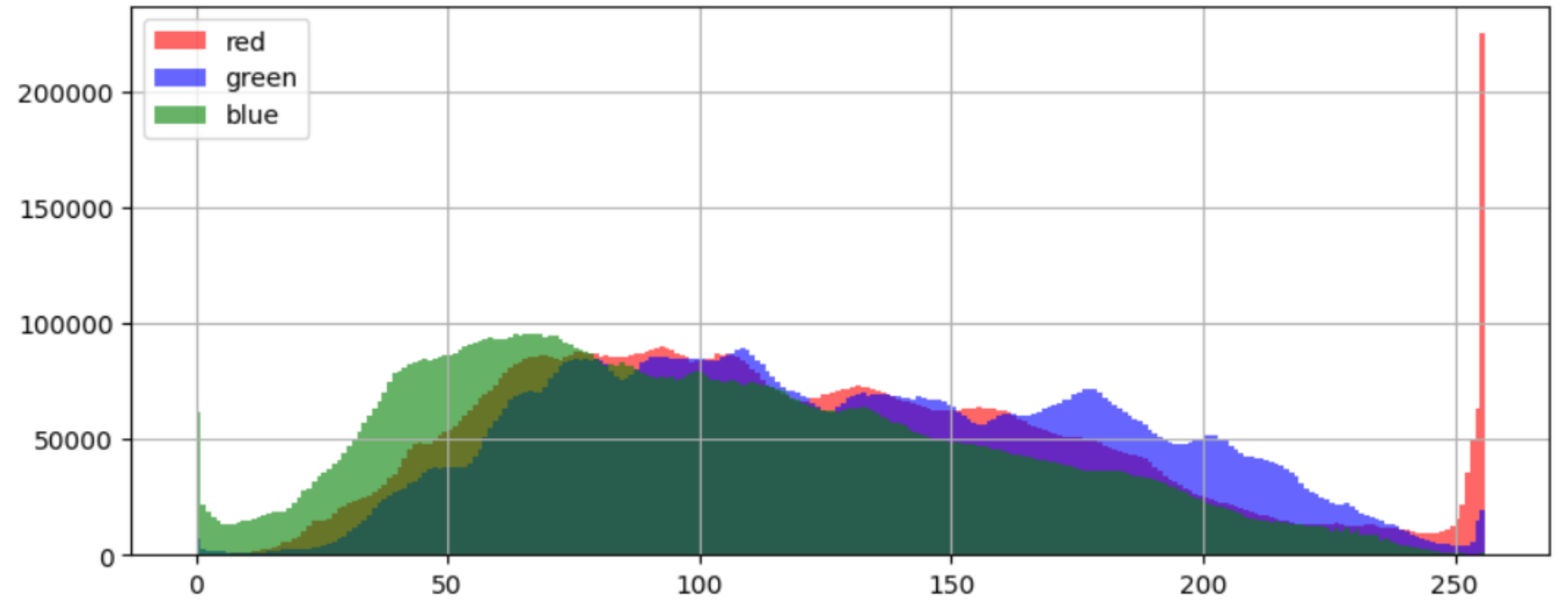
Descriptive statistics can be applied in analyzing static images. This may include the central tendencies of colors, intensities, or location of pixels.

Frequency analysis according to color values can be done using **histograms**

# Single-channel Histograms



# Multi-channel Histograms

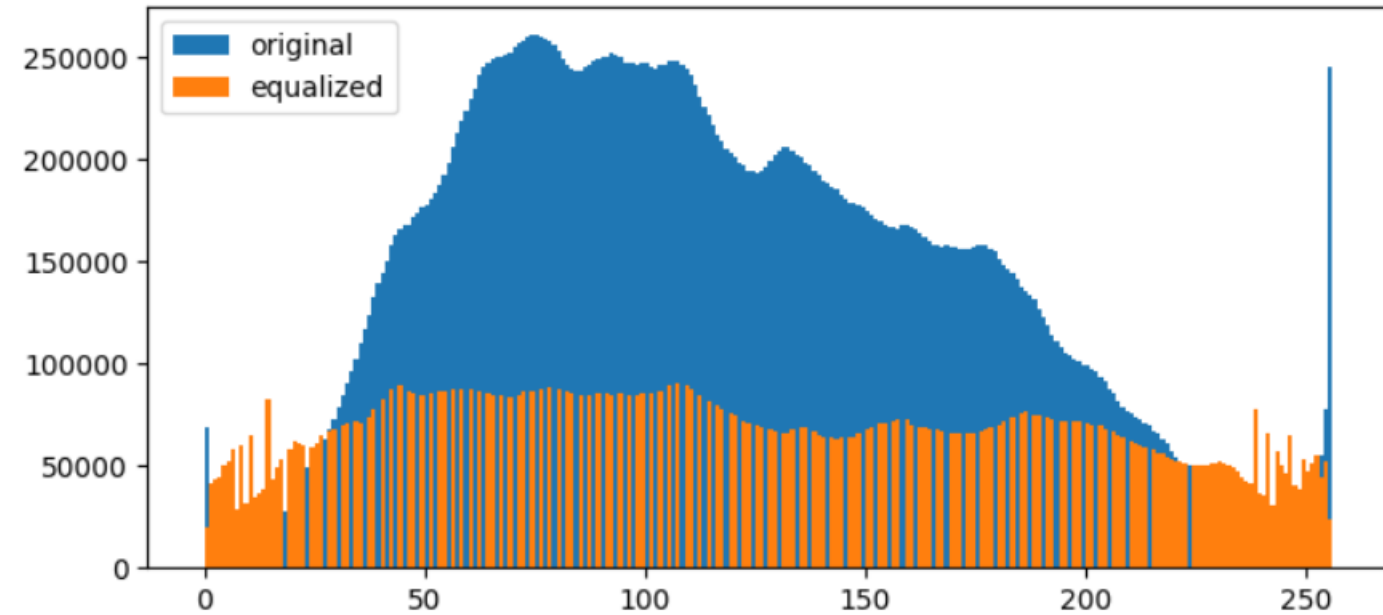


# Histogram Equalization (Grayscale)

Original Image



Equalized Image





# Histogram Equalization (RGB)

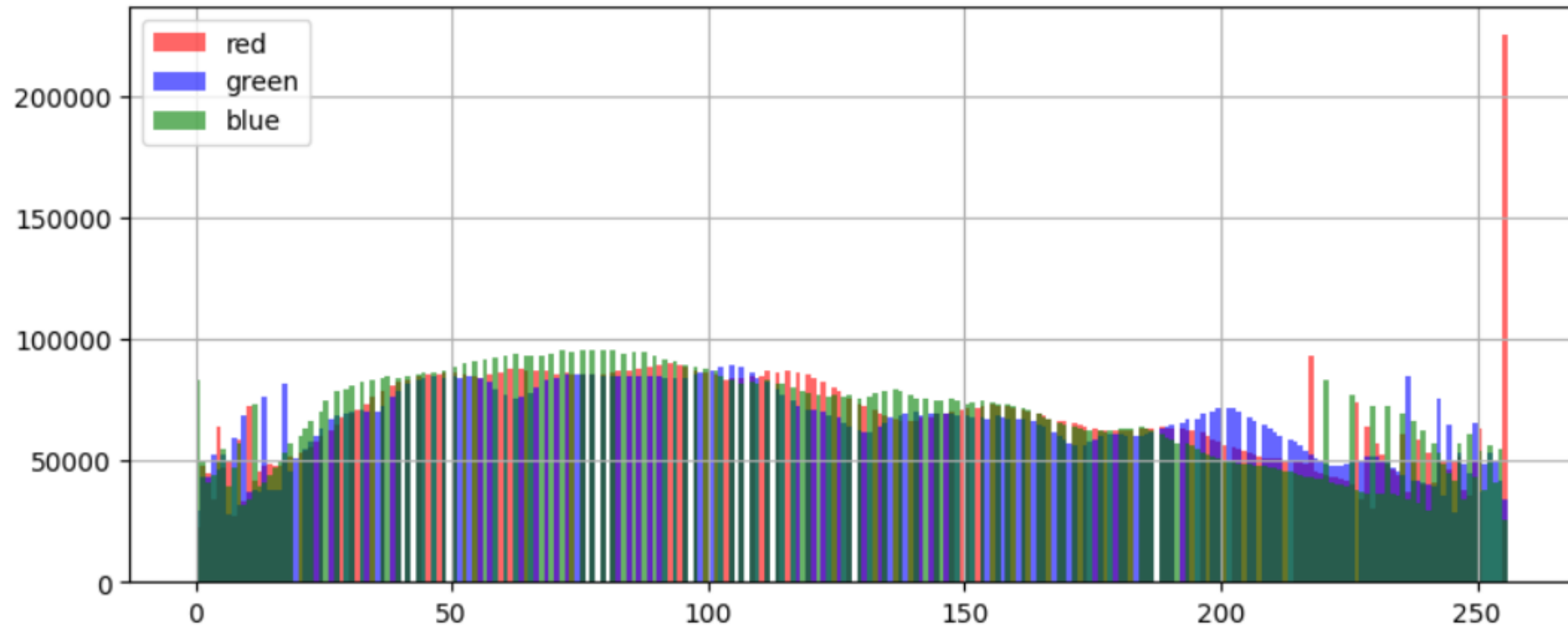
Original Image



Equalized Image



# Histogram Equalization (RGB)



# Histogram Equalization (HSL)

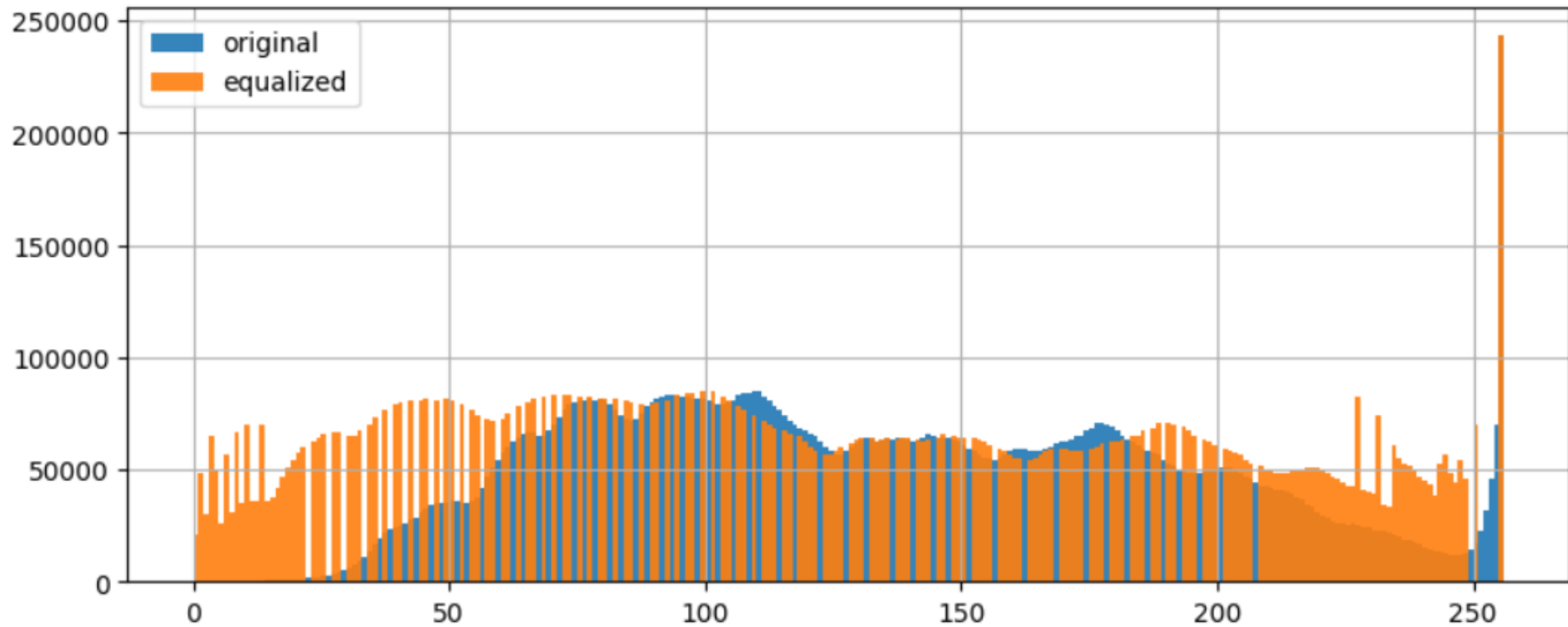
Original Image



Equalized Image



# Histogram Equalization (HSL)



Thank you