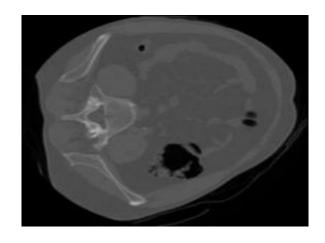


# Procesamiento y Análisis de Imágenes

**Violeta Chang** 

violeta.chang@usach.cl

- Objetivo: mejorar distribución de espectro de colores en la imagen para hacer más visibles los elementos que la componen
- Entrada: Imagen en escala de grises de tamaño MxN
- Salida: Imagen en escala de grises de tamaño MxN



Recordatorio: histograma de una imagen

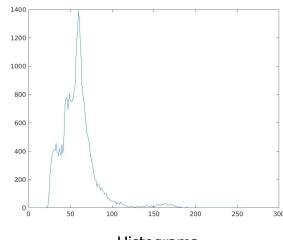
```
def compute_histogram(img, normalize=False):
 111
 Recibe la representación matricial (np.array) de una imagen en escala de
 grises y retorna un vector que representa su histograma
# Cálculo del histograma
h, w = imq.shape
 histogram = np.zeros(256)
 for i in range(h):
     for j in range(w):
         value = img[i][j]
         histogram[value] += 1
 if normalize:
    # normalizamos por la cantidad de pixeles
     histogram = histogram / (h * w)
 return histogram
```

#### Contraste

 Qué tan bien distribuidos están los píxeles en todo el espectro de colores.



Imagen con bajo contraste



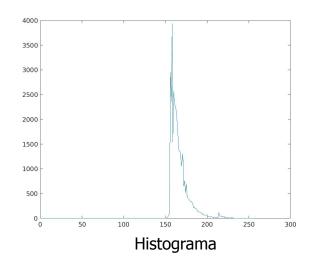
Histograma

#### Contraste

 Qué tan bien distribuidos están los píxeles en todo el espectro de colores.



Imagen con bajo contraste

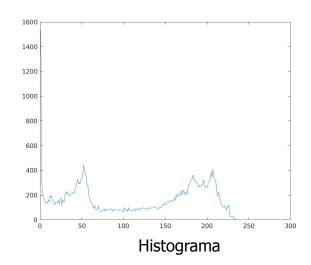


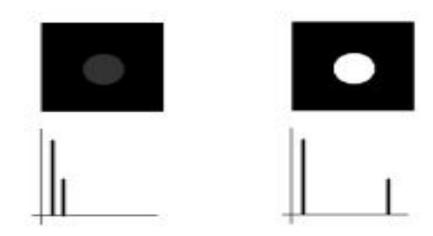
#### Contraste

 Qué tan bien distribuidos están los píxeles en todo el espectro de colores.



Imagen con buen contraste





Explicación esquemática del uso de la modificación de la distribución de tonos de gris

#### Principio básico:

- Sea I la imagen original y G la imagen resultante, ambas de MxN. Se debe cumplir:

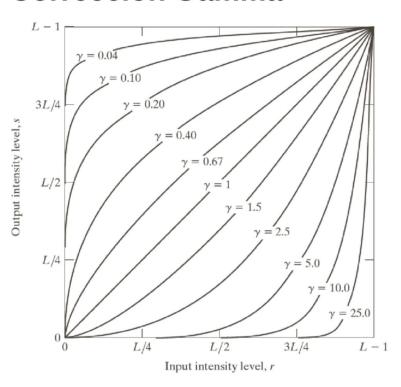
$$I(\mathbf{x}) < I(\mathbf{y}) \to G(\mathbf{x}) < G(\mathbf{y})$$
 [evitar artefactos extraños]





- Métodos clásicos
  - Corrección Gamma
  - Escalamiento Lineal
  - Ecualización del histograma
- Métodos adaptativos
  - Ecualización local/adaptativa

#### . Corrección Gamma



$$s = c \cdot r^{\gamma}$$

Las curvas se ajustan para que varíen entre 0 y L-1

Gonzáles - Woods DIE 4th Ed.

#### Corrección Gamma

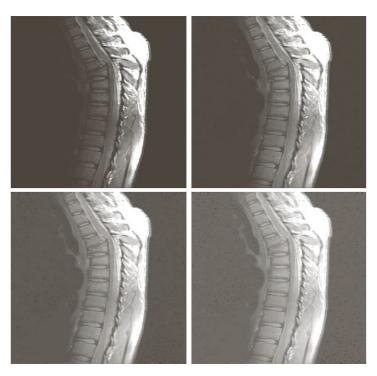
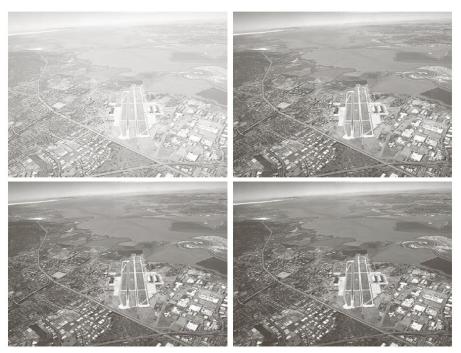




FIGURE 3.8 (a) Magnetic resonance image (MRI) of a fractured human spine. (b)-(d) Results of applying the transformation in Eq. (3.2-3) with c = 1 and  $\gamma = 0.6, 0.4, \text{ and}$ 0.3, respectively. (Original image courtesy of Dr. David R. Pickens, Department of Radiology and Radiological Sciences,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

Gonzáles - Woods DIE 4th Ed.

#### Corrección Gamma

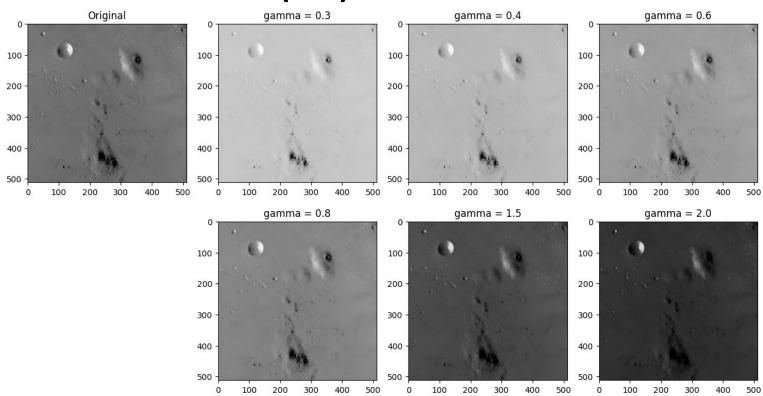


a b c d

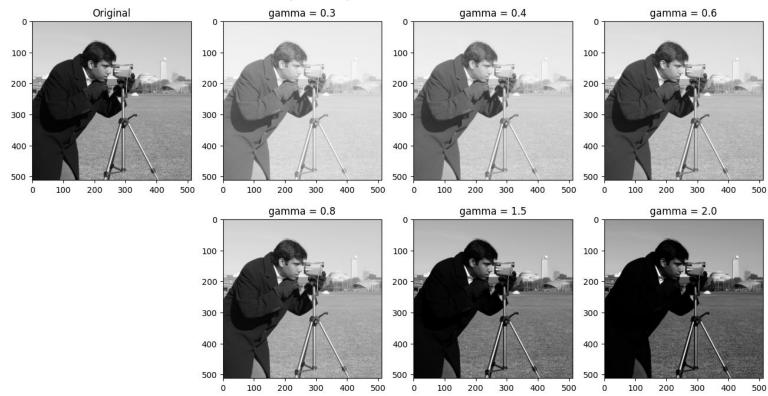
**FIGURE 3.9** (a) Aerial image. (b)–(d) Results of applying the transformation in Eq. (3.2-3) with c=1 and  $\gamma=3.0$ , 4.0, and 5.0, respectively. (Original image for this example courtesy of NASA.)

Gonzáles - Woods DIE 4th Ed.

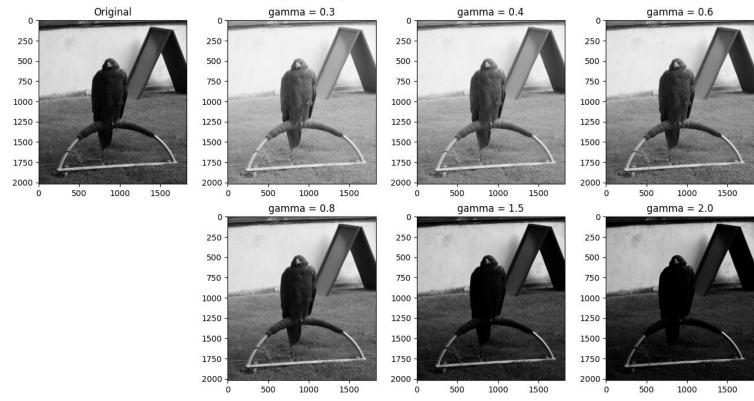
#### Corrección Gamma (c=1)



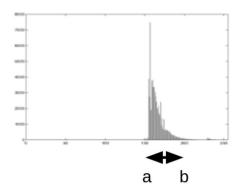
#### Corrección Gamma (c=1)

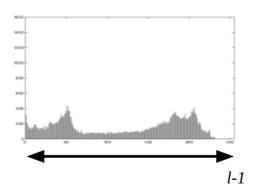


#### Corrección Gamma (c=1)



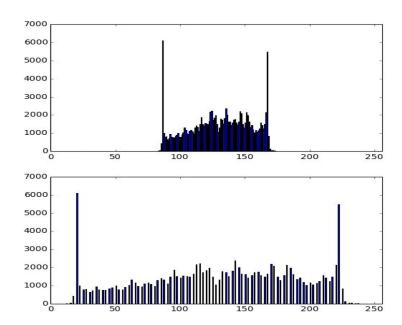
$$G(\mathbf{x}) = \left[ \frac{I(\mathbf{x}) - a}{b - a} \right] \times (l - 1)$$





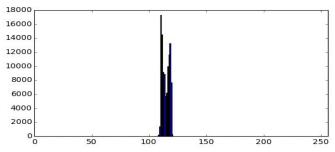


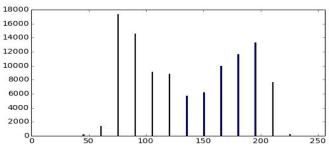






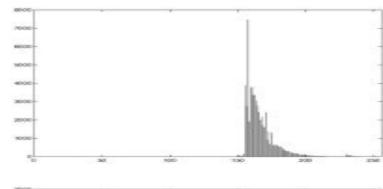


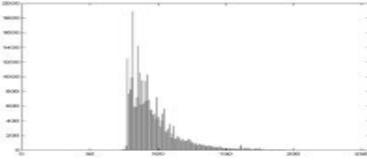






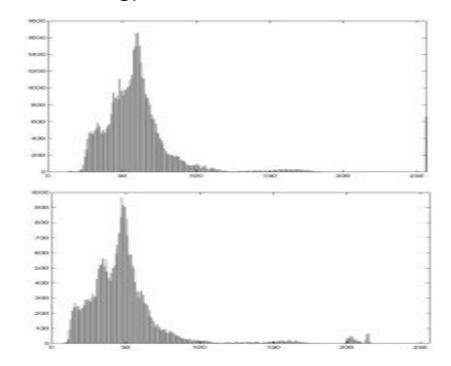






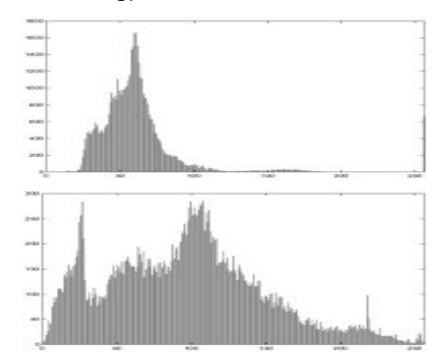






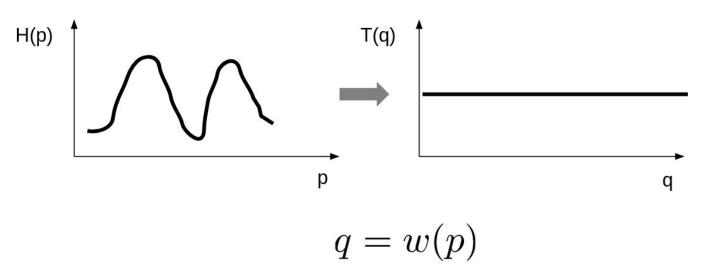






#### Ecualización de Histograma

- Sea H el histograma fuente y T el resultante



w: transformación

#### Ecualización del Histograma

 Condición: Sea I la imagen original y G la imagen resultante, ambas de MxN. Se debe cumplir:

$$I(\mathbf{x}) < I(\mathbf{y}) \to G(\mathbf{x}) < G(\mathbf{y})$$

[evitar artefactos extraños]





### Ecualización del Histograma

- Caso continuo  $G(x,y) = M \quad \mathcal{C}_{G}(x)dx$ 

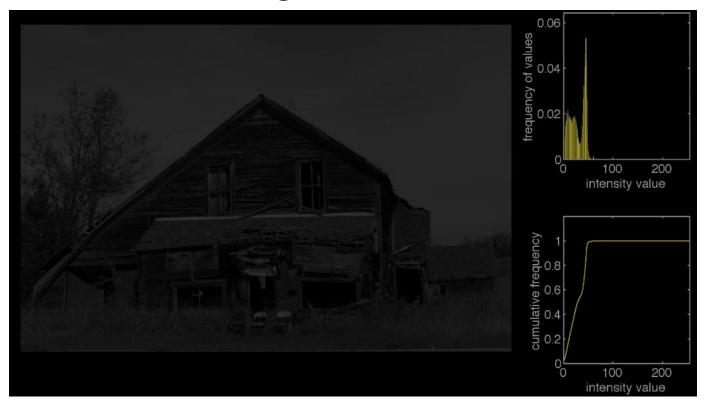
$$G(x,y) = M \int_{0}^{\infty} (\omega) d\omega$$

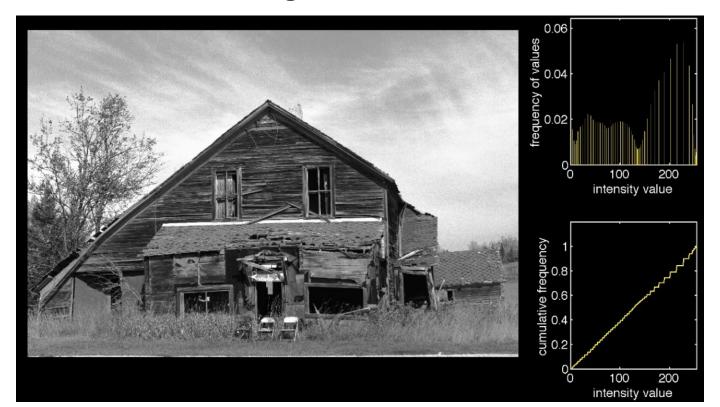
℘ es la función de densidad de probabilidades (histograma normalizado) de la imagen original.

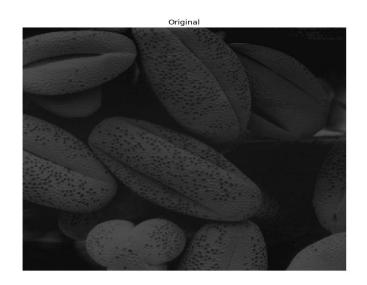
Caso discreto

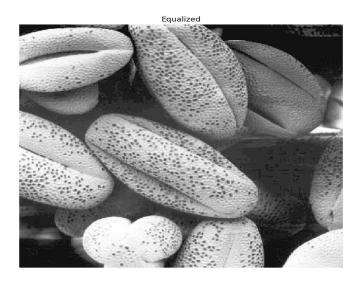
$$G(x,y) = M \sum_{i=0}^{I(x,y)} h(i)$$

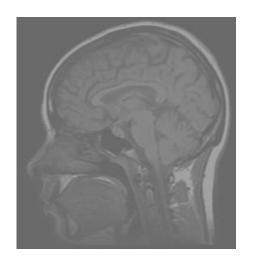


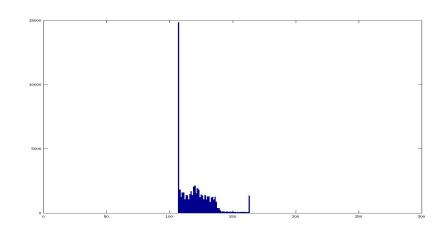




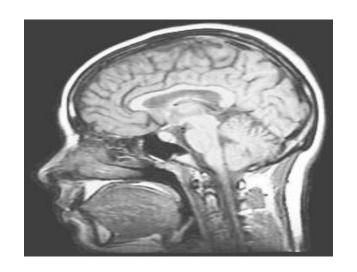








**Bajo Contraste** 



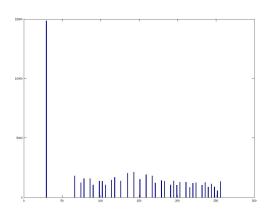
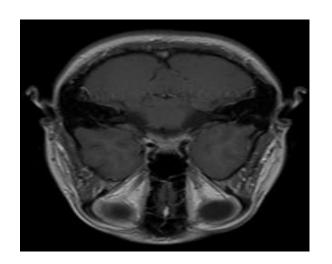
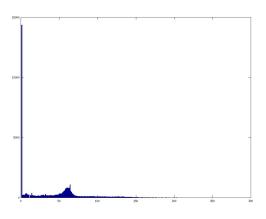
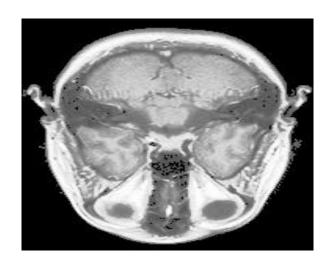


Imagen Ecualizada





**Bajo Contraste** 



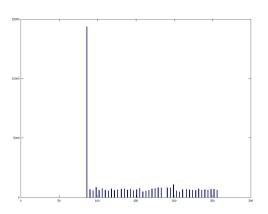
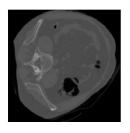
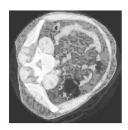
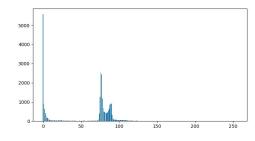
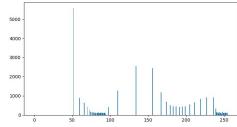


Imagen Ecualizada



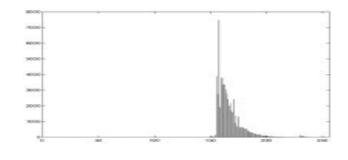


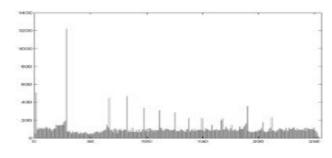






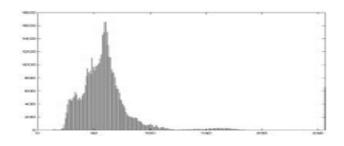


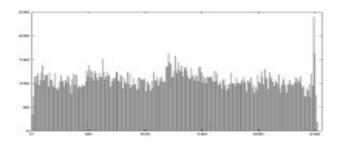


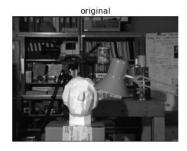


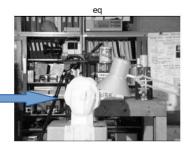


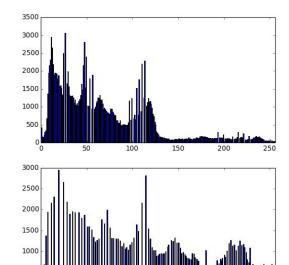






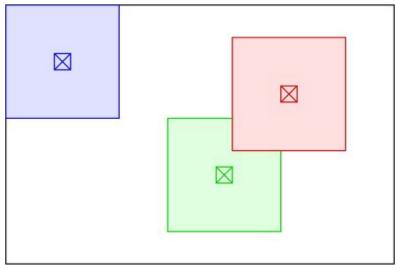






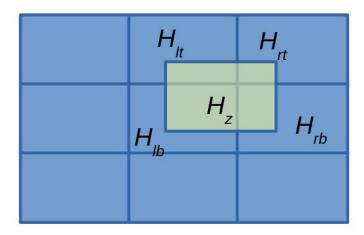
#### **Adaptive Histogram Equalization AHE**

Histograma calculado localmente



#### **Adaptive Histogram Equalization AHE**

- Calcular un histograma por cada punto es altamente costoso.
- Es más eficiente calcular histogramas para un conjunto de regiones, y luego interpolar para el resto.

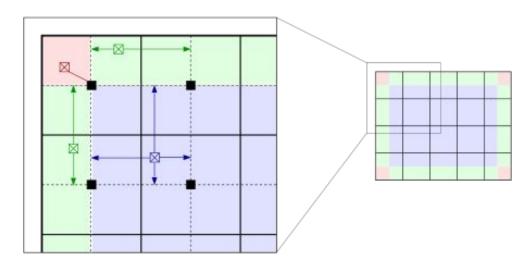


 El histograma de la región verde debe ser interpolado a partir de los histogramas de las regiones que la intersectan.

$$H_z = w_{lt}H_{lt} + w_{lb}H_{lb} + w_{rt}H_{rt} + w_{rb}H_{rb}$$

#### **Adaptive Histogram Equalization AHE**

Histograma calculado localmente



#### **Adaptive Histogram Equalization AHE**

$$H_z = w_{lt}H_{lt} + w_{lb}H_{lb} + w_{rt}H_{rt} + w_{rb}H_{rb}$$

1: left

r: right

¿Cómo calcularlos?

t: top

b: bottom

 $w_x$ : pesos para cada  $H_x$ 

Adaptive Histogram Equalization AHE







image