

- negatif &  
 → log & gamma  
 → identity, contrast & thresholding } gamma dönüşümü

Yönlülük - Düzeyi Dönüştürme  
 (Contrast - Level Sliding)

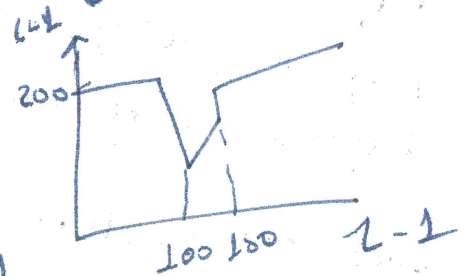
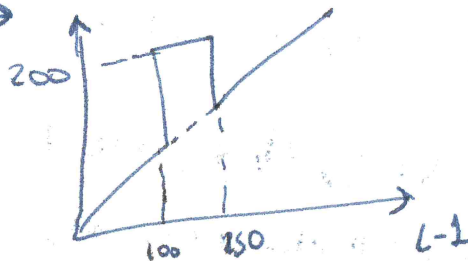
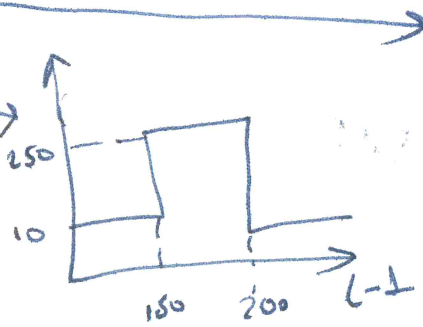
Log & log dönüşümü

Log - log dönüşümü

→ binary sliding ⇒ 150-250 arası pikselleri dark  
 → 255'ye - 0'ya kadar

→ linear sliding ⇒ both değeriyle yavaşlat

→ linear sliding reverse ⇒ 150-250 arası pikselleri light



kod testi →

↳ Visual Studio Code!

Open Folder

↳ H08.

↳ images

↳ main.py

↳

d = terminal

↳ python -m venv .hobdp.

d = folder => Scripts

↳ Activate erst wenn man geht

d = pip install opencv-python.

d = pip install matplotlib

↳ main.py.

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

```
def binary_slicing(img, A, B, alt, ust):
    img_out = np.full_like(img, alt)
```

```
a = np.array([1, 2, 3, 4, 5, 6, 7, 8, 9])
```

```
b = np.full_like(a, 255)
```

```
# print(b) → hejssss 255 jager.
```

```
secilen = a > 4
```

```
# print(secilen) → [False, False, False, False, True, True, True, True]
```

```
c = a[secilen]
```

```
[5, 6, 7, 8, 9]
```

```
# print(c) → [5, 6, 7, 8, 9]
```

```
# a[secilen] = 255 ⇒ [1, 2, 3, 4, 255, 255, 255, 255, 255]
```

$seciten = np. \text{logical\_and}(a > 24, a < 7)$   
 $\times \text{print}(seciten) \rightarrow$  4 re 7 arasında değerler getirir.  
 $b = np. \text{full\_like}(a, 0)$   
 $b[seciten] = 255 \Rightarrow$  0 ile 255 arasında değerler alır.  
 tükler fonksiyon'a döner

$\rightarrow \text{def binary\_slice}(img, A, B, \text{alt}, \text{vst}, \text{att});$   
 $\quad img\_out = np. \text{full\_like}(img, \text{alt})$   
 $\quad aralik = np. \text{logical\_and}(img > A, img < B)$   
 $\quad img\_out[aralik] = vst$   
 $\quad \text{return } img\_out$

$img\_path = ".imgos"$   
 $img = cv2. \text{imread}(img\_path, 0)$  ← sayfa beş  
 $img\_bs = \text{binary\_slice}(img, 150, 250, 40, 255)$   
 $\text{plt. imshow}(img\_bs, \text{cmap} = "gray")$  ↓  
bu işle  
aralıkta  
10 say  
diğer 255 pp.  
 $\text{plt. show}()$

$\text{def linear\_slice}(img, A, B, vst):$   
 $\quad img\_out = img. \text{copy}()$   
 $\quad aralik = np. \text{logical\_and}(img > A, img < B)$   
 $\quad img\_out[aralik] = vst$   
 $\quad \text{return } img\_out$

$img\_ls = \text{linear\_slice}(img, 150, 250, 255)$   
 $\text{plt. imshow}(img\_ls, \text{cmap} = "gray")$   
 $\text{plt. show}()$

```
def linear-slicing-reverse(img, A, B, last):
    img-out = img.copy()
    orlik-1 = np.logical-and(img > 0, img < A)
    # orlik-1 = np.logical-and(img > 0, img < A)
    # orlik-2 = np.logical-and(img > B, img <= 255)
    # orlik = np.logical-or(orlik-1, orlik-2)
    img-out[orlik] = last
    return img-out
orlik = np.logical-or(img < A, img > B)
```

~~img~~ ~~iter~~  
img-lsr = iter-linear-slice-reverse(img, 150, 250, 0)  
~~imgread~~  
imgshow(img-lsr, comp)

Tom resm yonjan ~~iter~~  
hstacked1 = np.hstack((img, img-bs))  
hstacked2 = np.hstack((img-ls, img-lsr))  
vstacked = np.vstack((hstacked1, hstacked2))  
plt.imshow(vstacked, gray)

log - dn ali