## Histogram Specification

Question-01: Given the histogram (a) and (b) modify histogram (a) as given by histogram (b)

a) Aray levels 0 1 2 3 4 5 6 7 Noof pixels 81 96 83 65 32 45 12 23

b) Gray levels 0 1 2 3 4 5 6 7 Noof pixels 0 0 100 61 19 112 81 64

Step-01: Equalize histogram (a)

6 ray Levels	No of Pixels	PCVC) PDF	S <sub>K</sub> CDF	SKXF	Eg bray levels	New 10 of pixels
0	<u>81</u> 96		•	1,295 2,207	1 3	91 96
2 3	83	0.189	0.59	4·13 5-166	4 5	93 65
4	32 45	0.073	0·811 0·913	5-677 6-391	67	77
6 7	<u>1</u> 2 23	0·027 0·052	0.94	6.944	77	35

n=437

Step-02: Equalize histogram (b)

	dired
	levels
	9
2 100 0.228 0.228 1.596 2	2
3 61 0.139 0.367 2.569 3	
4 19 0.043 0.41 2.87 3	
5 112 0-256 D-666 4.662 5	_
6 81 0.185 0.851 5.957 6	
7 64 0-146 0-997 6-979 7	

m = 437

Step-03! Histogram Mapping.

For mapping of two histograms, we need a) first and last column of histogram (b) b) Last two column of histogram (a)

> Make a mapping table as below:

From h	istogram (b)	From histogram (a)
Gray CeVel	Equalized	Equalized New no- Ceray levels of pixels
1 2 - 3	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	3 -> 81 3 -> 96 4 83 5 -> 65
4 <del>-</del> 5 <del>-</del> 7 <del>-</del> 7	<del>3</del> <del>3</del> <del>5</del> <del>7</del> <del>7</del>	6 - 77 7 - 35 7

Note: if there is no mapping gray level on histogram (b) for any gray level of histogram (a); map to nearest histogram equalization level (Use floor gray level value)

Now final histogram after matching

aray levels	0	1	2	3	4	5	6	7
Noon pixels	0	0	91	96	96	65	77	35