

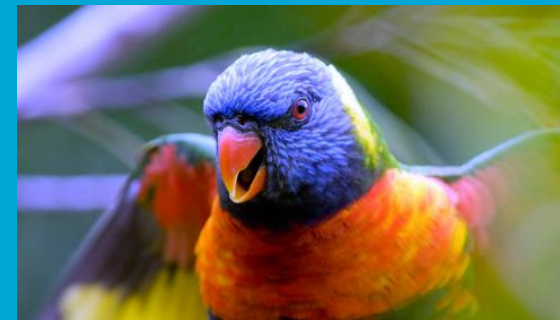
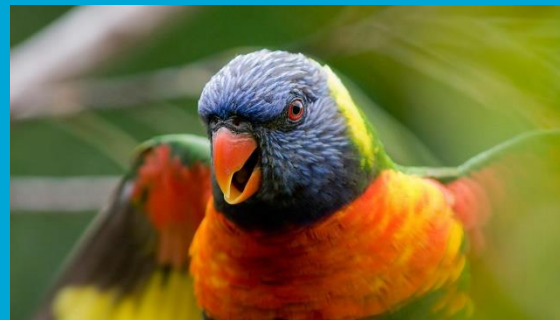
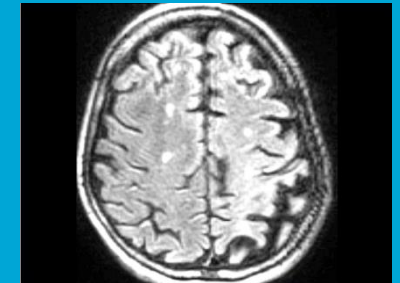
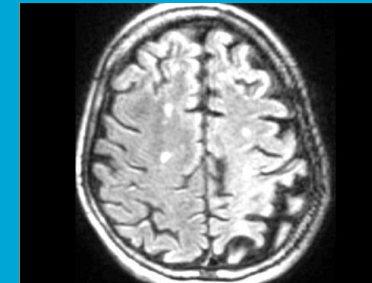
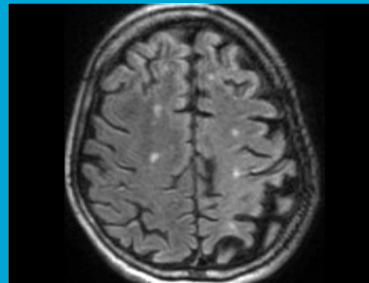
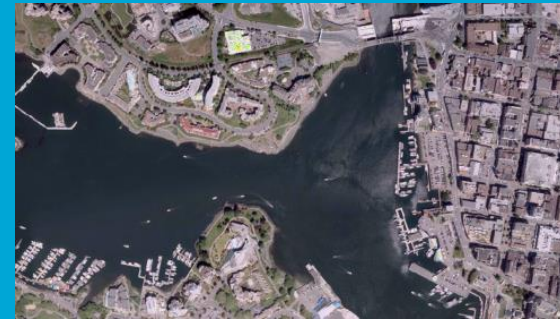
# Video Contrast and Sharpness Enhancement

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# Fields of Application

- Satellite Imaging
- Medical Imaging
- AI and Computer Vision applications
- Multimedia applications



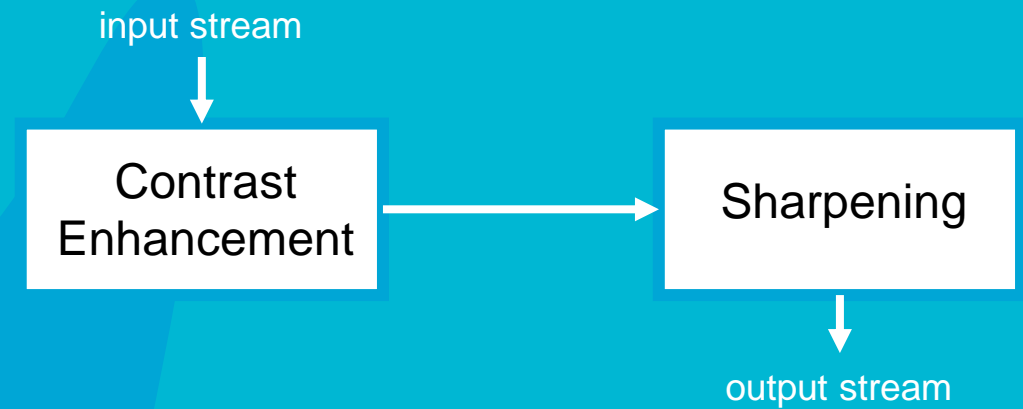
# Design Modules

1. *Contrast Enhancement* module
2. Convolution with *sharpening* filter

## Software Implementation

```
def image_sharp(image):  
    ...  
    return sharpened  
  
def contrast_enh(img, p):  
    ...  
    return final_image  
  
input_image = cv.imread(...)  
  
ce_image = contrast_enh(input_image, p)  
output_image = image_sharp(ce_image)
```

## Hardware Implementation





01

# Software Implementation

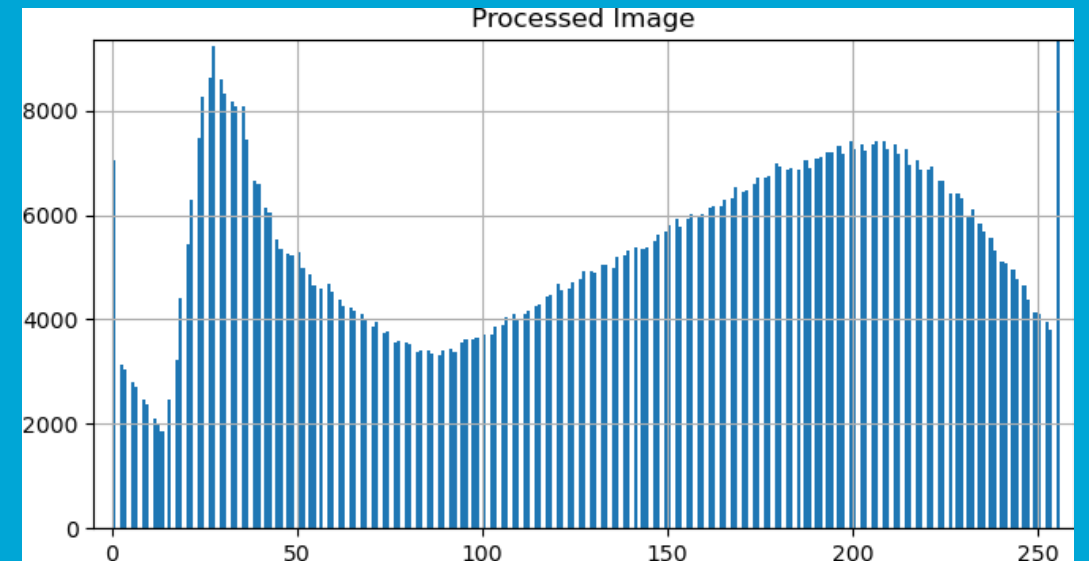
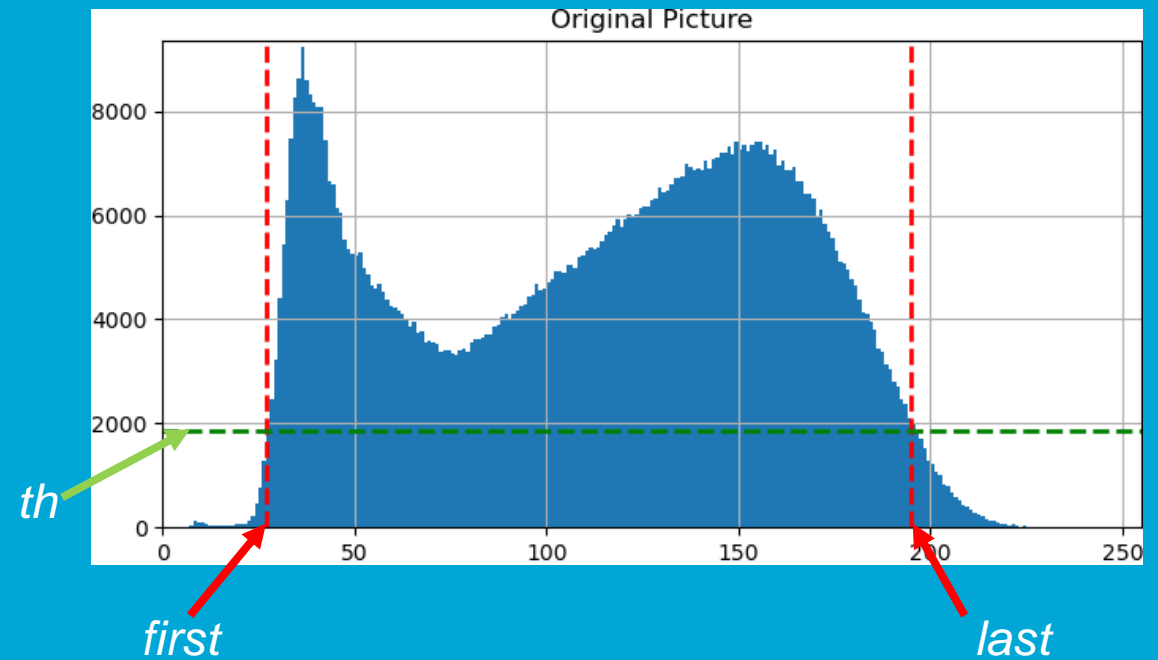
# Contrast Enhancement

1. Image decomposition into 3 channels
2. Histogram Computation
3.  $th = \max(histogram) \cdot p$
4.  $k = \frac{255}{last - first}$
5. Adjust the brightness level of all the pixels:

$$g(x, y) = \begin{cases} 0 & \text{if } f(x, y) < first \\ k \cdot f(x, y) - first & \text{if } f(x, y) \in [first; last] \\ 255 & \text{if } f(x, y) > last \end{cases}$$

6. Repeat steps 2-5 for each channel

( $p$  is a user-defined input parameter)



# Edge Enhancement

- Based on the convolution operation for a fixed kernel

$$g(x,y) = \sum_{i=-1}^1 \sum_{j=-1}^1 \omega(i;j) \cdot f(x+i,y+j)$$

- where:


- $\omega(i;j)$  is the sharpener filter
- $f(x,y)$  is the input image pixel in coordinates (x;y)
- $g(x,y)$  is the output image pixel in coordinates (x;y)

- Software Implementation:


```
def image_sharp(image):  
    kernel = np.array([[0, -1, 0], [-1, 5, -1], [0, -1, 0]])  
    sharpened = cv.filter2D(image, -1, kernel)  
    return sharpened
```


$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

Identity


$$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

Edge Detection


$$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix}$$

Sharpen



# Results



Original Picture

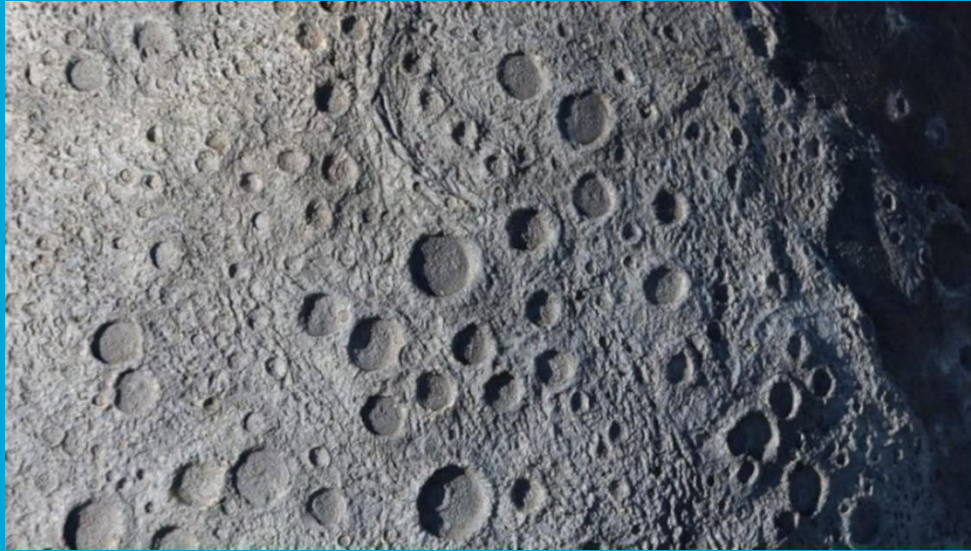
Contrast Enhancement



Contrast Enhancement + Sharpening



# Results



Original Picture

Contrast Enhancement



Contrast Enhancement + Sharpening



# Results

- Time measurements were recorded for each call to both the contrast and edge enhancement functions during the transmission of 60 frames.
- The performances of the final design have been evaluated in terms of (average) processing time per frame and (average) frame rate.

| Module               | Processing time<br>[s/frame] | Frame Rate<br>[frame/s] |
|----------------------|------------------------------|-------------------------|
| Contrast Enhancement | 0.977                        | 1.024                   |
| Edge Enhancement     | 0.218                        | 4.588                   |
| Total Pipeline       | 1.233                        | 0.811                   |



02

## Hardware Implementation

## Constraint:

- Acquisition, processing, and output of 1 pixel per clock cycle

## Limitations:

- Working on entire frames would require:
  - Too much memory
  - Too much latency

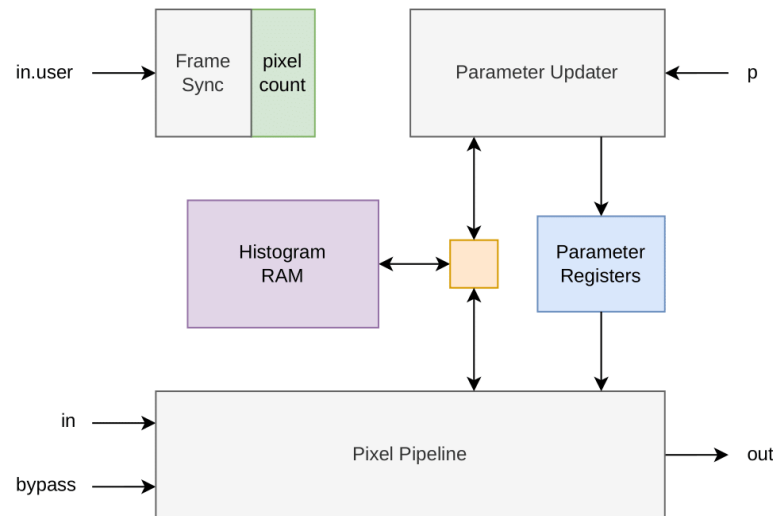
## Solution:

- Stream-Processing approach
- Exploit similarities among contiguous frames

## Pixel Pipeline



Frame structure depicting the different processing phases.



Top-level diagram of the contrast enhancement module.

# Contrast Enhancement

- Synchronization of computation steps by mean of a pixel counter
- Two exclusive phases:
  - Pixel Pipeline:
    - Each received pixel increments the histogram count
    - Apply contrast enhancement according to the parameters evaluated for the previous frame
    - This phase involves 99.94% of all the frame pixels
  - Parameters Update:
    - *Reset*: reset all the parameter concerning the previous frame
    - *Max*: find the maximum value of the histogram for each channel
    - *Th*: calculate the threshold
    - *F&L*: find *first* and *last*
    - *PU*: update all the parameters to be used for the next frame.
    - This phase involves only a portion of the last row of the frame



# Results



Original Picture

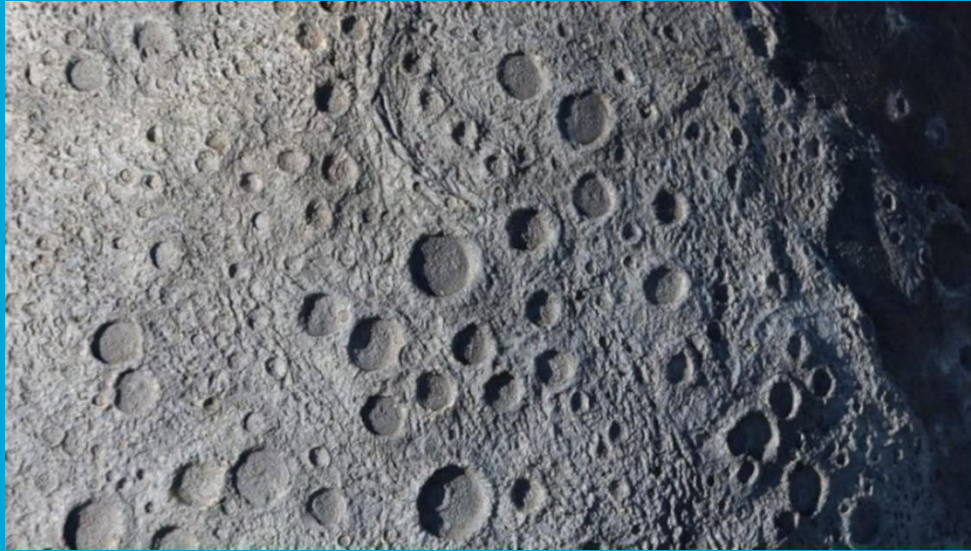
Contrast Enhancement



Contrast Enhancement + Sharpening

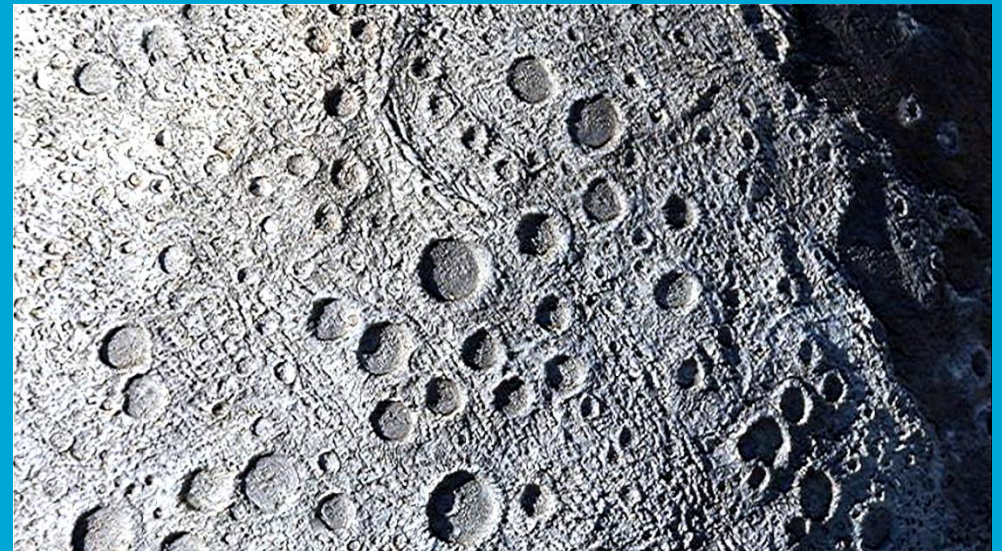


# Results



Original Picture

Contrast Enhancement



Contrast Enhancement + Sharpening

# Results

Processing Time:

$$7 \cdot 10^{-9} \times 921600 = 6.45 \frac{ms}{frame}$$

Frame Rate:

$$\frac{1}{0.00645} = 155.01 \frac{frame}{s}$$

Latency:

$$(43 + 8) \cdot 7 \cdot 10^{-9} = 357 ns$$

| Module               | Estimated Clock Period | Pipeline Stages |
|----------------------|------------------------|-----------------|
| Contrast Enhancement | 4.961 ± 1.89 ns        | 43              |
| Edge Enhancement     | 5.081 ± 1.89 ns        | 8               |

|                     |  |        |
|---------------------|--|--------|
| Pixel per Frame     |  | 921600 |
| Target Clock Period |  | 7 ns   |



## Software Implementation



Original Picture



Contrast Enhancement



Edge Enhancement



## Hardware Implementation

# Conclusion

- Hardware solution is approximately 190 times faster than the software implementation.
- Hardware solutions require much more design effort with respect to their software counterparts.
- Possible approximation errors due to the adoption of fixed point data formats in the hardware solution.



Thank you for your attention

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