

ECE 438 Lecture

Wednesday 26 April 2023

- o Office hour today: 3:30p EDT
- o Remember to complete course evaluation
- o Exam 3 can be picked up in MSBE 330 with photo ID between 1p & 5p today

Image Processing

Gray level histogram

$$h_f(b) = \frac{1}{MN} \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} \delta[f(m,n) - b]$$

\uparrow
image

Module 2.4.2

Gray scale transformation

$f(m,n)$

3 bits/pixel

2	2	3	3
2	3	3	4
3	3	4	4
3	4	4	5

0	0	2	2
0	2	2	6
2	2	6	6
2	6	6	7

We could have $0 \leq f(m,n) \leq 7$

b	$h_f(b)$
0	0
1	0
2	3/16
3	6/16
4	5/16
5	1/16

b	$h_g(b)$
0	3/16
1	0
2	7/16
3	0
4	0
5	0

b	$t(b)$
0	0
1	0
2	0
3	2
4	6
5	7
6	7

$$g(m,n) = t[f(m,n)]$$

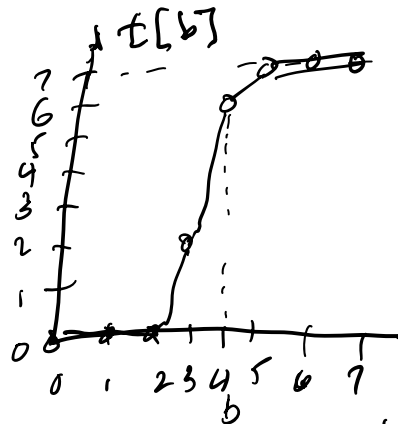
have increased contrast
in image

$\begin{array}{l|l} 2 & 1/16 \\ 6 & 0 \\ 7 & 0 \end{array}$

$\begin{array}{l|l} 6 & 5/16 \\ 7 & 1/16 \end{array}$

$\begin{array}{l|l} 6 & 7 \\ 7 & 7 \end{array}$

can also
 map histogram
 $h_f(b)$ to
 $h_g(b)$ by
 using this curve
 - see on-line
 notes



$$h_g(b) = \sum_{b' = t(b)} h_f(b')$$

Applications

- ① Quantization
- ② Calibration
- ③ Contrast modification
- ④ gamma mapping
- ⑤ feature selection (masking)
- ⑥ pseudo color
- ⑦ classification

end of Module
 2.4.2

Module 2.4.3 - Spatial Filtering

• Linear filtering - each pixel in the output image is a weighted sum of pixels in the corresponding neighborhood of the input image

- This is basically 2D DS convolution

Applications

- sharpening
 - enhances edes & detail
 - boost energy at high frequencies

- smoothing
 - remove noise

- edge detection
 - widely used in image analysis, computer vision, and machine learning

Advantages of linear filtering

- rich theory
- ease of implementation

Disadvantages of linear filtering

- may blur edges
- outliers ^{in input} may exert large influence on output image (nonlinear filtering can avoid this)

Equations for linear filtering

$$(1) \quad g[m, n] = \sum_{k', l'} h[k', l'] f[m+k', n+l']$$

$$\text{let } k = -k', l = -l' \quad h[k, l] = h'[-k, -l]$$

then we get:

$$(2) \quad g[m, n] = \sum_{k, l} h[k, l] f[m-k, n-l]$$

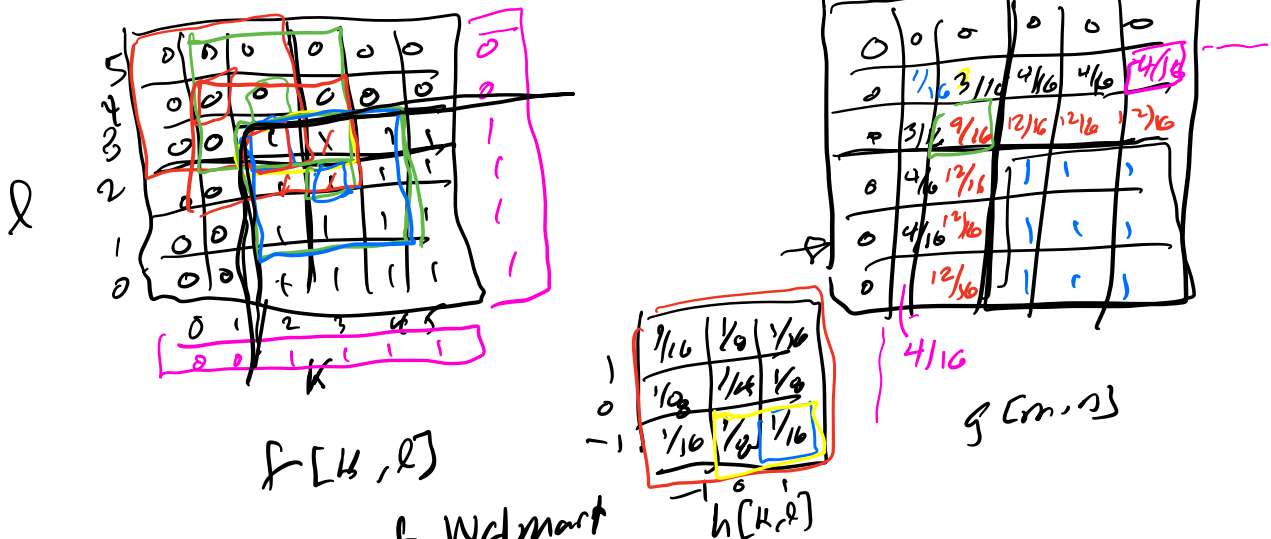
2D convolution

$$f[k, l]$$

$$\begin{aligned}
 \text{or } g[m,n] &= \sum_k \sum_l h[k,l] f[k,l] \\
 &= \sum_k \sum_l h[-(K-m), -(L-n)] f[k,l]
 \end{aligned}$$

filter

Example 1



Serial view of Walmart
 0 - asphalt parking lot
 1 - light gravel on roof

Boundary conditions for linear filtering

- ① Let missing pixels be zero
- ✓ ② Extend boundary pixels

DC preserving:

$$\sum_k \sum_l h[k,l] = 1$$

See posted ppt. for "Intro to ECE" under
 Supplementary material - (very short)

What did filter do for Example 1?

- ① Preserved constant areas of image
- ② Blurred edges