

# **Today's Agenda**

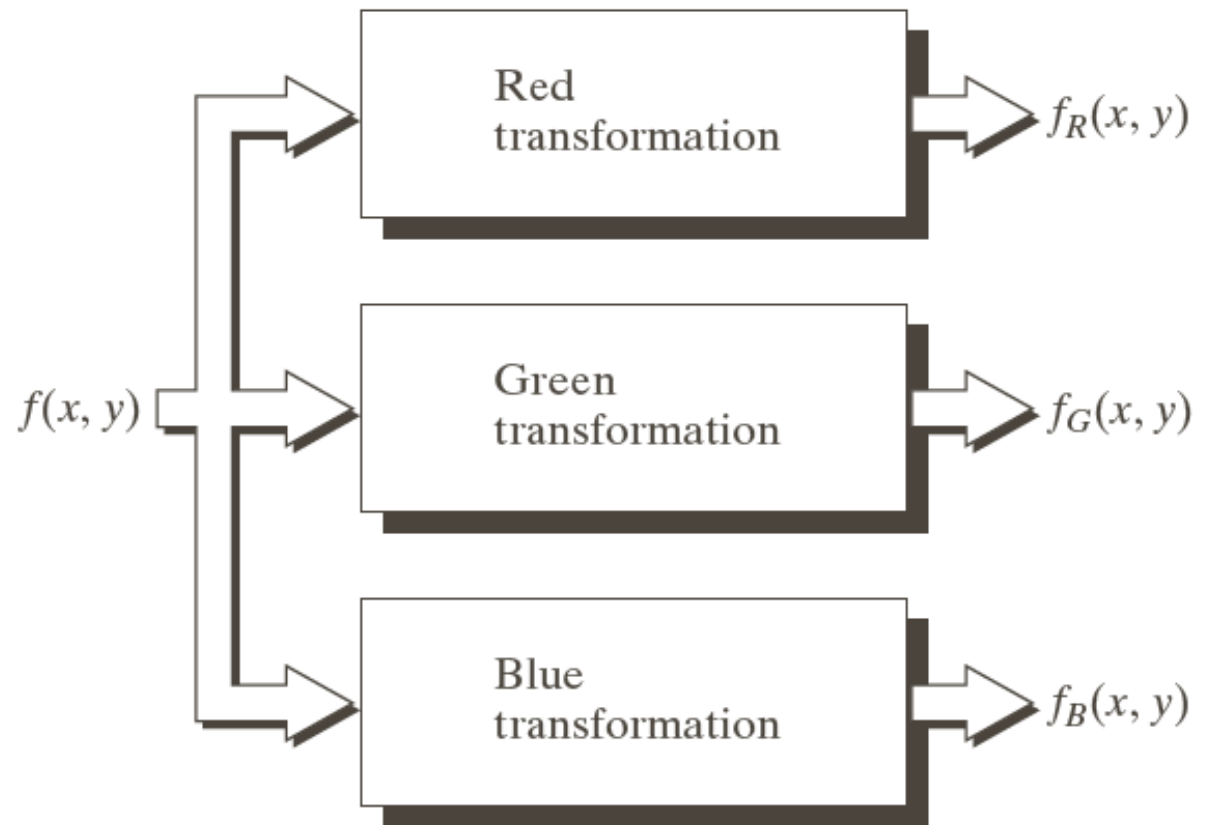
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- **Color image processing**
- **Review for Midterm**

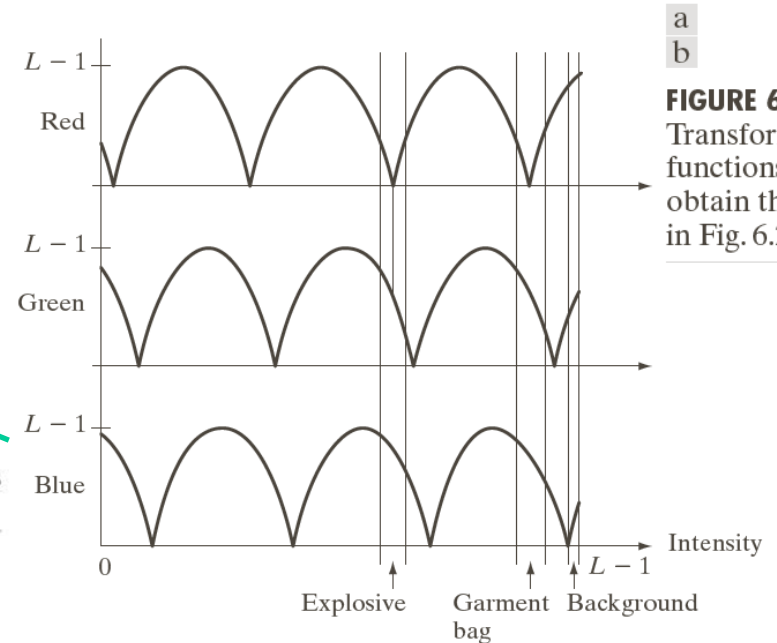
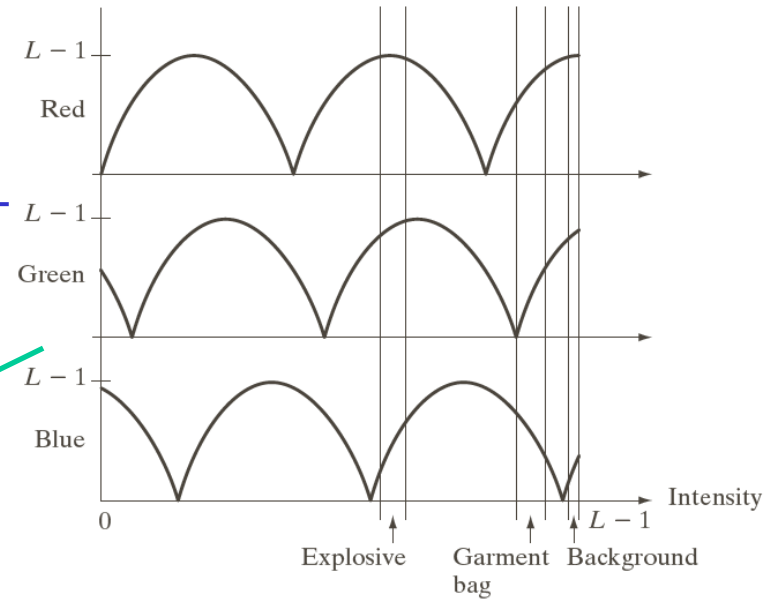
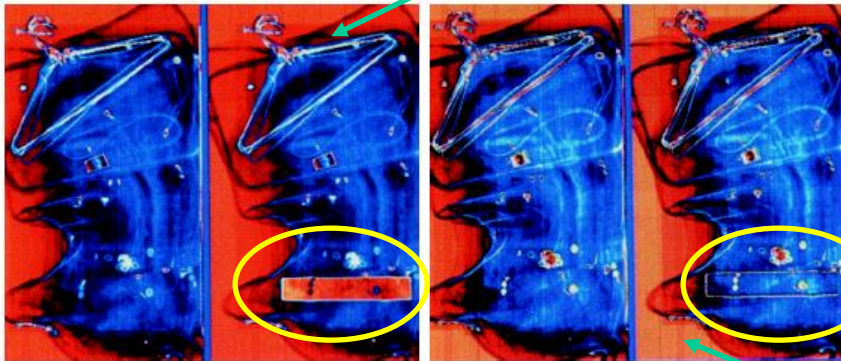
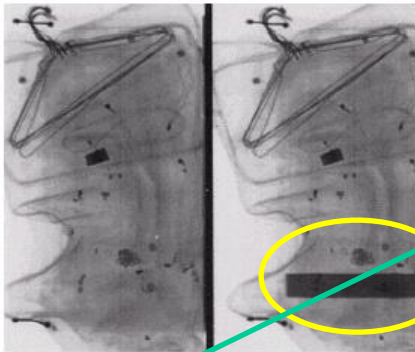
# Intensity to Color Transformation

**FIGURE 6.23**

Functional block diagram for pseudocolor image processing.  $f_R$ ,  $f_G$ , and  $f_B$  are fed into the corresponding red, green, and blue inputs of an RGB color monitor.



# Example



**FIGURE 6.25**  
Transformation functions used to obtain the images in Fig. 6.24.

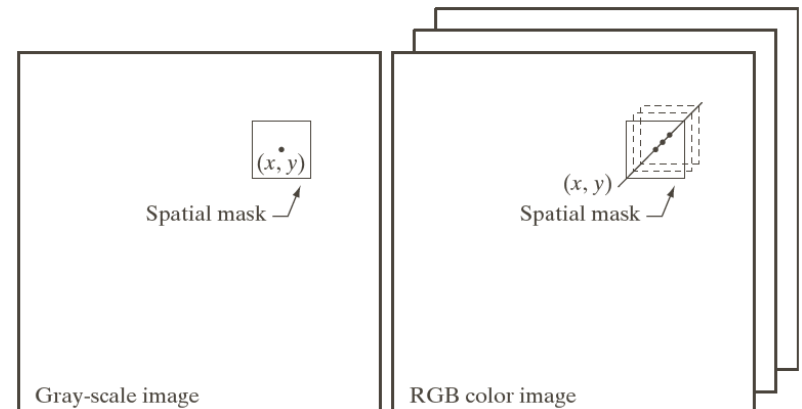
**FIGURE 6.24** Pseudocolor enhancement by using the gray-level to color transformations in Fig. 6.25. (Original image courtesy of Dr. Mike Hurwitz, Westinghouse.)

# Full-color Image Processing

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Pixel in color image  $\mathbf{p}(x, y) = \begin{bmatrix} p_r(x, y) \\ p_g(x, y) \\ p_b(x, y) \end{bmatrix}$

- **Process each component/channel individually, then generate the composite image**
- **Work on each pixel individually**

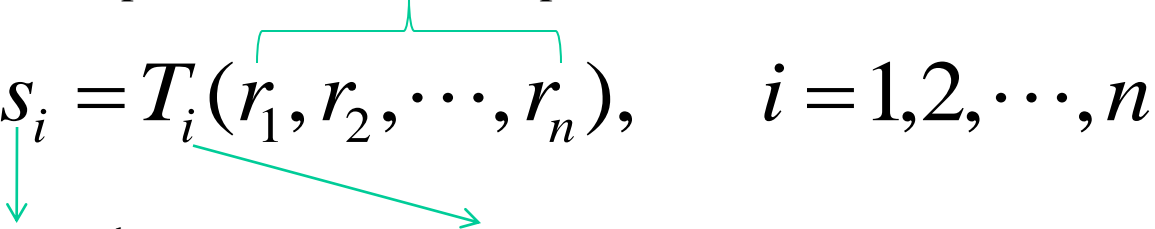


# Color Transformation

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For a color image with  $n$  components

input values for all components

$$s_i = T_i(r_1, r_2, \dots, r_n), \quad i = 1, 2, \dots, n$$


Output value for  $i^{\text{th}}$  component      Transformation functions

- Modify intensity
- Color complement (“negative” color image)
- Color slicing
- Tonal correction
- Color balancing
- Histogram processing

# Examples of Color Image Transformation

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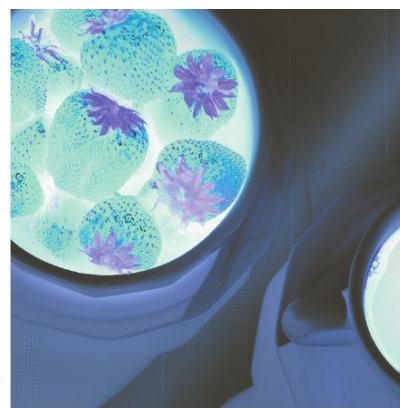


Original image



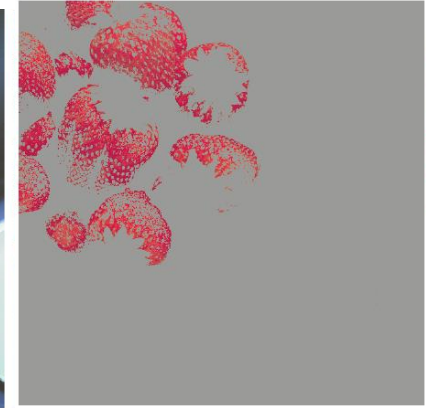
Intensity  
modification

HSI



Complement  
color

RGB



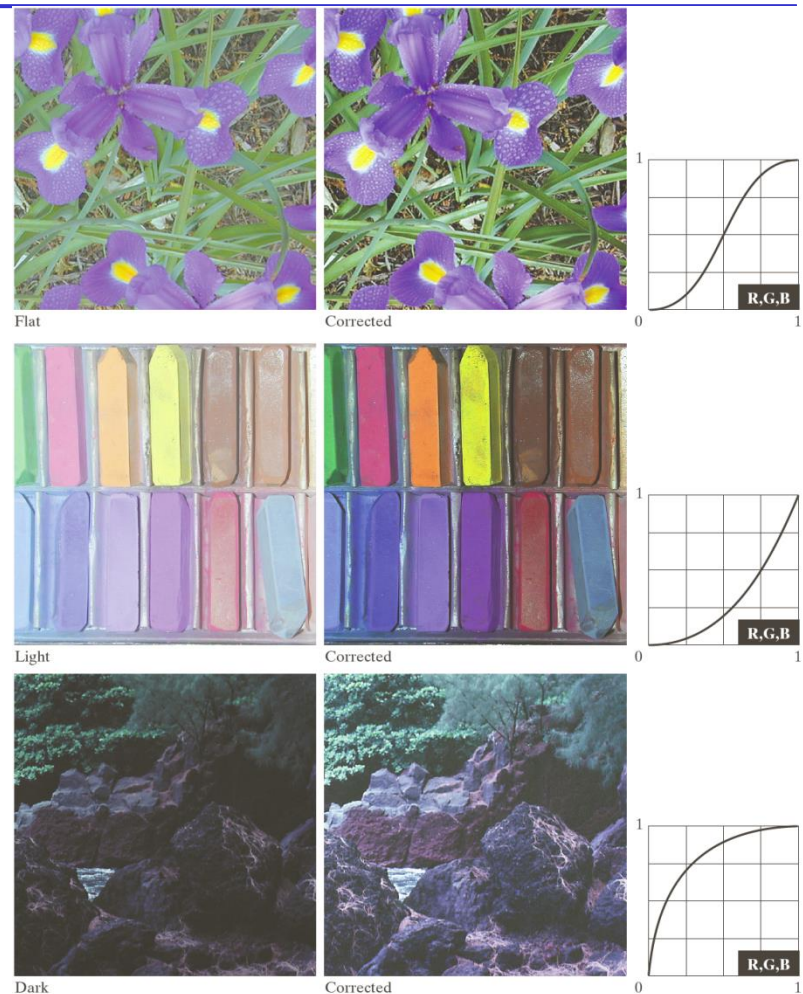
Color slicing

RGB

# Tonal Correction

**Correct the tonal range (distribution of color intensities)**

- Recall the intensity transformation in the gray level images
- For RGB model, each component has the same transformation function
- For HSI model, the transformation is applied on the intensity component only

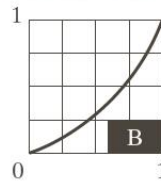


**FIGURE 6.35** Tonal corrections for flat, light (high key), and dark (low key) color images. Adjusting the red, green, and blue components equally does not always alter the image hues significantly.

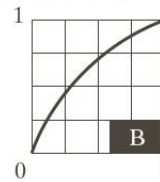


# Color Balancing

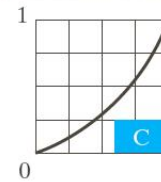
Correct color unbalance by analyzing a known color in image



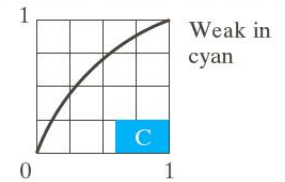
Heavy in black



Weak in black



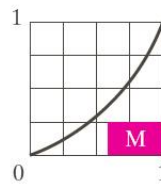
Heavy in cyan



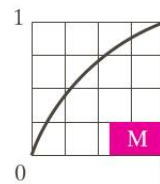
Weak in cyan



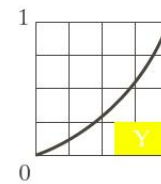
Original/Corrected



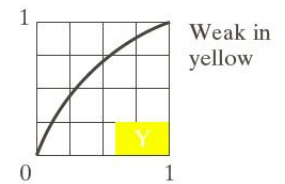
Heavy in magenta



Weak in magenta



Heavy in yellow



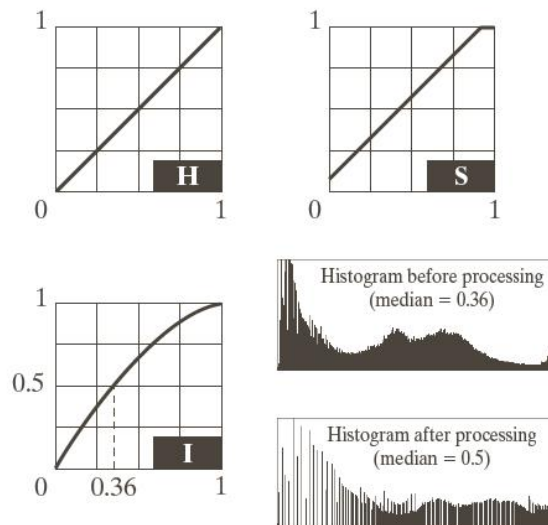
Weak in yellow



# Histogram Processing

Step 1: Histogram equalization

Step 2: Saturation adjustment



a	b
c	d

**FIGURE 6.37**  
Histogram equalization (followed by saturation adjustment) in the HSI color space.



# **Reading Assignment**

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- **Reading Chapter 6.6, 6.7, 6.8**
- **Read Chapter 7 (Wavelets and Multiresolution Processing)**

# **Review of Chapter 2- Chapter 5**

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## **Chapter 2**

- Human vision system
- Basics of image processing

## **Chapter 3**

- Intensity transformation
- Spatial filtering

## **Chapter 4**

- Fourier transform
- Image convolution in frequency domain

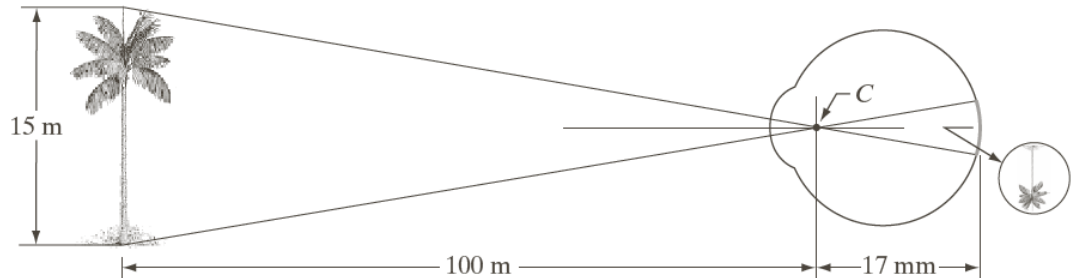
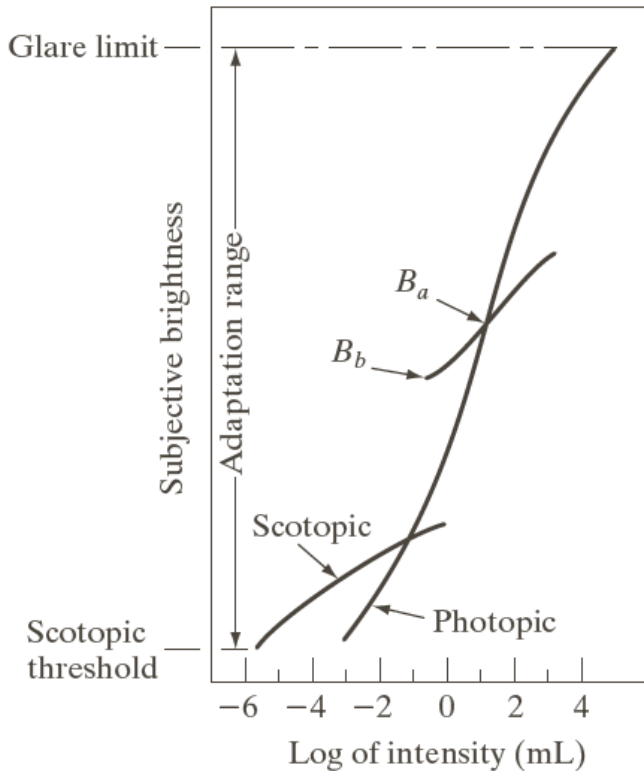
## **Chapter 5**

- Image denoise
- Image degradation
- Image restoration

## **Chapter 6**

- Fundamentals of color image processing
- Color transformation

# Human Vision System



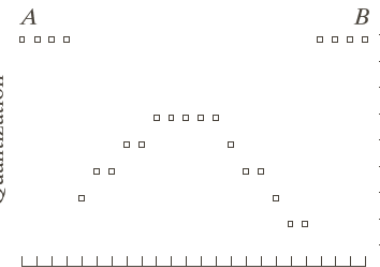
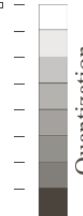
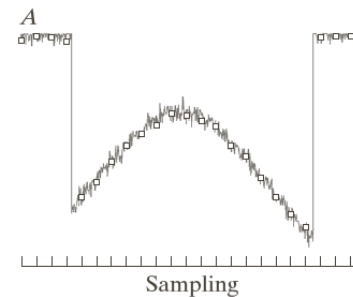
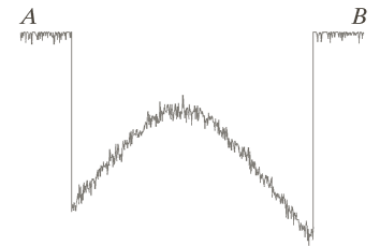
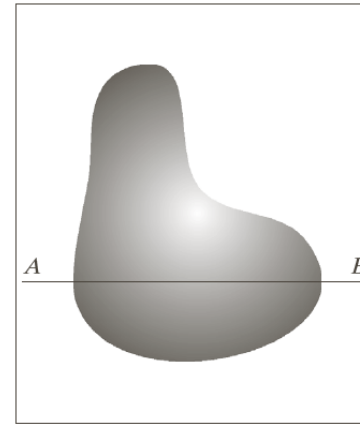
- Geometrical relationship between the real object and the image of the object
- The minimum size of the object you can “see”

Brightness adaption

# Basics of Image Processing

$$f(x, y) = i(x, y) \cdot r(x, y)$$

- **Image sampling and quantization**
  - Spatial/intensity resolution
- **Dynamic range of the image**
$$I_{\max} / I_{\min}$$
- **Image representation and storing**
- **Image interpolation**
  - Nearest neighbor and bilinear
- **Set operations**



# Basics of Image Processing (Cont.)

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## Basic relationships between pixels

- Adjacency
- Connectivity
- Path

## Basic relationships between regions

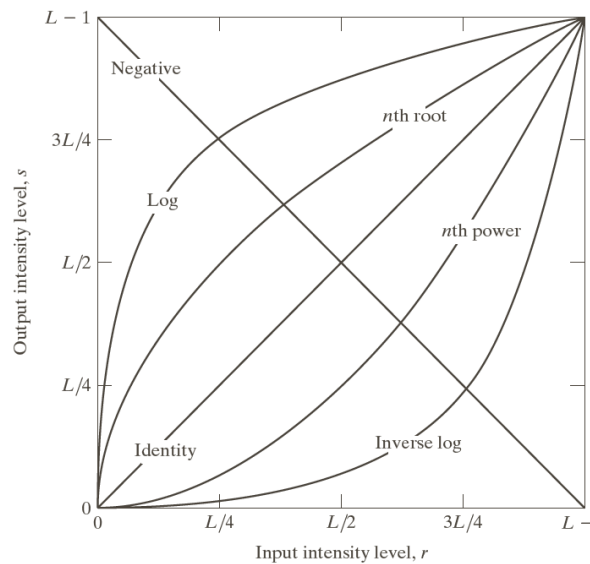
- Adjacency
- boundary

## Distance measurement

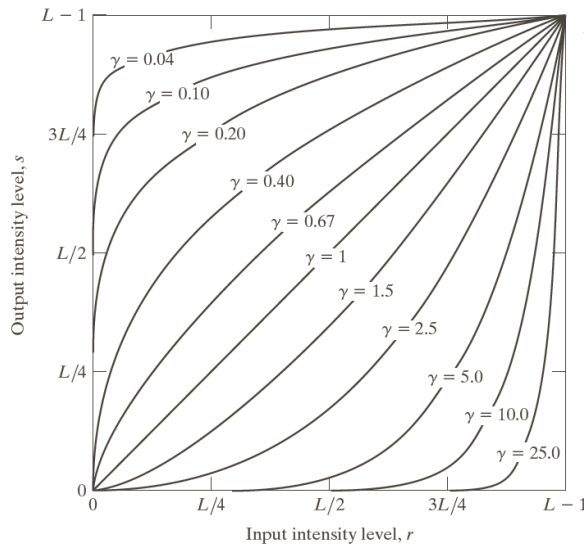
## Mathematical tools

- Difference between matrix and array operation
- Linear/nonlinear operation
- Applications of image averaging, subtraction, and multiplication

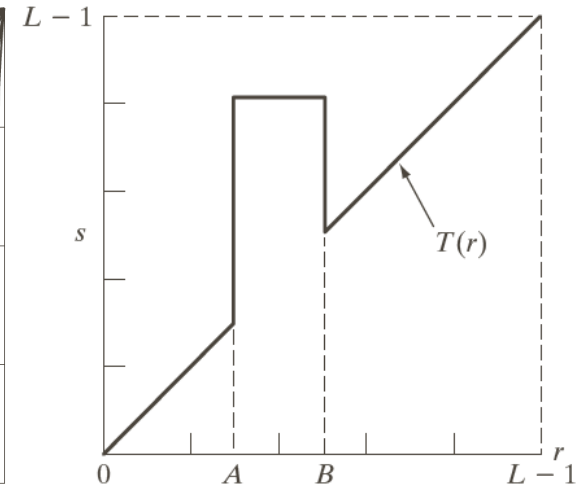
# Intensity Transformation



Log transformation



Power-law  
(gamma)  
transformation



Intensity level  
slicing

Applications and working conditions using these transformations



# Histogram Processing

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**What is a histogram of an image?**

**Histogram equalization**

**Histogram matching**

# Spatial Filtering

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**Image convolution in spatial domain and has properties of**

- Commutativity, Associativity, distributivity

**Image correlation in spatial domain**

## **Spatial filters**

- Smoothing filter
  - Average filter
- Sharpening filter
  - Laplacian filter
  - Unsharp masking
  - Sobel operator
- Order-statistic filter
  - Median filter
  - Min/max filter

# Fourier Transform

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## Fourier series

$$f(t) = \sum_{n=-\infty}^{+\infty} c_n e^{\frac{j2\pi nt}{T}}$$

## Unit impulse and its sifting property

$$\int_{-\infty}^{\infty} f(t) \delta(t - t_0) dt = f(t_0)$$

## Fourier transform

$$F(\mu) = \int_{-\infty}^{\infty} f(t) e^{-j2\pi\mu t} dt \quad \longleftrightarrow \quad f(t) = \int_{-\infty}^{\infty} F(\mu) e^{j2\pi\mu t} d\mu$$

## Image convolution in frequency domain

## Basic Properties of FT

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**Linearity**  $h(t) = af(t) + bg(t) \leftrightarrow H(u) = aF(u) + bG(u)$

**Translation**  $h(t) = f(t - t_0) \leftrightarrow H(u) = e^{-j2\pi t_0 u} F(u)$

**Modulation**  $h(t) = e^{j2\pi u_0 t} f(t) \leftrightarrow H(u) = F(u - u_0)$

**Scaling**  $h(t) = f(at) \leftrightarrow H(u) = \frac{1}{|a|} F\left(\frac{u}{a}\right)$

**Conjugation**  $h(t) = f^*(t) \leftrightarrow H(u) = F^*(-u)$

**Symmetry**  $f(t) \leftrightarrow F(\mu) \Rightarrow F(t) \leftrightarrow f(-u)$

# Image Degradation

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$$g(x, y) = h(x, y) \otimes f(x, y) + \eta(x, y)$$

$$G(u, v) = H(u, v)F(u, v) + N(u, v)$$

## Important noise models

- Gaussian noise model
- Impulse noise model

## Image denoise

- Various mean filters and their applications
- Order-statistic filters and their applications

## Image restoration

- Inverse filtering, Wiener filtering, and Constrained Least Square filtering
  - Working conditions

# Fundamentals of color image processing

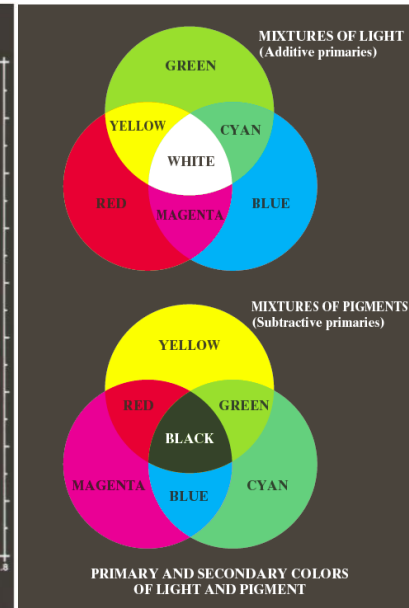
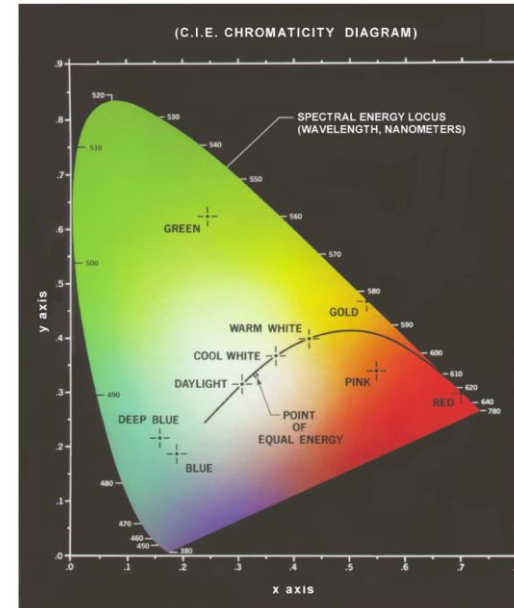
Primary/secondary colors

Primary/secondary pigments

} What's the difference between them?

Chromaticity: hue and saturation

Color gamut: any color on a line segment can be generated by two ending points; the same color can be generated by different combinations

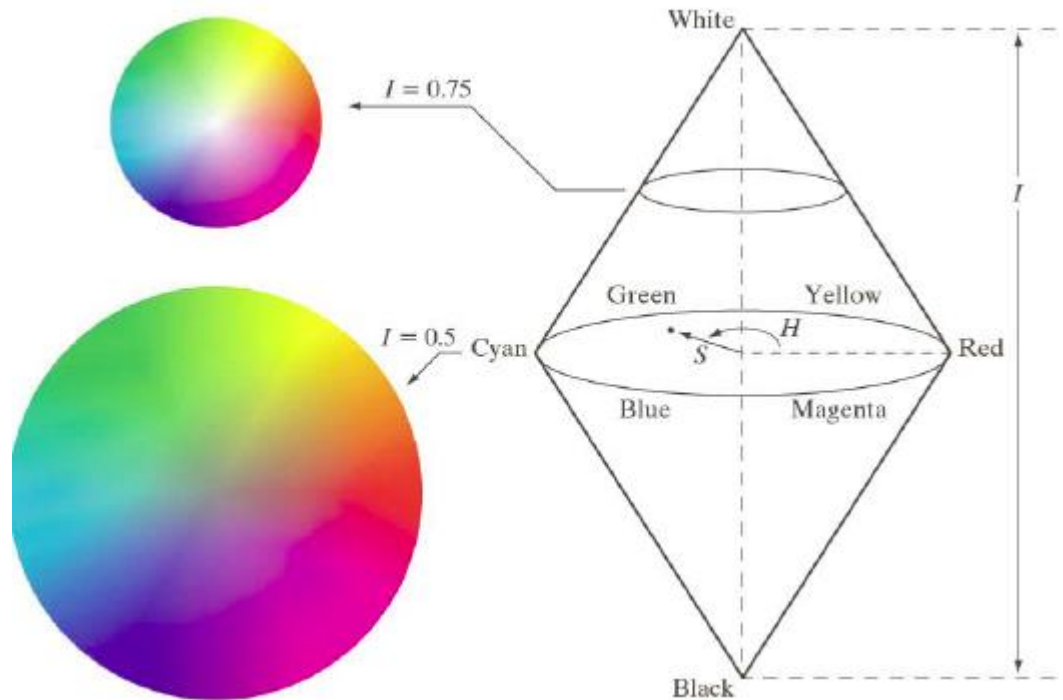


# Fundamentals of color image processing (Cont'd)

RGB model

CMYK model

HSI model



**Requirement: how to represent a color in a specific model?**

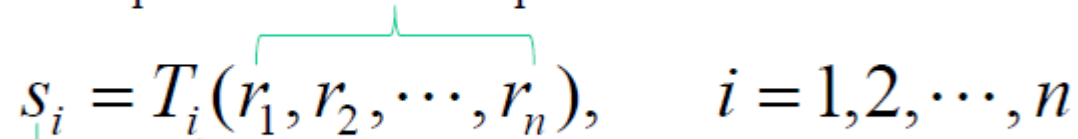


# Color Transformation

---

For a color image with  $n$  components

input values for all components

$$s_i = T_i(r_1, r_2, \dots, r_n), \quad i = 1, 2, \dots, n$$


Output value for  $i$ th component      Transformation functions

**Intensity modification**

HSI model

**Color complement**

RGB model

**Tonal correction**

HSI model

**Color balancing**

The choice of color model varies for a specific image

**Histogram processing**

HSI model

**Which model is the most effective to perform a specific transformation?**