

March 10, 2006

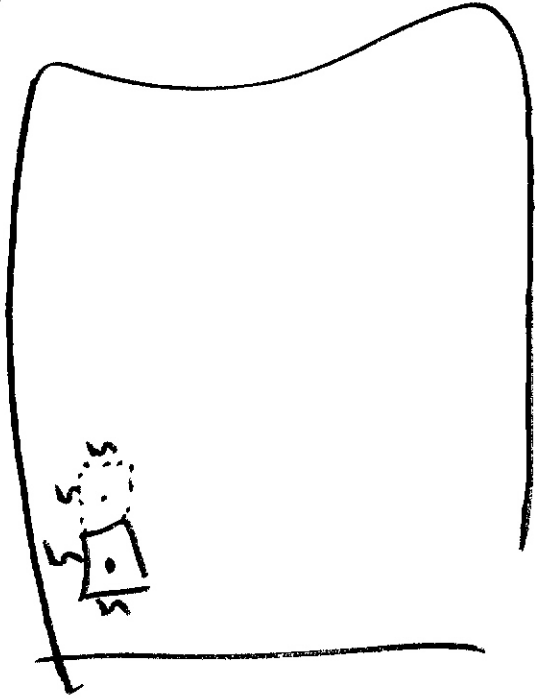
## Local Enhancements

### Using Local Histogram Analysis

Define square or rectangle neighborhood areas each pixel, move center of "window" across the image.

At each location: compute histogram in the window

Do hist. eq.



## Use local stats for Edman

stat  $\rightarrow$  mean, variance:

$$\text{global mean} = M_G = \sum_{i=0}^{L-1} r_i P(r_i)$$

$r_i \rightarrow$  intensity level  $i$

$i=0, \dots, L-1$

$$\text{global variance} = \text{Var}_G = \sum_{i=0}^{L-1} (r_i - M_G)^2 P(r_i)$$

Local mean: Let  $S_{xy}$  neighborhood, subimage centered around  $(x, y)$ .

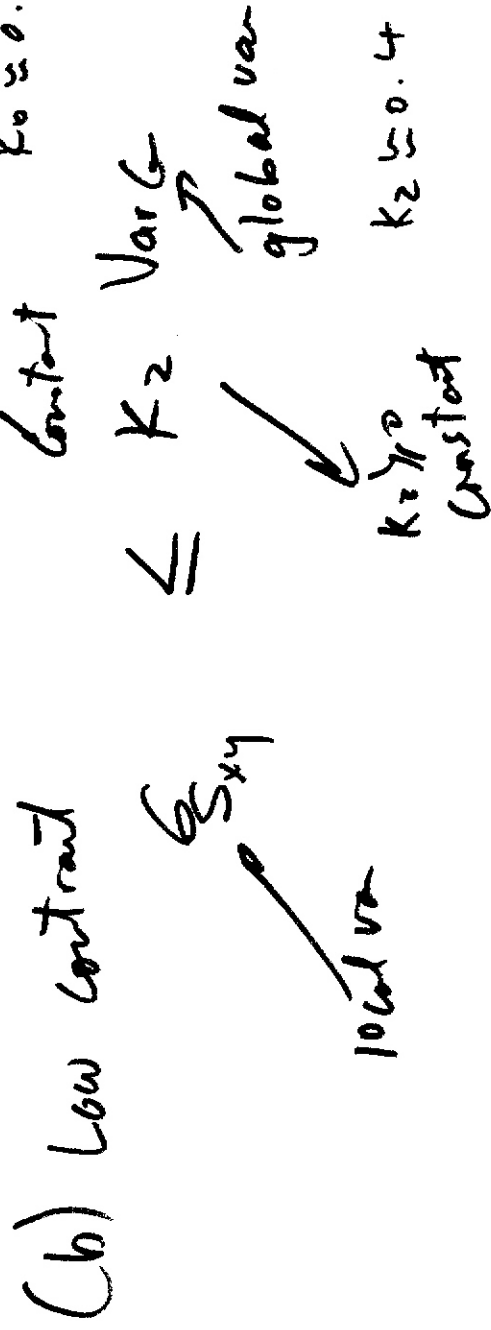
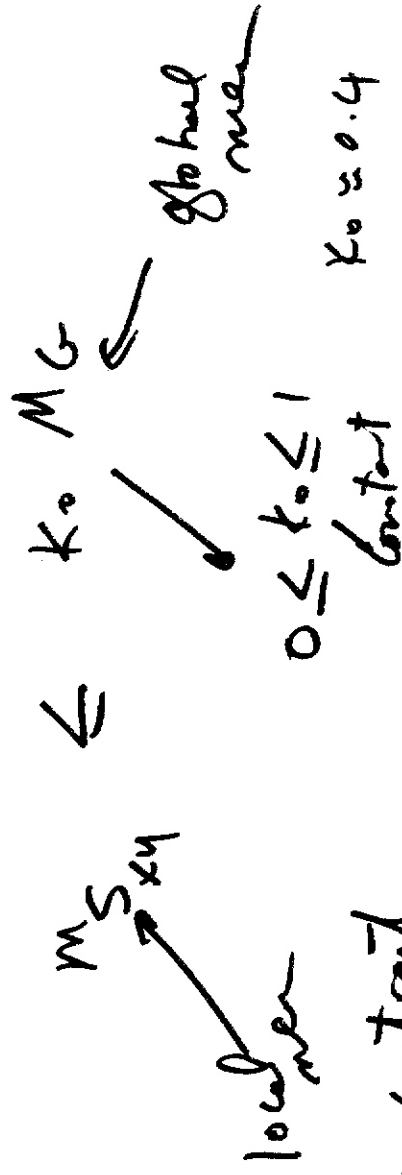
$$\text{local mean} = m_{S_{xy}} = \sum_{(s,t) \in S_{xy}} r_{st} P(r_{st})$$

$$\text{local variance} = \sigma_{S_{xy}}^2 = \sum_{(s,t) \in S_{xy}} (r_{st} - m_{S_{xy}})^2 P(r_{st})^2$$

Goal: Enhance dark areas while leaving the bright areas unchanged as possible.

- Detect regions that have both.

(a) dark  $\rightarrow$  local mean has to be small compared to global mean.



(c) not too low of constraint.  
 leave flat region unchanged

$$\sigma_{sxy} \Rightarrow k_1 \text{ Var } G$$

$$k_1 \approx 0.01$$

$$g(x, y) = \text{proceed} = \left\{ \begin{array}{l} E f(x, y) \text{ if } M_{sxy} \leq k_0 M_G \\ k_1 \text{ Var } G \leq \sigma_{sxy} \leq k_2 \text{ Var } G \end{array} \right.$$

otherwise.

# Enhancement isig Arithmetic / Logic Operat:

Logic: AND OR NOT  $\rightarrow$  functionally complete.

NAND  $\rightarrow$  functionally complete.

NOT  $\rightarrow$  negative inversion

AND OR  $\rightarrow$  Masking.

Imex  $\rightarrow$  Subtraction

$$g(x, y) = f(x, y) - h(x, y) \rightarrow \text{mask.}$$

# Ensemble Averaging

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

noise uncorrelated  
with itself and  
with its copy.  
zero mean

series of noisy averages  $\{g_i(x, y)\}$ .

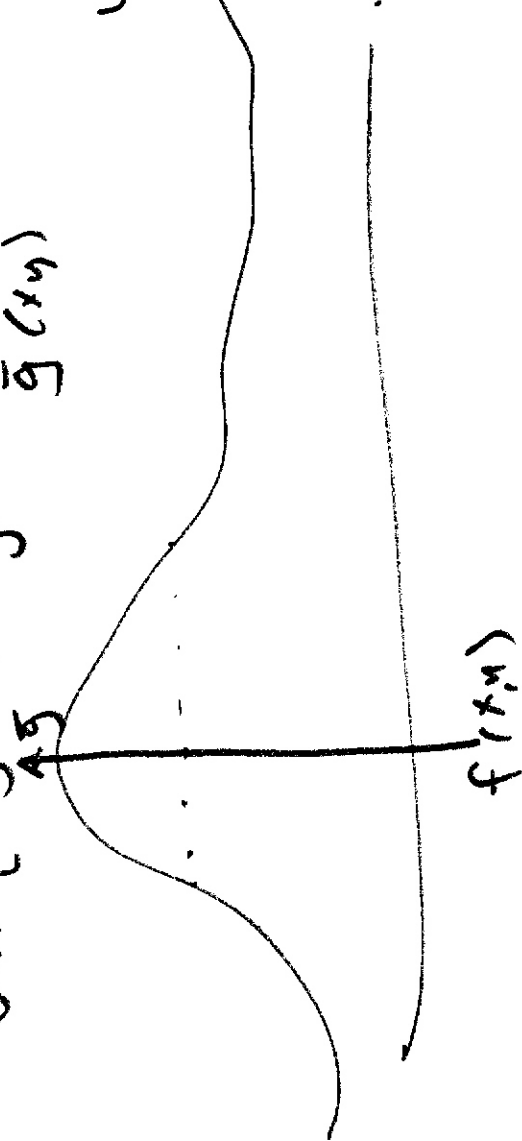
estimate.  $\rightarrow \bar{g}(x, y) = \frac{1}{K} \sum_{i=1}^K g_i(x, y)$

$$E[\bar{g}(x, y)] = f(x, y)$$

$$\text{Var}[\bar{g}(x, y)] = \frac{\sigma_g^2(x, y)}{K}$$

$$\frac{1}{K} \sigma_{\eta}^2(x, y)$$

variance of  $\bar{g}$  shrinks  
as  $K \uparrow$



# Spatial Filtering

LSI.  $\rightarrow$  FIR.

$$g(x, y) = \sum_{s=-a}^a \sum_{t=-b}^b w(s, t) f(x+s, y+t)$$

blurs edges  
filter.

blurring  
removes noise

If  $w(s, t) \rightarrow$  LPF  $\rightarrow$

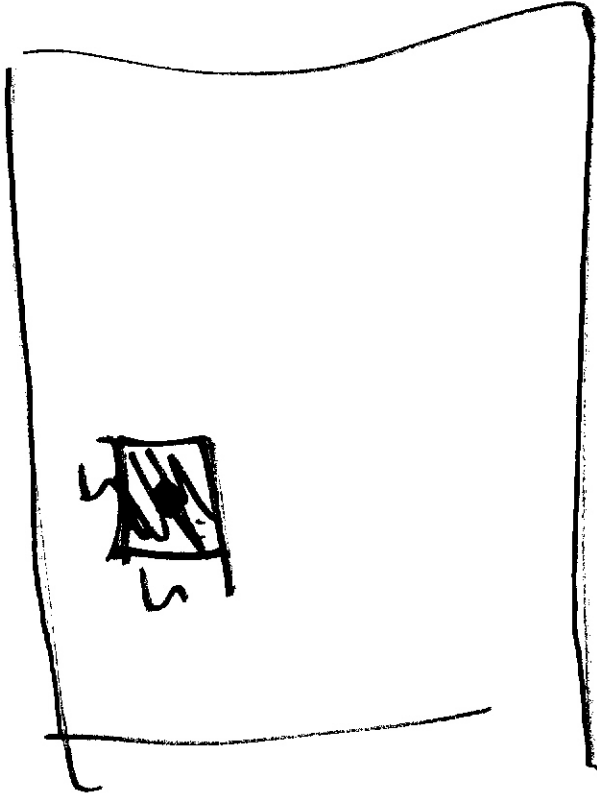
sharpen edges

$w(s, t) \rightarrow$  HPF  $\rightarrow$

accentuate noise

# Order Statistics:

→ Median  
→ Max  
→ Min.



At Sakt + Pepper noise  
Impulse noise.



# Shaping Spatial Filters

Objective : highlight or enhance detail

LSI  $\leftrightarrow$  FIR  $\rightarrow$  HP.

Derivative operator.

first order  
 $\frac{df}{dx}$

second order  
 $\frac{d^2f}{dx^2}$

1D signal

$$\frac{\partial f}{\partial x} = f(x+h) - f(x) \\ \frac{\partial^2 f}{\partial x^2} = f(x+h) + f(x-h) - 2f(x)$$

2nd order derivative

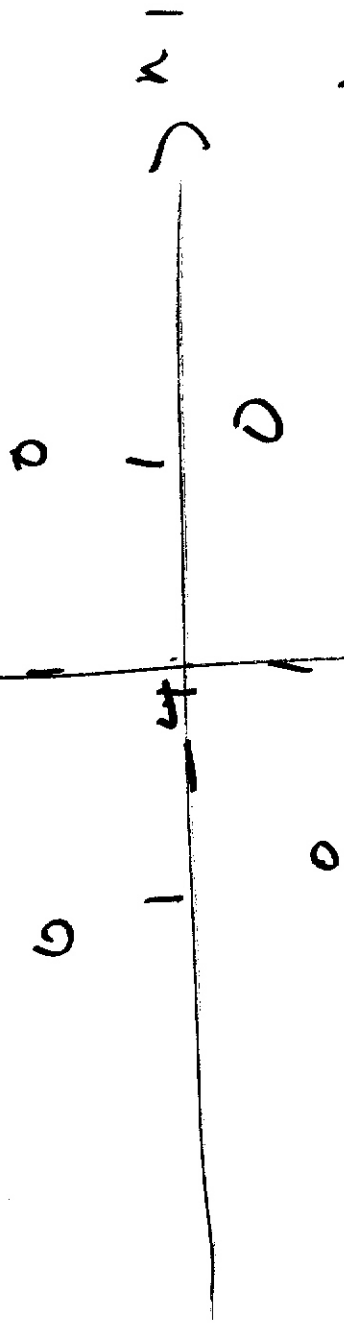
Simplest isotropic.  $\nabla^2 f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2}$

$$\frac{\partial^2 f}{\partial x^2} = f(x+1, y) - f(x-1, y) - f(x, y)$$

$$\frac{\partial^2 f}{\partial y^2} = f(x, y+1) + f(x, y-1) - 2f(x, y)$$

$$\Delta^2 f = f(x_0 + 2y) + f(x_0 + 2y) - 4f(x_0, y_0) + f(x_0 + y) + f(x_0 + y) - 2f(x_0, y_0) + f(x_0, y_0) + f(x_0, y_0) = f_2 D$$

$$+ f(x_0 + y) + f(x_0 + y) - 4f(x_0, y_0) + f(x_0, y_0) + f(x_0, y_0)$$



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

Show, include diagonals

$$g(x, y) = \left\{ \begin{matrix} f(x_0 + y) - \Delta^2 f(x_0, y_0) \end{matrix} \right.$$

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