

## Local Enhancement

### 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 Edmont

stat  $\rightarrow$  mean, variance:

$$\text{global mean} = \mu_G = \sum_{i=0}^{L-1} r_i \quad p(r_i) \quad r_i \rightarrow \text{intensity level}_i$$

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

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

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

$$\text{local mean} = \mu_{S_{xy}} = \sum_{(s,t) \in S_{xy}} r_{st} \quad p(r_{st})$$

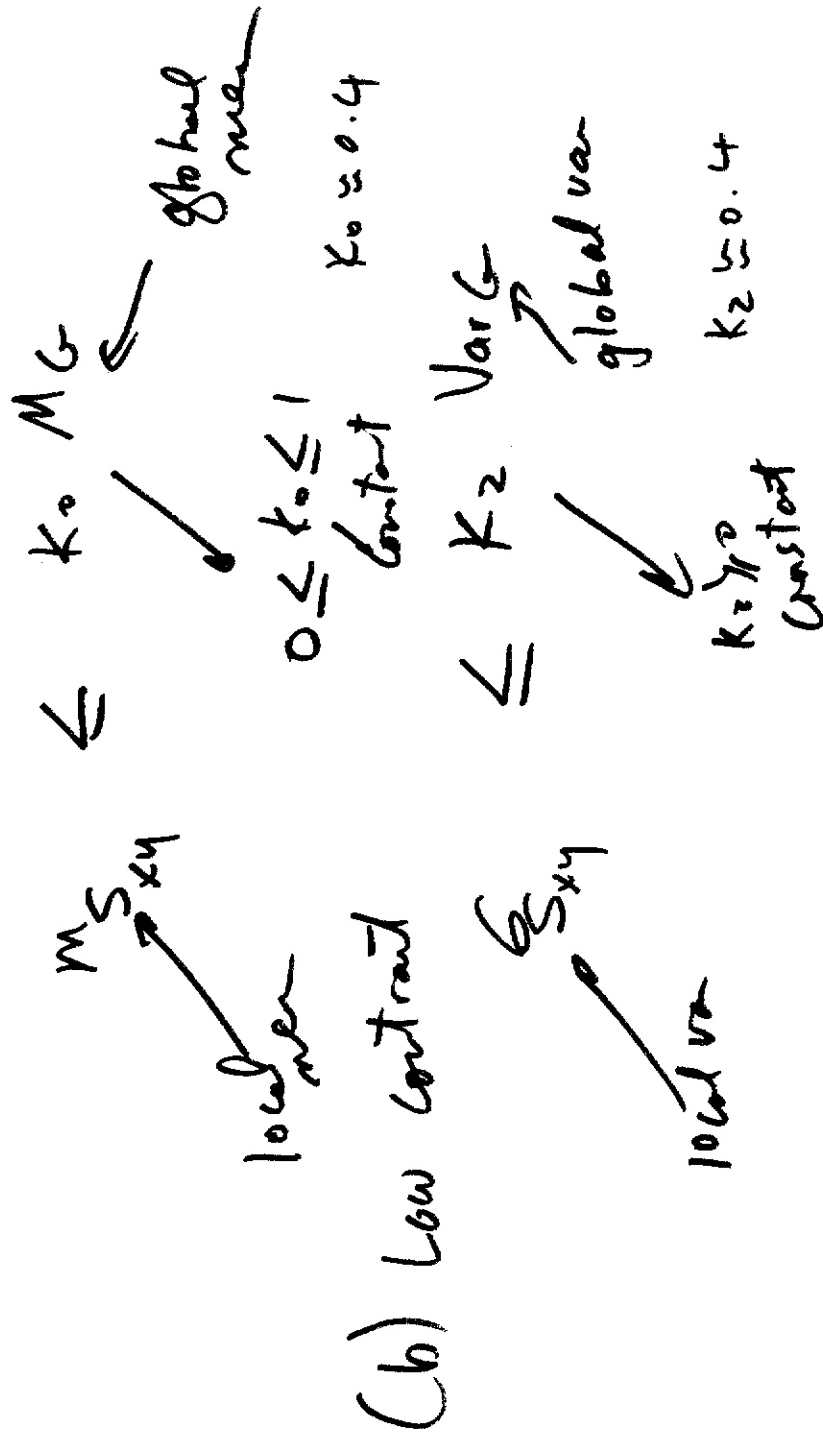
$$\text{local variance} = \sigma_{S_{xy}}^2 = \sum_{(s,t) \in S_{xy}} (r_{st} - \mu_{S_{xy}})^2 p(r_{st})$$

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

- Detect region that have both.

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



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

$$\sigma_{Sxy} \gg K_1 \text{ Var } G$$

$$K_1 \approx 0.01$$

$$g(x, y) = \text{proceed} = \begin{cases} E f(x, y) & \text{if } \begin{matrix} M_{Sxy} \leq K_0 M_G \\ \sigma_{Sxy} \leq K_2 \text{Var } G \end{matrix} \\ 0 & \text{otherwise.} \end{cases}$$

Equivalent isg Arithmetic / Logic Operat:

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

NAND  $\rightarrow$  functionally complete.

NOT  $\rightarrow$  negative information

AND OR  $\rightarrow$  Masking.

Image v. Subtraction

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

# Ensemble Averaging

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

noise uncorrelated  
with itself and  
with  $\eta(x, y)$ .  
zero mean

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

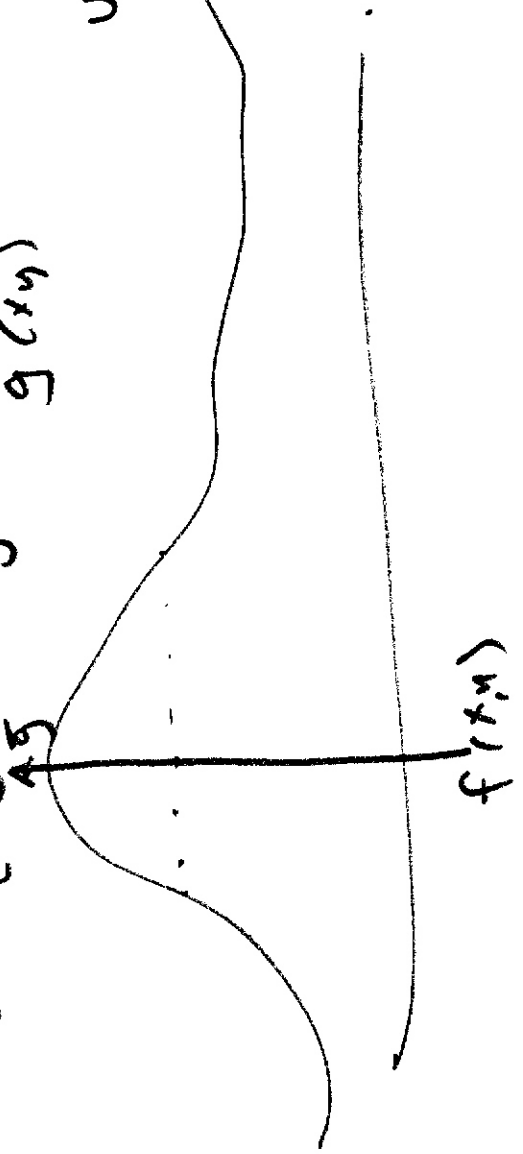
estimate.  $\rightarrow \bar{g}(x, y) = \frac{1}{K} \sum_{i=1}^K g_i(x, y)$

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

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

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

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



# Spatial Filtering

LSI.  $\rightarrow$  FIR.

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

$w(s, t)$   $\nearrow$  filter.  
blurred

$\rightarrow$  blurring  $\rightarrow$  remove noise

$\rightarrow$  sharpen edge

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

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

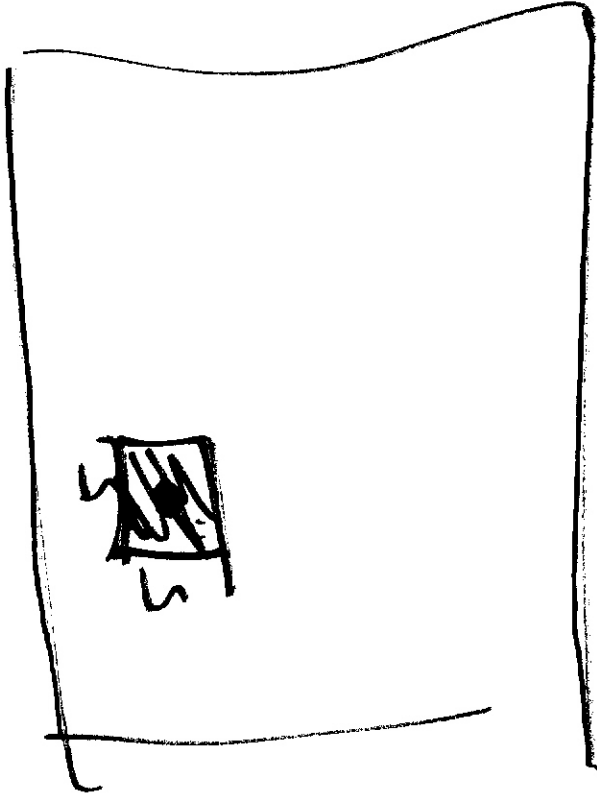
$\rightarrow$  sharpening  $\rightarrow$  accentuate noise

# Order Statistics:

→ Median

→ Max

→ Min.



At Salt + Pepper noise  
Impulse noise.



# Shaping Spatial Filters

Objective : highlight or enhance detail

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

Derivative operator.

first order  
 $\frac{\partial f}{\partial x}$

2nd order  
 $\frac{\partial^2 f}{\partial x^2}$

1st signal

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

2nd order derivative

Simplest isotropic.

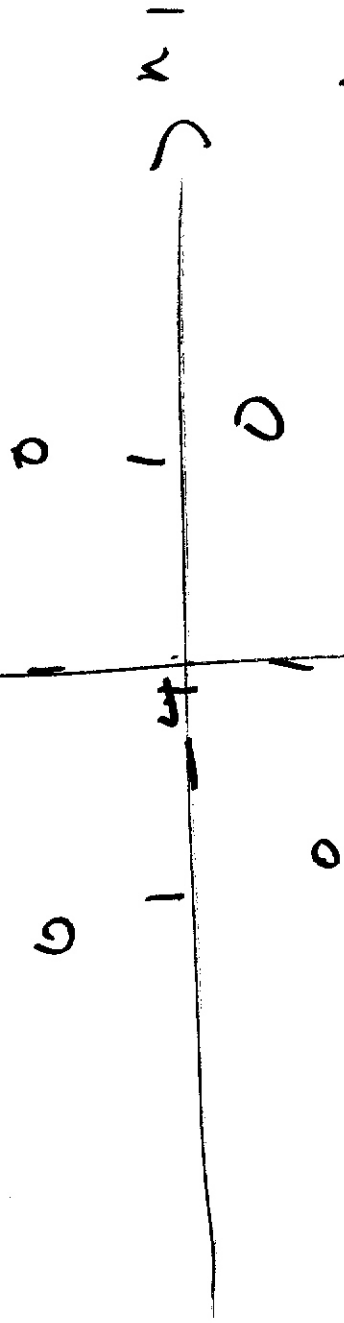
$$\nabla^2 f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2}$$

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

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

$$\Delta^2 f = f(x_0+1, y) + f(x-1, y) + f(x, y+1) + f(x, y-1) - 4f(x, y)$$

$$+ f(x+1, y-1) + f(x-1, y+1) - 4f(x, y)$$



show, in table diagonals

$$\begin{array}{cccc} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{array}$$

$$\begin{array}{cccc} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{array}$$

$$g(x, y) = \sum_{i,j} f(x_i, y_j) \Delta^2 f(x_i, y_j)$$