

## Image Enhancement

### SPATIAL FILTERING

$$g(x, y) = h(x, y) * f(x, y) \quad f(x, y) \Rightarrow h(x, y) \Rightarrow g(x, y)$$

### FREQUENCY DOMAIN FILTERING

$$G(u, v) = H(u, v) \cdot F(u, v) \quad F(u, v) \Rightarrow H(u, v) \Rightarrow G(u, v)$$

## Image Enhancement

### LOW PASS FILTERING

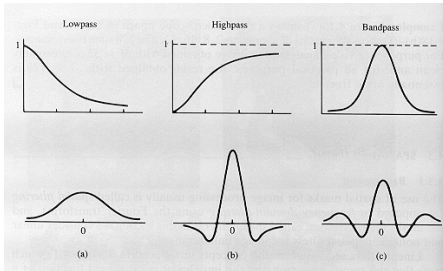
- attenuate or eliminate high-frequency components (edges and other sharp details)
- results in image blurring

### HIGH PASS FILTERING

- attenuate or eliminate low-frequency components (slowly varying characteristics, such as overall contrast and average intensity)
- results in reduction of overall contrast and average intensity, and a correspondingly apparent sharpening of edges and other sharp details

## Image Enhancement

### Frequency domain filters $G(u, v) = H(u, v) \cdot F(u, v)$



### Spatial domain filters $g(x, y) = h(x, y) * f(x, y)$

## Image Enhancement

### SMOOTHING FILTERS - LOWPASS SPATIAL FILTERING

- With the assumption that image pixel values within a small neighborhood are highly correlated and that the noise components are not correlated, noise may be reduced by replacing each pixel with the *mean* over a certain neighborhood of  $(x, y)$ :

$$g(x, y) = \frac{1}{M} \sum_{(n, m) \in S} f(n, m) = \mu(x, y).$$

- where M is the number of pixels in the neighborhood S.
- This is useful when only one version of the image is available.
- If this operation is performed over a 3 x 3 neighborhood, we have

$$g(x, y) = \frac{1}{9} \sum_{i=-1}^1 \sum_{j=-1}^1 f(x+i, y+j).$$

## Image Enhancement

### CONVOLUTION BY MASK OPERATION:

The 3x3 mean filter may be expressed by the convolution mask

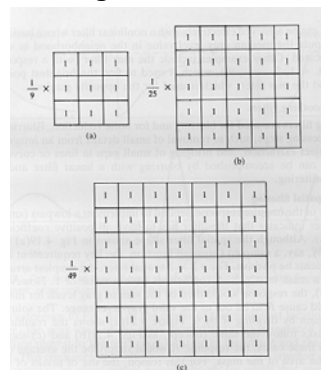
$$\frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

Unfortunately, the mean filter operation blurs edges and sharp features.

$$g(x, y) = h(x, y) * f(x, y)$$

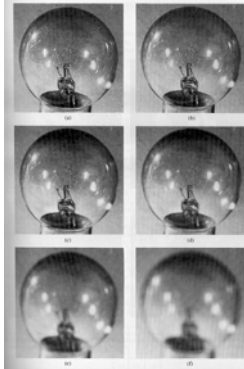
Convolution mask or kernel

## Image Enhancement



## Image Enhancement

- (a) Original image;  
 (b)-(f) results of spatial lowpass filtering with masks size of 3x3, 5x5, 7x7, 15x15, 25x25.



## Image Enhancement

Blurring of edges may be controlled by *selective mean filtering*:

$$g(x, y) = \begin{cases} \mu(x, y), & \text{if } |f(x, y) - \mu(x, y)| > T, \\ f(x, y) & \text{otherwise} \end{cases}$$

- where T is a threshold,
- this is useful in *salt and pepper noise*,
- in this applications, the central pixel at(x,y) is usually left out to use only the eight neighboring pixel in computing the mean.

## Image Enhancement

### SMOOTHING FILTERS - MEDIAN FILTERING

- non-linear filter
- performs better noise removal with less blurring in most cases.

$$\begin{bmatrix} 10 & 20 & 20 \\ 20 & 15 & 20 \\ 20 & 25 & 100 \end{bmatrix} \rightarrow \begin{bmatrix} 10 & 20 & 20 \\ 20 & 20 & 20 \\ 20 & 25 & 100 \end{bmatrix}$$

(10, 20, 20, 20, 15, 20, 20, 25, 100)

sorting: (10, 15, 20, 20, 20, 20, 25, 100)

↑  
median

## Image Enhancement

- (a) Original image;  
 (b) image corrupted by impulse noise;  
 (c) result of 5x5 mean;  
 (d) result of 5x5 median filtering.



## Image Enhancement

### SHARPENING FILTERS - HIGHPASS SPATIAL FILTERING

- Edge Enhancement and Extraction
- The gradient operator gives a measure of change in the image values in the direction specified:

$$G(x, y) = \frac{\partial f}{\partial x} i + \frac{\partial f}{\partial y} j \Rightarrow |G(x, y)| = \sqrt{\left(\frac{\partial f}{\partial x}\right)^2 + \left(\frac{\partial f}{\partial y}\right)^2}$$

- For digital, differentiation is approximated by differences:

$$|G(x, y)| = \sqrt{[f(x, y) - f(x-1, y)]^2 + [f(x, y) - f(x, y-1)]^2}, \text{ or}$$

$$|G(x, y)| \approx |f(x, y) - f(x-1, y)| + |f(x, y) - f(x, y-1)|$$



## Image Enhancement

Differentiation leads to

- removal of constant values in the direction of the operation;
- extraction of edges in the orthogonal direction; and
- removal of the average intensity (DC component).

Roberts gradient uses cross-differences

$$|G(x, y)| = \sqrt{[f(x, y) - f(x+1, y+1)]^2 + [f(x, y+1) - f(x+1, y)]^2}$$



- This operator computes diagonal edge gradients. The advantage of this operator is that the resulting image pixel values may be written in the same array as the input image.

## Image Enhancement

### 3 x 3 MASKS FOR GRADIENT OPERATIONS

Prewitt operators:

$$\frac{\partial f}{\partial x} \approx \frac{1}{3} \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}; \quad \frac{\partial f}{\partial y} \approx \frac{1}{3} \begin{bmatrix} -1 & -1 & -1 \\ 0 & 0 & 0 \\ 1 & 1 & 1 \end{bmatrix}$$

Sobel operators:

$$\frac{\partial f}{\partial x} \approx \frac{1}{4} \begin{bmatrix} 1 & 0 & -1 \\ 2 & 0 & -2 \\ 1 & 0 & -1 \end{bmatrix}; \quad \frac{\partial f}{\partial y} \approx \frac{1}{4} \begin{bmatrix} -1 & -2 & -1 \\ 0 & 0 & 0 \\ 1 & 2 & 1 \end{bmatrix}$$

## Image Enhancement

### 3x3 MASK FOR IMAGE SHARPENING

Laplacian:

$$\begin{bmatrix} 0 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$

Subtracting Laplacian:

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

Unsharp Masking:

$$\begin{bmatrix} -1/8 & -1/8 & -1/8 \\ -1/8 & 2 & -1/8 \\ -1/8 & -1/8 & -1/8 \end{bmatrix}$$

## Image Enhancement

### 3X3 MASK FOR DIRECTIONAL GRADIENTS

$$0^\circ: \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}; \quad 90^\circ: \begin{bmatrix} -1 & -1 & -1 \\ 0 & 0 & 0 \\ 1 & 1 & 1 \end{bmatrix}$$

$$45^\circ: \begin{bmatrix} 0 & 1 & 1 \\ -1 & 0 & 1 \\ -1 & -1 & 0 \end{bmatrix}; \quad 135^\circ: \begin{bmatrix} 1 & 1 & 0 \\ 1 & 0 & -1 \\ 0 & -1 & -1 \end{bmatrix}$$

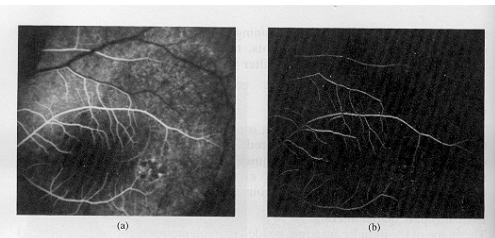
## Image Enhancement

### EXAMPLES OF 3X3 MASK OPERATIONS:

$$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} * \begin{bmatrix} 0 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 \\ 1 & -2 & -1 & -2 & 1 \\ 1 & -1 & 0 & -1 & 1 \\ 1 & -2 & -1 & -2 & 1 \\ 0 & 1 & 1 & 1 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} * \begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & -1 & -1 & -1 & 0 \\ -1 & 3 & 2 & 3 & -1 \\ -1 & 2 & 1 & 2 & -1 \\ -1 & 3 & 2 & 3 & -1 \\ 0 & -1 & -1 & -1 & 0 \end{bmatrix}$$

## Image Enhancement



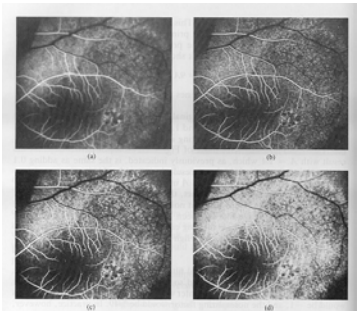
$$\frac{1}{9} \times \begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

## Image Enhancement

$$\frac{1}{9} \times \begin{bmatrix} -1 & -1 & -1 \\ -1 & w & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

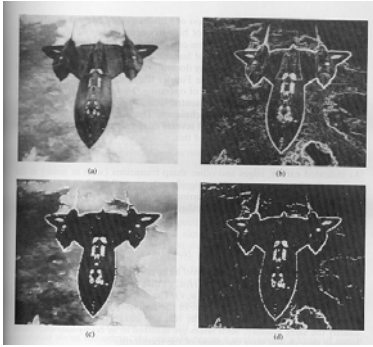
Where  $w = 9A - 1$ ,  
with  $A \geq 1$

- (a) original image;
- (b)  $A=1.1$ ;
- (c)  $A=1.15$ ;
- (d)  $A=1.2$ .



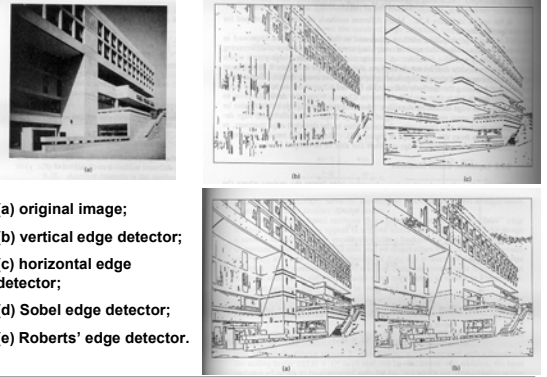
## Image Enhancement

- (a) original image;
- (b) magnitude of Prewitt gradient;
- (c) setting to 255 any gradient value over 25;
- (d) setting to 255 any gradient value over 25 and setting to 0 any gradient value under or equal 25.



## Image Enhancement

- (a) original image;
- (b) vertical edge detector;
- (c) horizontal edge detector;
- (d) Sobel edge detector;
- (e) Roberts' edge detector.



## Image Enhancement

### FREQUENCY DOMAIN FILTERING

- High-frequency components are associated with sharp features in the image, as well as noise.
- To achieve smoothing of images and/or noise removal, we may remove or attenuate a certain portion of the high-frequency components by lowpass filtering.

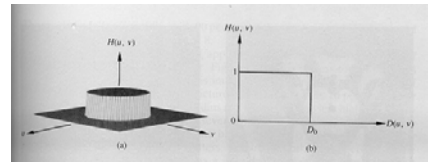
$$G(u, v) = H(u, v) \cdot F(u, v) \quad F(u, v) \Rightarrow H(u, v) \Rightarrow G(u, v)$$

## Image Enhancement

### LOWPASS FILTER FUNCTIONS:

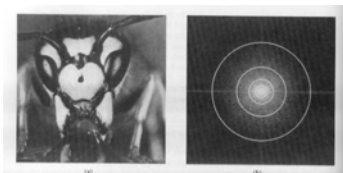
$$ideal \ H(u, v) = \begin{cases} 1 & \text{if } D(u, v) \leq D_0, \\ 0 & \text{otherwise} \end{cases}$$

(Note:  $D(u, v) = \sqrt{u^2 + v^2}$ , i.e., the radial frequency.)



$$G(u, v) = H(u, v) \cdot F(u, v)$$

## Image Enhancement



- (a) 512x512 image;
- (b) its Fourier spectrum with superimposed circles which radii equal to 8, 18, 43, 78, and 152 (enclose 90, 93, 95, 99, and 99.5% of the image power, respectively).

$$P_T = \sum_{u=0}^{N-1} \sum_{v=0}^{N-1} P(u, v)$$

$$P(u, v) = |F(u, v)|^2$$

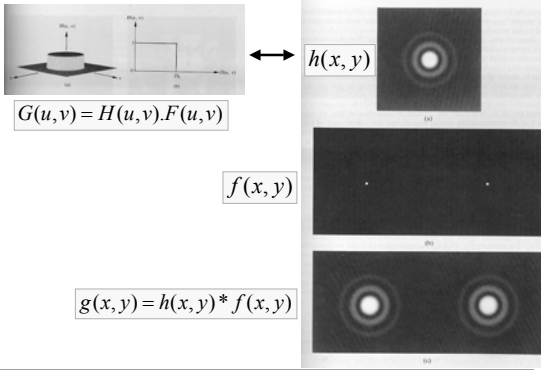
## Image Enhancement



- (a) original image;
- (b)-(f) results of ideal lowpass filtering with the cutoff frequency set at the radii equal to 8, 18, 43, 78, and 152, respectively.

• Ideal lowpass filters results in blurring and ringing removing edge and sharp detail information of the image

## Image Enhancement



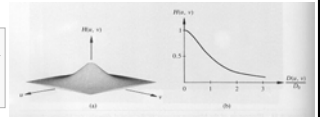
## Image Enhancement

- While "ideal" filtering is possible on computers, it is not desirable as it results in ringing artifacts around edges in the image.
- Exponential and Butterworth filters provide a smoother roll off, and produce smooth images with no ringing artifacts.

**Exponential:**  $H(u,v) = \exp\left[-\left(\frac{D(u,v)}{D_o}\right)^n\right]$   $D(u,v) = \sqrt{u^2 + v^2}$

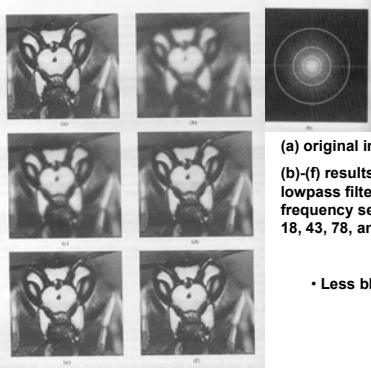
**Butterworth:**

$$H(u,v) = \frac{1}{1 + \left[\frac{D(u,v)}{D_o}\right]^{2n}}$$



(Note: n is the order of the filter; higher-order filters provide faster roll-off.)

## Image Enhancement



(a) original image;  
(b)-(f) results of Butterworth lowpass filtering with the cutoff frequency set at the radii equal to 8, 18, 43, 78, and 152, respectively.

- Less blurring and no ringing

## Image Enhancement



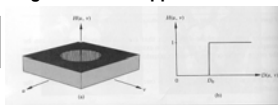
(a) image digitized with only 16 gray levels (exhibits false contours);  
(b) result of smoothing (a) with a lowpass filter of order 1;  
(c) noisy image;  
(d) results of applying Butterworth lowpass filtering to the noisy image.

## Image Enhancement

### HIGHPASS FILTER FUNCTIONS:

- Highpass filters are useful in edge extraction applications.

**Ideal:**  $H(u,v) = \begin{cases} 1 & \text{if } D(u,v) \geq D_o \\ 0 & \text{otherwise} \end{cases}$

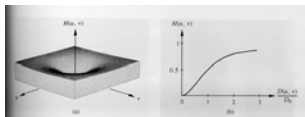


**Exponential:**

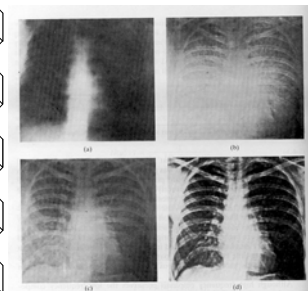
$$H(u,v) = \exp\left[-\left(\frac{D_o}{D(u,v)}\right)^n\right]$$

**Butterworth:**

$$H(u,v) = \frac{1}{1 + \left[\frac{D_o}{D(u,v)}\right]^{2n}}$$



## Image Enhancement



(a) original image;  
(b) result after a highpass Butterworth filter ( $\Rightarrow$  low-frequency components were severely attenuated, thus making different gray-level regions appear the same)  
(c) result after high-frequency emphasis (high-frequency emphasis filter  $\approx$  highpass filter + a constant);  
(d) results of applying high-frequency emphasis and histogram equalization.

## Image Enhancement

- Directional "sector" filters may be designed to enhance, extract, or remove features at preferred orientations, by virtue of the rotational property of the Fourier transform.
- While space domain operations affect local pixel values and features, frequency domain operations affect the image globally.
- While normally we are concerned with the magnitude spectrum to a large extent, the phase spectrum is also important. Phase has been shown to be associated with edge information to a larger extent than the magnitude of the frequency components.

## Image Enhancement

### HOMOMORPHIC FILTERING

$$f(x, y) = i(x, y)r(x, y) \quad F(u, v) \neq I(u, v)R(u, v)$$

$i(x, y)$ : illumination component (very low frequency);  
 $r(x, y)$ : reflectance component (medium-to-high frequency).

To separate the two components for filtering, take the logarithm:

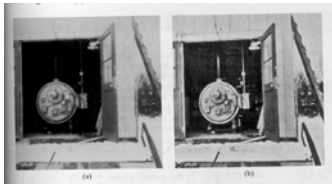
$$z(x, y) = \ln[f(x, y)] = \ln[i(x, y)] + \ln[r(x, y)]$$

$$Z(u, v) = I(u, v) + R(u, v)$$

$$S(u, v) = H(u, v)Z(u, v) \iff g(x, y) = \exp[s(x, y)]$$

$$f(x, y) \iff \ln \iff FFT \iff H(u, v) \iff (FFT)^{-1} \iff \exp \iff g(x, y)$$

## Image Enhancement



(a) original image;

(b) image processed by homomorphic filtering to achieve simultaneous dynamic range compression and contrast enhancement.

(by enhancing  $r$  and suppressing  $i$ )