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FACULTY OF ENGINEERING

Digital Image Processing LECTURE-17

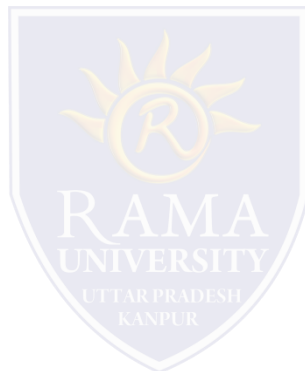
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OUTLINE

- ❖ **Frequency Domain Methods**
- ❖ **Mathematical/Logical Operations on Images**
- ❖ **Image Averaging for Noise Reduction**
- ❖ **Image Subtraction**
- ❖ **MCQ**
- ❖ **References**



Frequency Domain Methods

- We simply compute the Fourier transform of the image to be enhanced, multiply the result by a filter (rather than convolve in the spatial domain), and take the inverse transform to produce the enhanced image.
- Low pass filtering involves the elimination of the high frequency components in the image. It results in blurring of the image

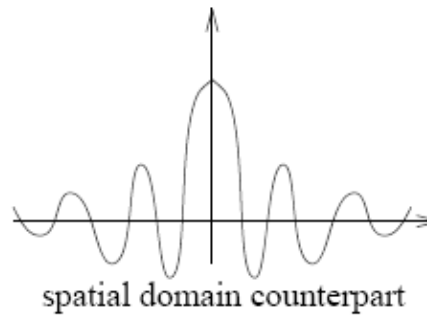
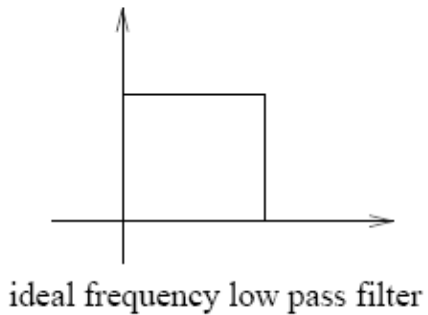
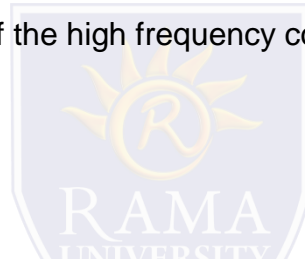


Figure 5: Transfer function for an ideal low pass filter.

Mathematical/Logical Operations on Images

▪ Addition

- Averaging images for noise removal

▪ Subtraction

- Removal of background from images
- Image enhancement
- Image matching
- Moving/displaced object tracking

▪ Multiplication

- Superimposing of texture on an image
- Convolution and correlation of image **S**

▪ And and or operations

- To remove the unnecessary area of an image through mask operations



Image Averaging for Noise Reduction

A noisy image can be represented by

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

where $\eta(x, y)$ denotes the noise in the image

Since the noise is random and the content $f(x, y)$ is fixed,

The noise can be removed by taking more noisy images of the same object and averaging them out

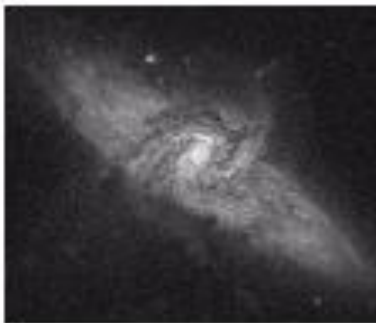
$$\bar{g}(x, y) = \frac{1}{K} \sum_{i=1}^K g_i(x, y),$$

Image Averaging for Noise Reduction

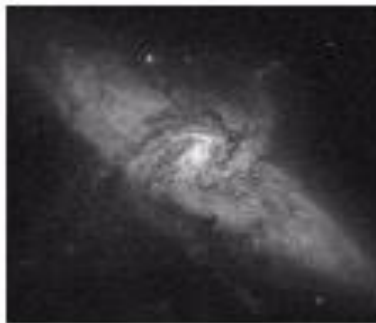
Original image



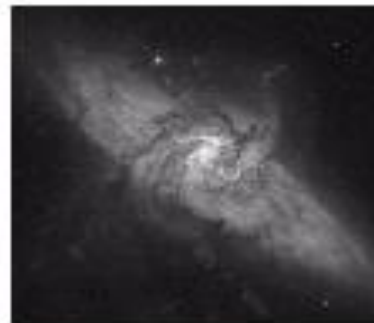
Noisy image



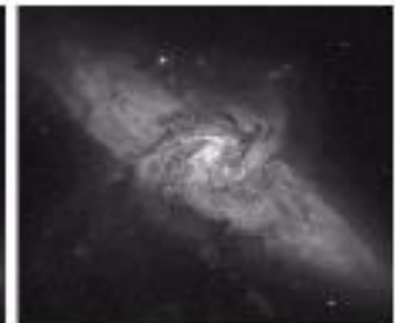
Result of averaging using 8 noise samples



Using 16 noise samples



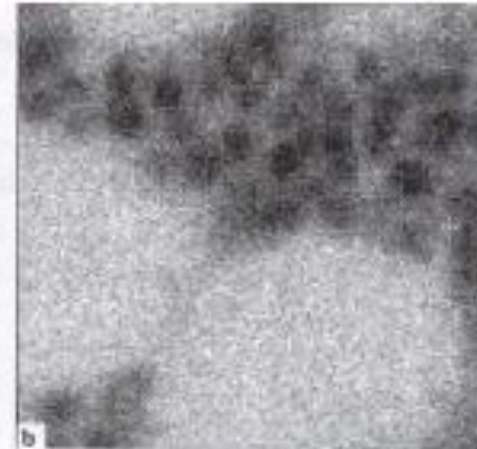
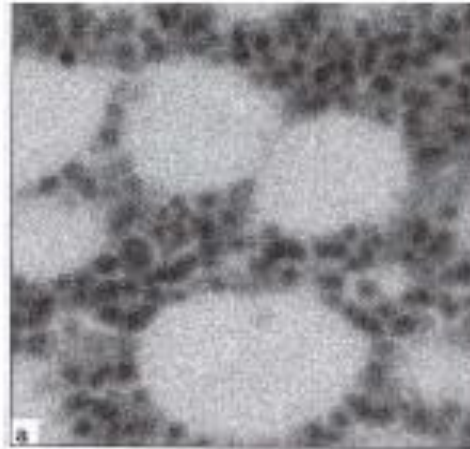
Using 64 noise samples



Using 128 noise samples

Image Averaging for Noise Reduction

Noisy image



Noise
reduction by
averaging
256 samples

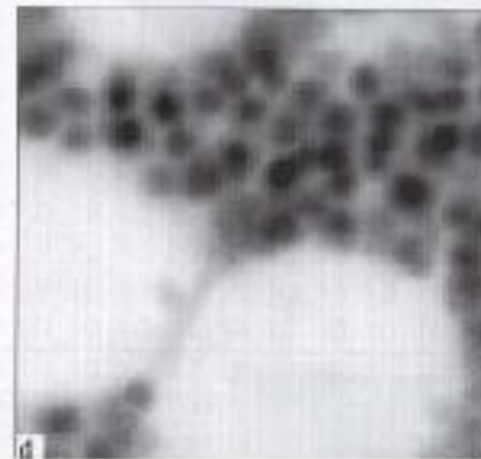
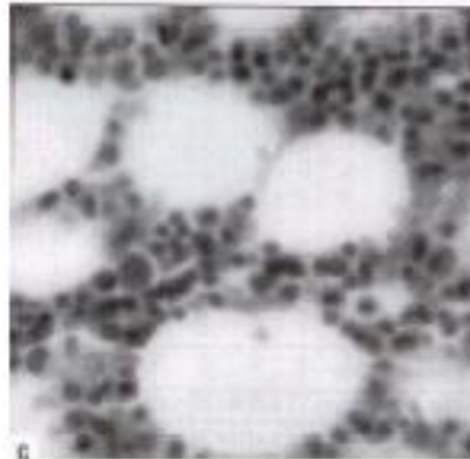


Image Subtraction

- Takes two images as input and produces a third image whose pixel values are those of the first image minus the corresponding pixel values from the second image

Variants

- It is also often possible to just use a single image as input and subtract a constant value from all the pixels
- Just output the absolute difference between pixel values, rather than the straightforward signed output.

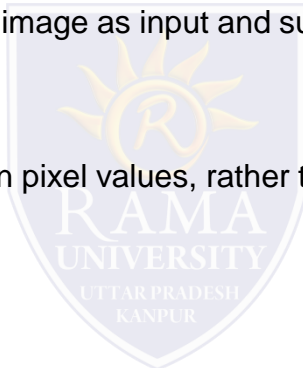


Image Subtraction

- The subtraction of two images is performed in a single pass

$$Q(i, j) = P_1(i, j) - P_2(i, j)$$

- If the operator computes absolute differences between the two input images then:

$$Q = |P_1(i, j) - P_2(i, j)|$$

- If it is simply desired to subtract a constant value C from a single image then:

$$Q = P_1(i, j) - C$$

Image Subtraction

- If the operator calculates absolute differences, then it is impossible for the output pixel values to be outside the range
- In rest of the two cases the pixel value may become negative
- This is one good reason for using absolute differences.
- How to solve problem of negative pixels?

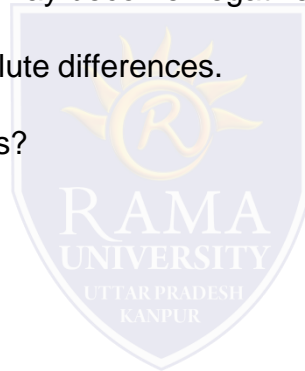


Image Subtraction

- How to solve problem of negative pixels?
- Let we have an 8 bit Grayscale image (Value Range= 0 to 255)
- The result of image subtraction may come in the range of -255 to +255
- One scheme can be to add 255 to every pixel and then divide by 2
- Method is easy and fast
- Limitations
 - Truncation errors can cause loss of accuracy
 - Full range of display may not be utilized

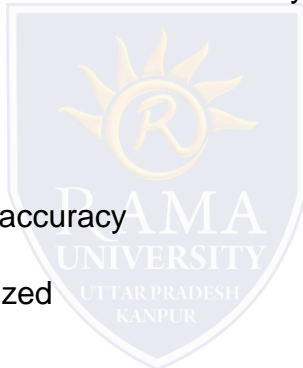
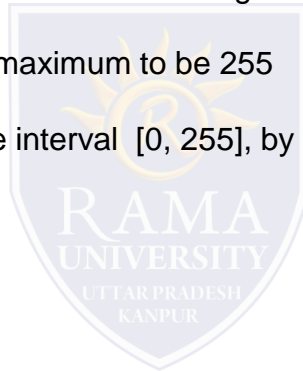


Image Subtraction

- How to solve problem of Negative Pixels?
- Another scheme can be
- first, find the minimum gray value of the subtracted image
- second, find the maximum gray value of the subtracted image
- set the minimum value to be zero and the maximum to be 255
- while the rest are adjusted according to the interval $[0, 255]$, by timing each value with $255/\max$



1. What is the name of process used to correct the power-law response phenomena?
 - a) Beta correction
 - b) Alpha correction
 - c) Gamma correction
 - d) Pie correction
2. Which of the following transformation function requires much information to be specified at the time of input?
 - a) Log transformation
 - b) Power transformation
 - c) Piece-wise transformation
 - d) Linear transformation
3. In contrast stretching, if $r_1=s_1$ and $r_2=s_2$ then which of the following is true?
 - a) The transformation is not a linear function that produces no changes in gray levels
 - b) The transformation is a linear function that produces no changes in gray levels
 - c) The transformation is a linear function that produces changes in gray levels
 - d) The transformation is not a linear function that produces changes in gray levels



4. In contrast stretching, if $r_1=r_2$, $s_1=0$ and $s_2=L-1$ then which of the following is true?
- a) The transformation becomes a thresholding function that creates an octal image
 - b) The transformation becomes a override function that creates an octal image
 - c) The transformation becomes a thresholding function that creates a binary image
 - d) The transformation becomes a thresholding function that do not create an octal image
5. In contrast stretching, if $r_1 \leq r_2$ and $s_1 \leq s_2$ then which of the following is true?
- a) The transformation function is double valued and exponentially increasing
 - b) The transformation function is double valued and monotonically increasing
 - c) The transformation function is single valued and exponentially increasing
 - d) The transformation function is single valued and monotonically increasing

References

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- Fundamentals of Digital Image Processing, A.K. Jain. Published by Prentice Hall,Upper Saddle River, NJ.

