

SNS COLLEGE OF TECHNOLOGY (AN AUTONOMOUS INSTITUTION)



Approved by AICTE & Affiliated to Anna University Accredited by NBA & Accredited by NAAC with 'A++' Grade, Recognized by UGC saravanampatti (post), Coimbatore-641035.

Department of Biomedical Engineering

Course Name: 19BMB304 & Biomedical Image Processing

III Year : VI Semester

Unit II – IMAGE ENHANCEMENT Topic : Grey Level Transformations

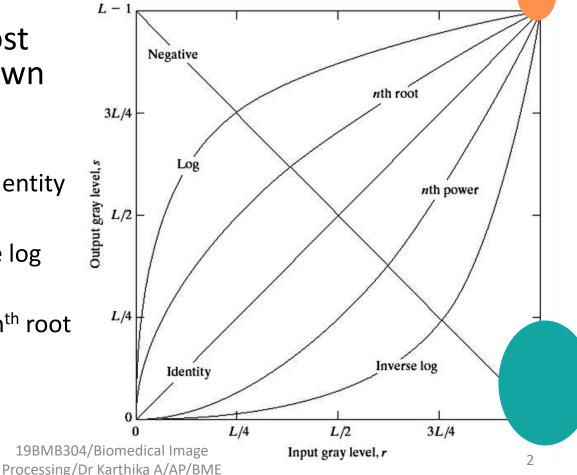




Basic Grey Level Transformations



- •There are many different kinds of grey level transformations
- •Three of the most common are shown here
 - Linear
 - Negative/Identity
 - Logarithmic
 - Log/Inverse log
 - Power law
 - nth power/nth root





Logarithmic Transformations



The general form of the log transformation is

 $\bullet s = c \, * \, log(1+r)$

•The log transformation maps a narrow range of low input grey level values into a wider range of output values

•The inverse log transformation performs the opposite transformation



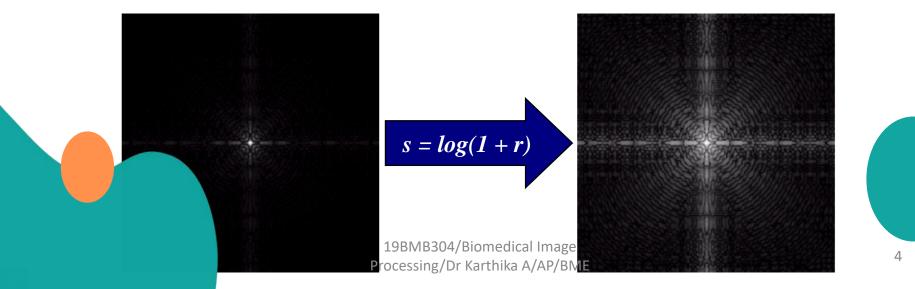
Logarithmic

Transformations (cont...)

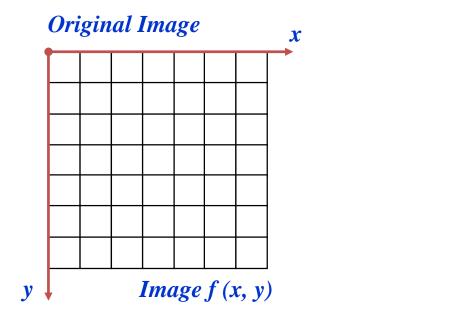


•Log functions are particularly useful when the input grey level values may have an extremely large range of values

 In the following example the Fourier transform of an image is put through a log transform to reveal more detail

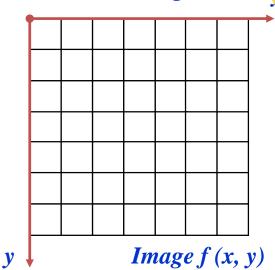






1.0

Enhanced Image



s = log(1 + r)

We usually set c to 1

Grey levels must be in the range [0.0



Power Law Transformations

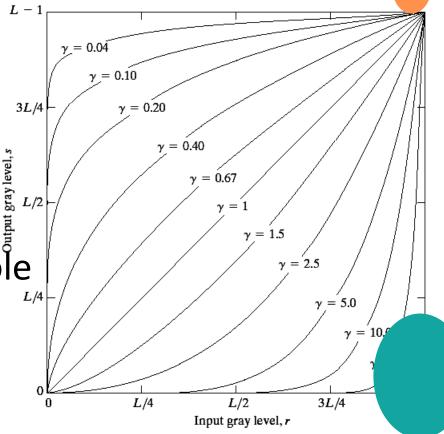


Power law transformations have the following form

• $s = c * r^{\gamma}$

•Map a narrow range of dark input values into a wider range of output values or vice versa

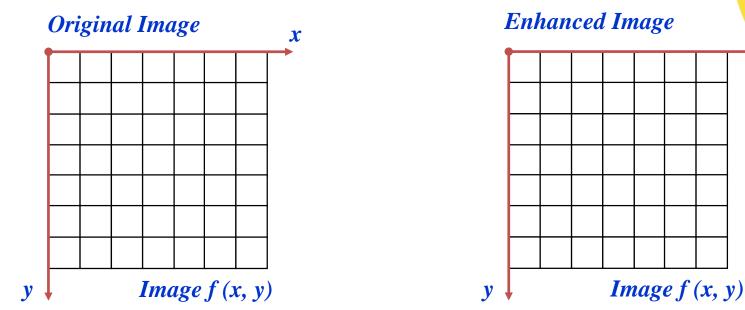
•Varying γ gives a whole family of curves





Power Law Transformations (cont...)





•We usually set c to 1

•Grey levels must be in the range [0.0, 1.0]



Power Law Example

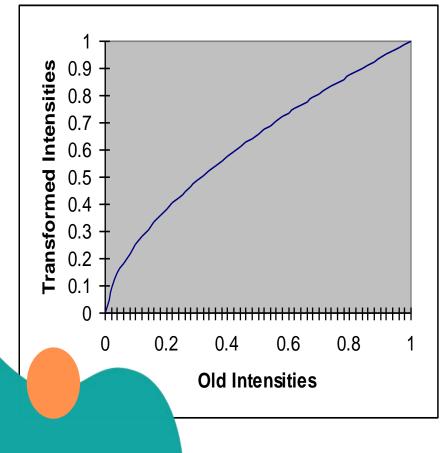








 $\gamma = 0.6$

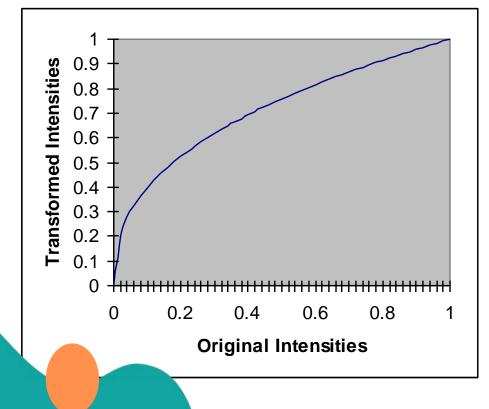


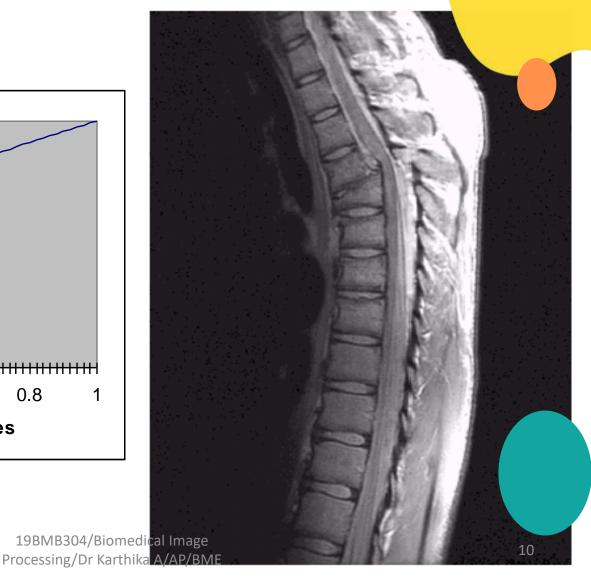




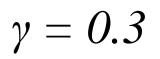


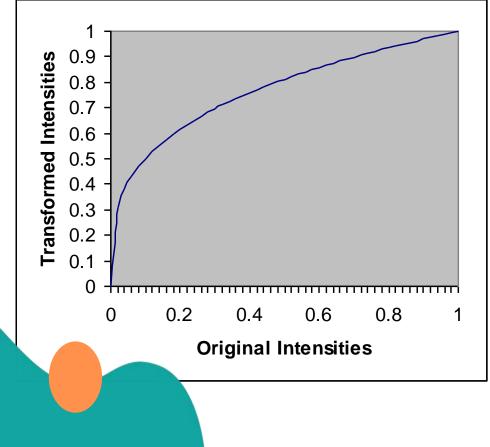
 $\gamma = 0.4$









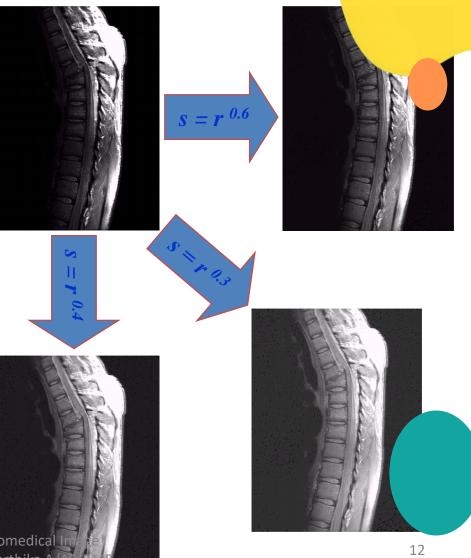








- •The images to the right show a magnetic resonance (MR) image of a fractured human spine
- Different curves highlight different detail





Power Law Example





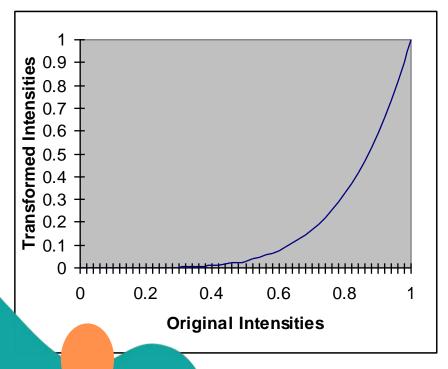


13





$$\gamma = 5.0$$





Power Law Transformations



An aerial photo of a runway is shown
This time power law transforms are used to darken the image
Different curve bigblight

highlight different detail



$\underbrace{Fight}_{Light} \underbrace{Fight}_{Light} \underbrace{Fight}_{Uight} \underbrace{Fi$

- Different camera sensors
- Have different responses to light intensity
- Produce different electrical signals for same input
- How do we ensure there is consistency in:

 a)Images recorded by different cameras for given light in put
 b)Light emitted by different display devices for same ima
 ge?
 19BMB304/Biomedical Image
 Processing/Dr Karthika A/AP/BME



Gamma Correction



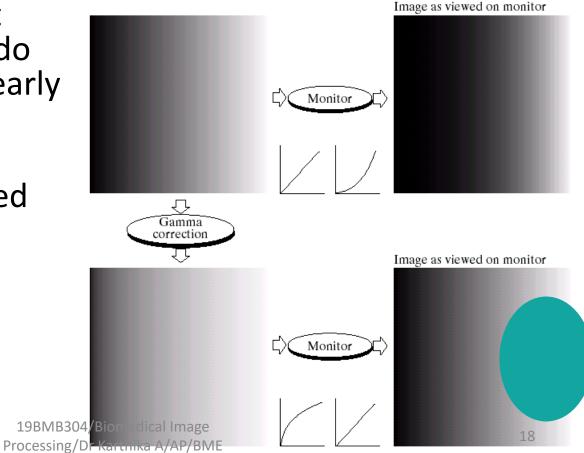
- What is the relation between:
 Camera: Light on sensor vs. "intensity" of corresponding pixel
 Display: Pixel intensity vs. light from that pixel
- Display: Pixel intensity vs. light from that pixel
- Relation between pixel value and corresponding physical quantity is usually complex, nonlinear



Gamma Correction



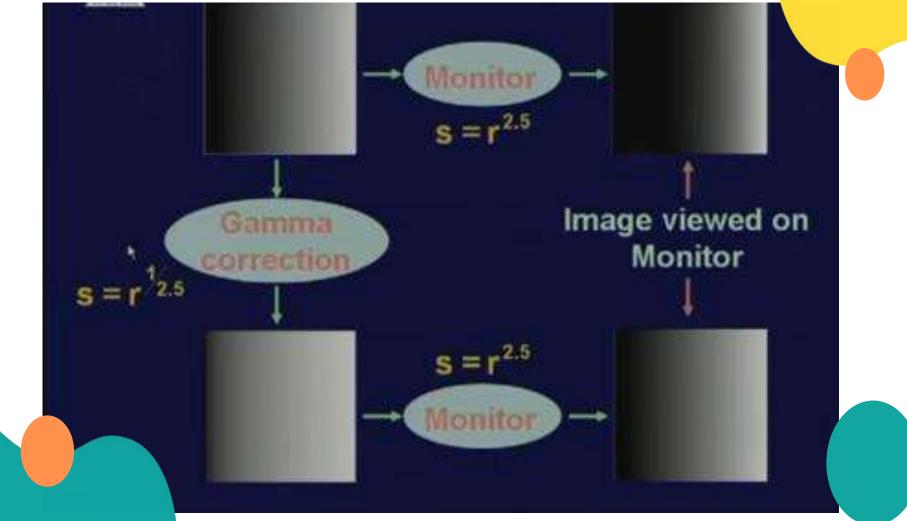
- •Many of you might be familiar with gamma correction of computer monitors
- •Problem is that display devices do not respond linearly to different intensities
- •Can be corrected using a log transform





Gamma Correction



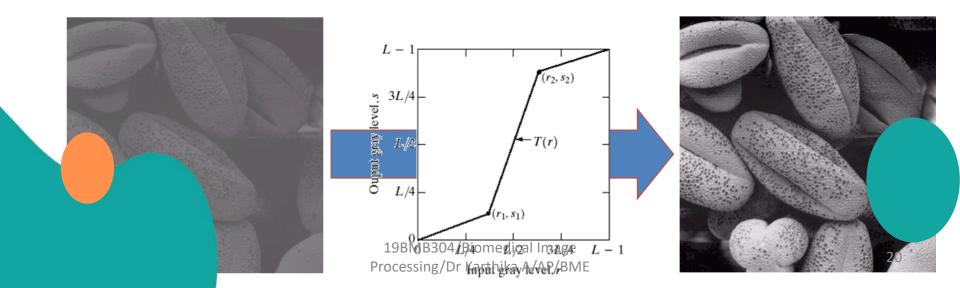


🙀 cewise Linear Transformation Funct



•Rather than using a well defined mathematical function we can use arbitrary user-defined transforms

•The images below show a contrast stretching linear transform to add contrast to a poor quality image





Gray Level Slicing

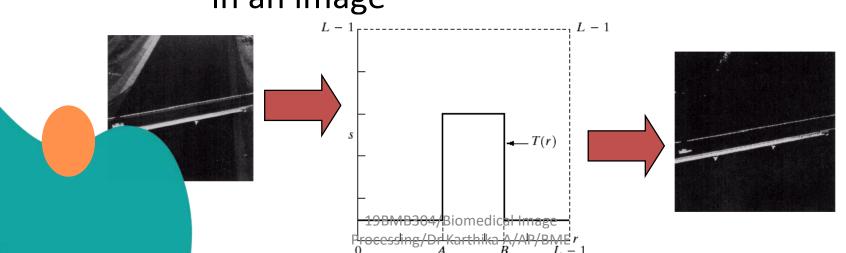


T(r)

21

Highlights a specific range of grey levels

- Similar to thresholding
- Other levels can be suppressed or maintained
- Useful for highlighting features
 in an image





Bit Plane Slicing



•Often by isolating particular bits of the pixel values in an image we can highlight interesting aspects of that image

- Higher-order bits usually contain most of the significant visual information
- Lower-order bits contain subtle details

