

# Гистограмма изображения

*Гистограммой* с уровнями яркости в диапазоне  $[0, L - 1]$  называется дискретная функция  $h(r_k) = n_k$ , где  $r_k$  –  $k$ -ый уровень яркости,  $n_k$  – число пикселей яркости  $r_k$ .

*Нормализованная гистограмма*

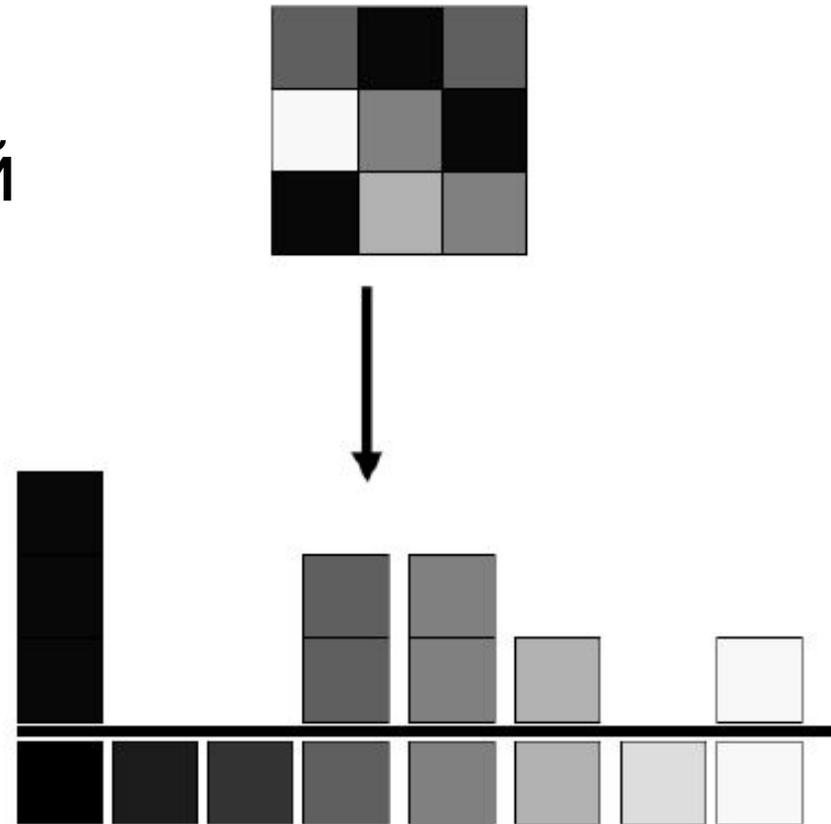
$$p(r_k) = \frac{n_k}{n}, \quad k = 0, 1, \dots, L - 1.$$

$$\sum_{k=0}^{L-1} p(r_k) = 1.$$

# Гистограмма изображения

```
initialize  $h(i) = 0$  for all  $i$   
for each pixel  $(i, j)$   
   $h(\text{pixel}(i, j)) ++;$ 
```

распределение яркостей  
заранее неизвестно



# Гистограмма изображения

input image

CUDA block 0	CUDA block 1	CUDA block 2

construct local histograms  
using atomics

3	1	6	2				
---	---	---	---	--	--	--	--

block 0

0	5	2	1				
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block 1

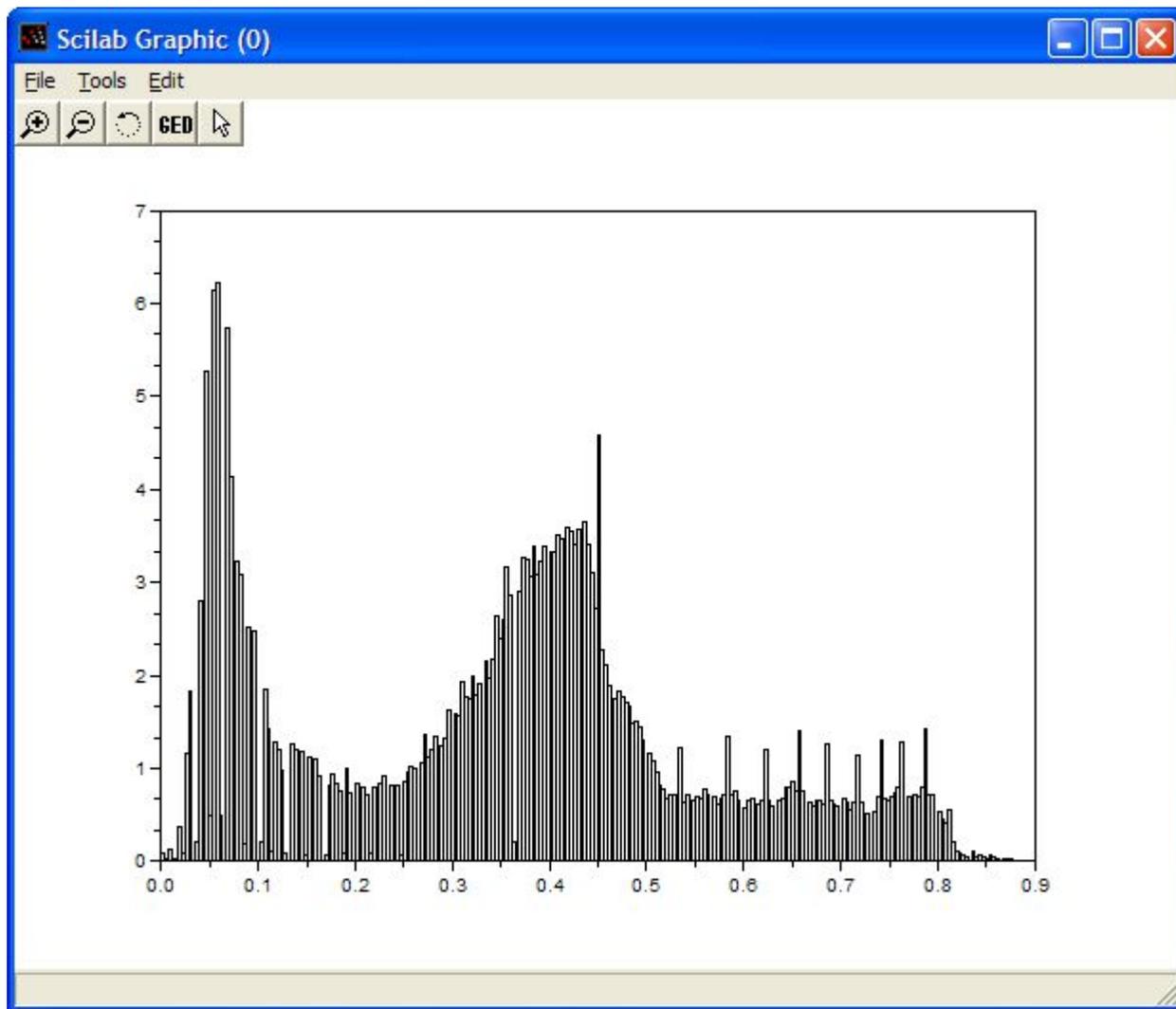
1	1	1	6				
---	---	---	---	--	--	--	--

block 2

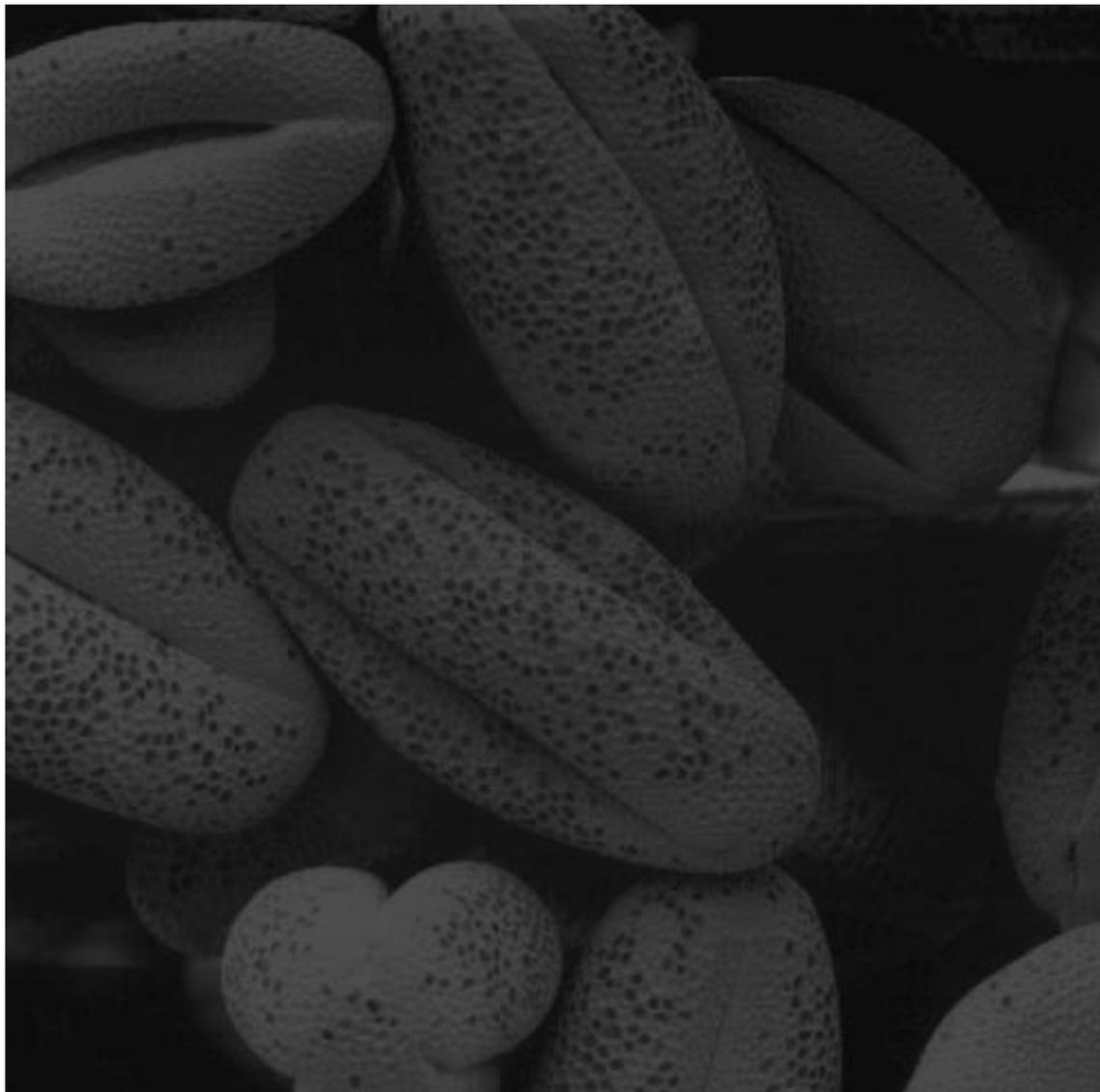
merge local histograms  
for the final result

4	7	9	9				
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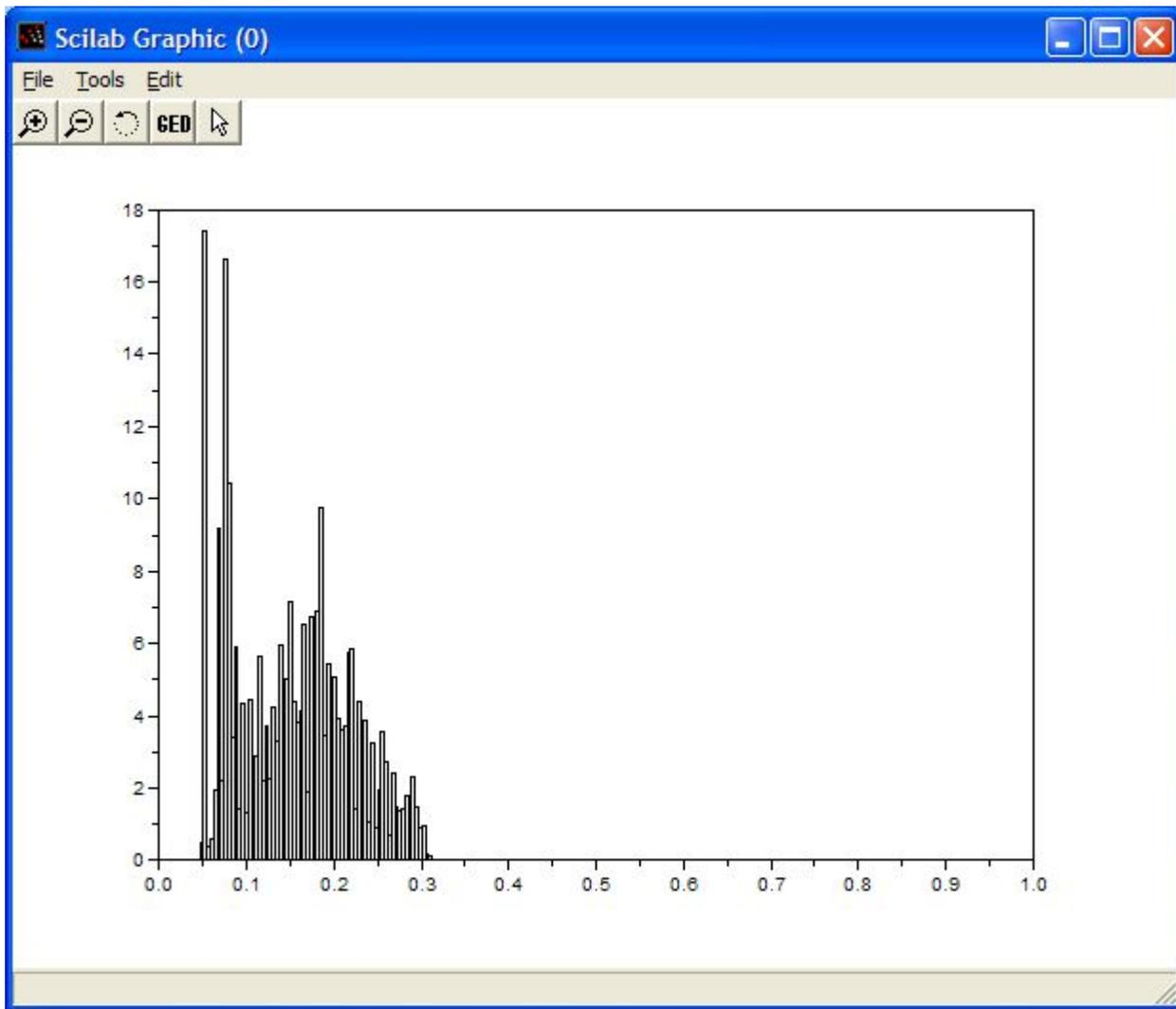
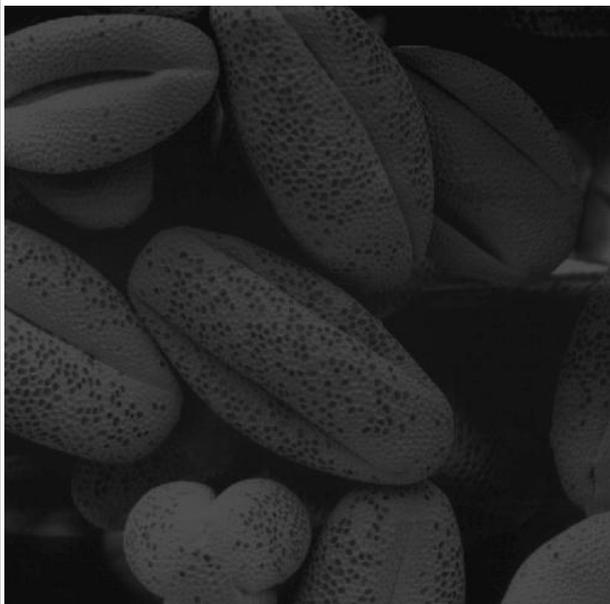
# Примеры гистограмм



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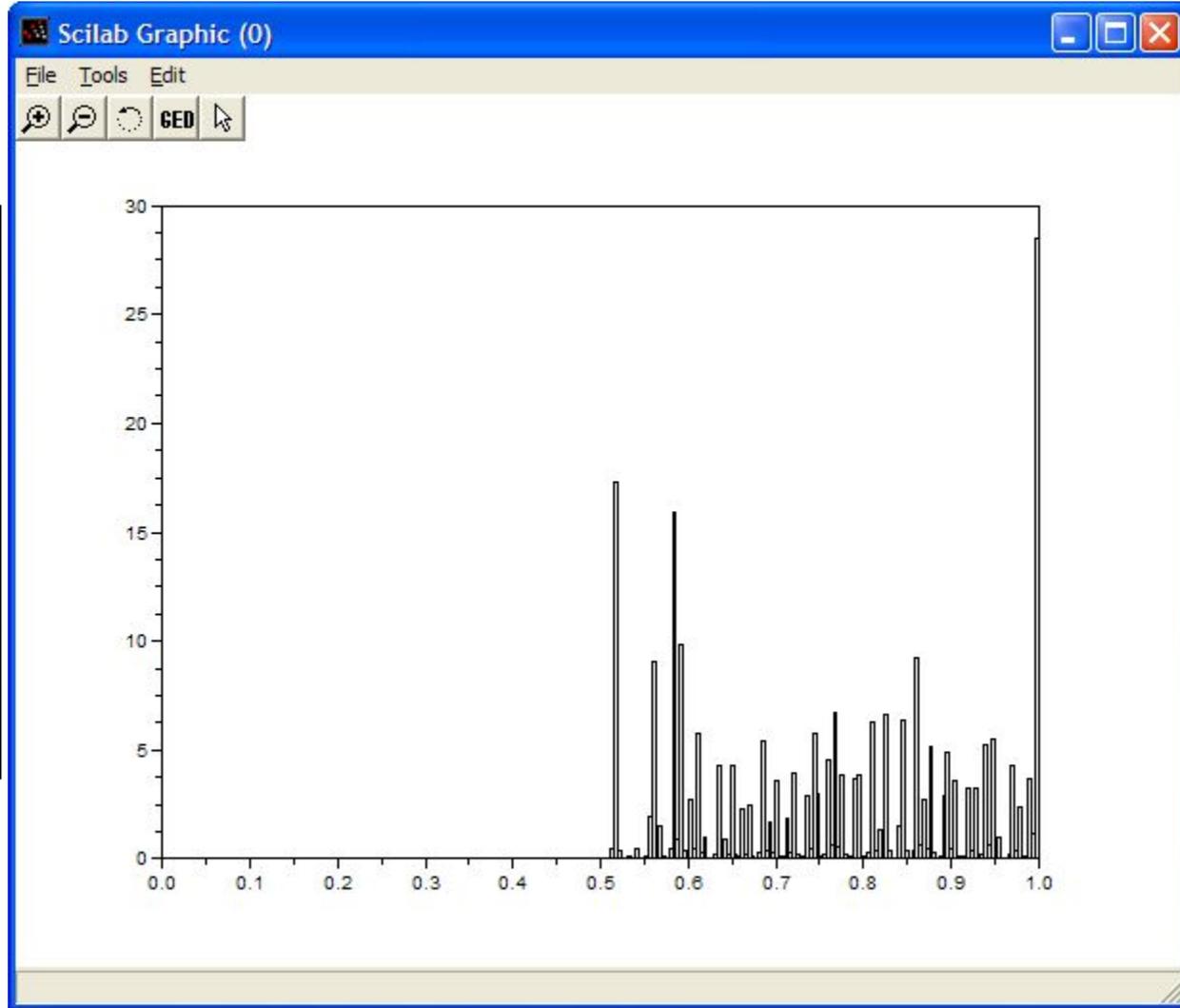
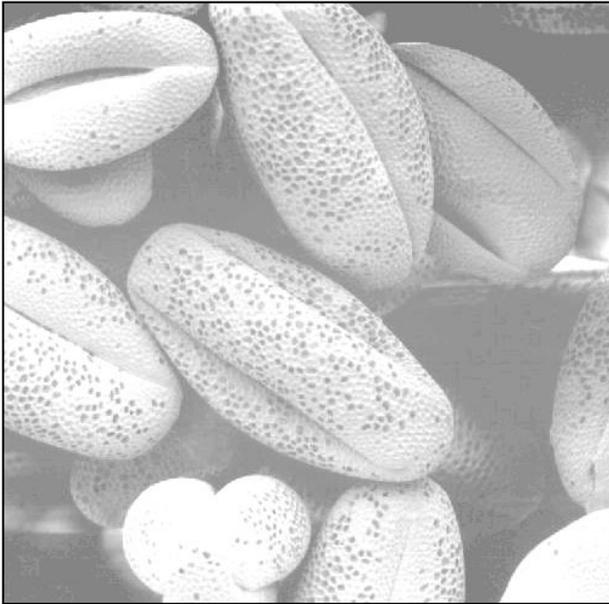
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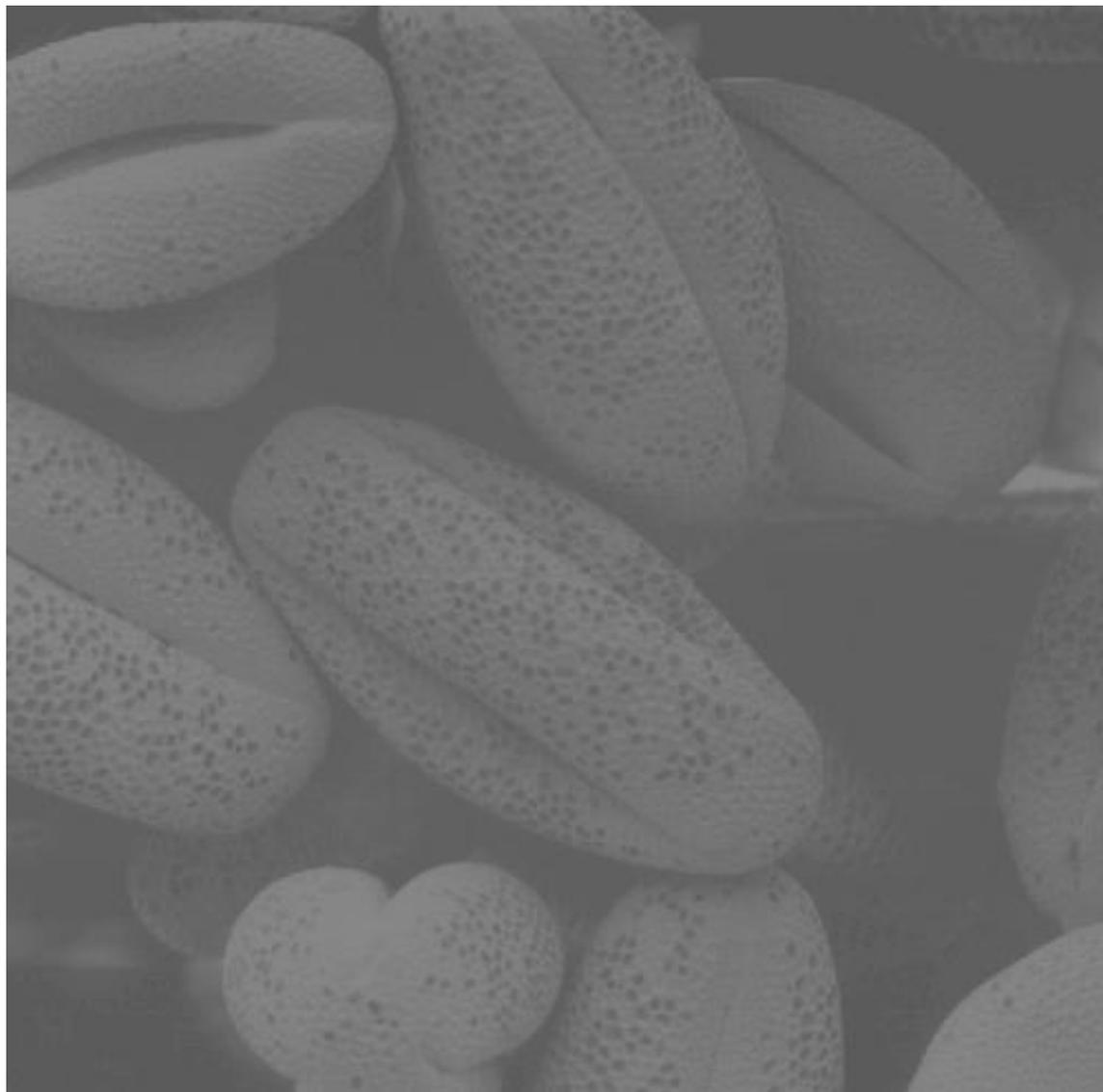
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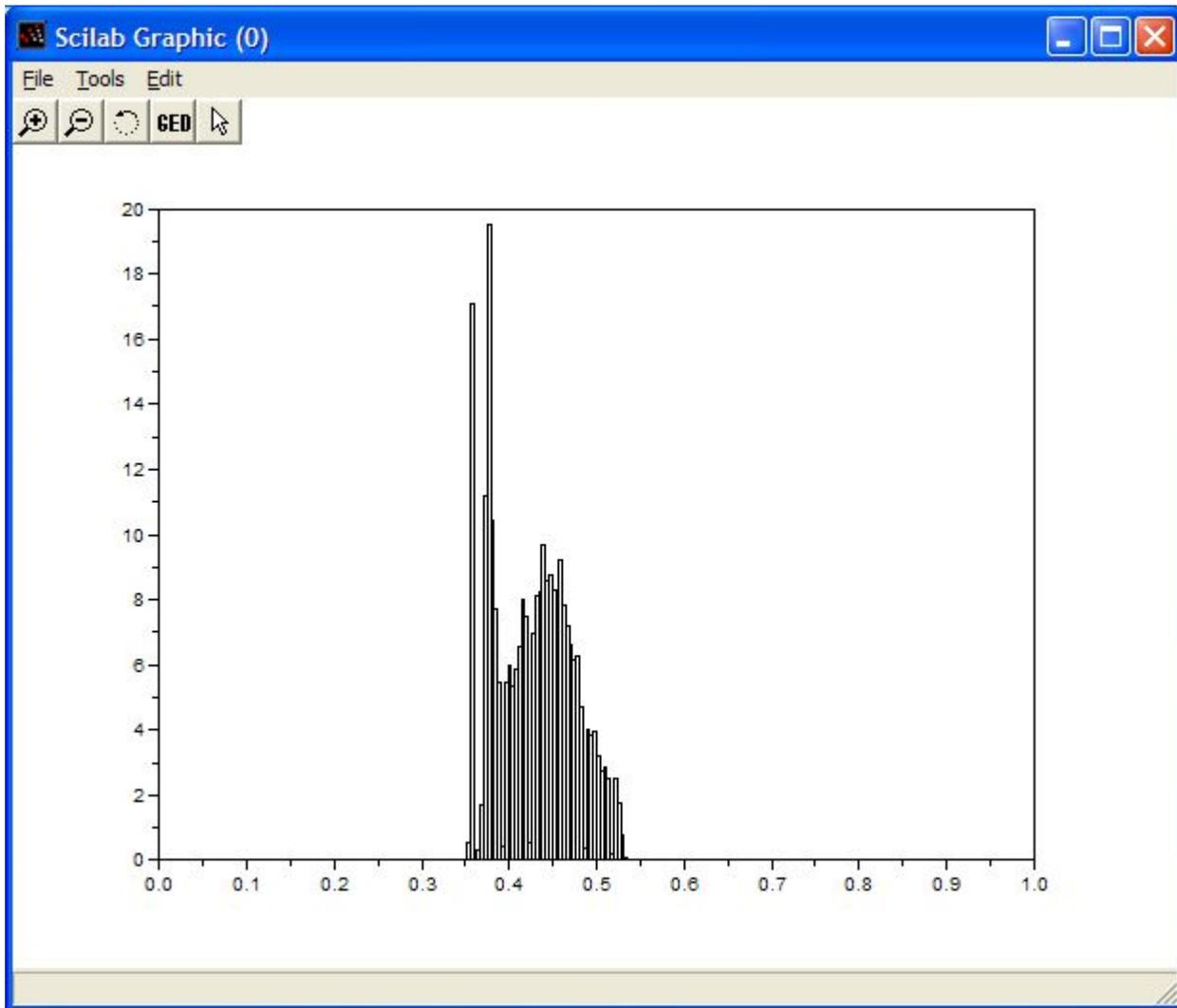
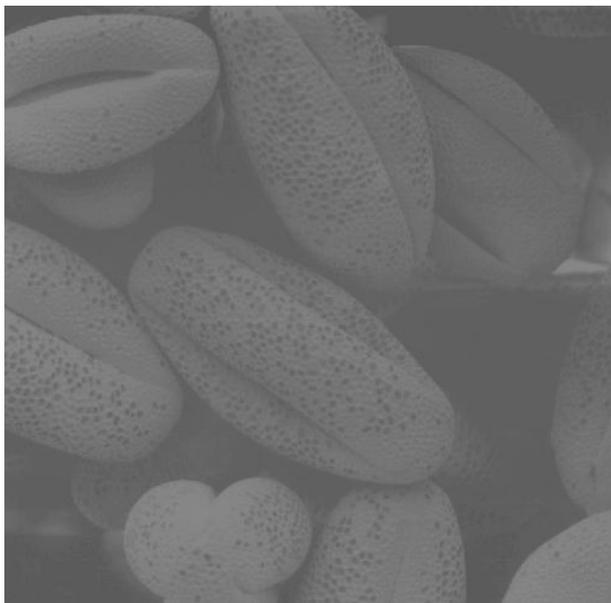
# Примеры гистограмм



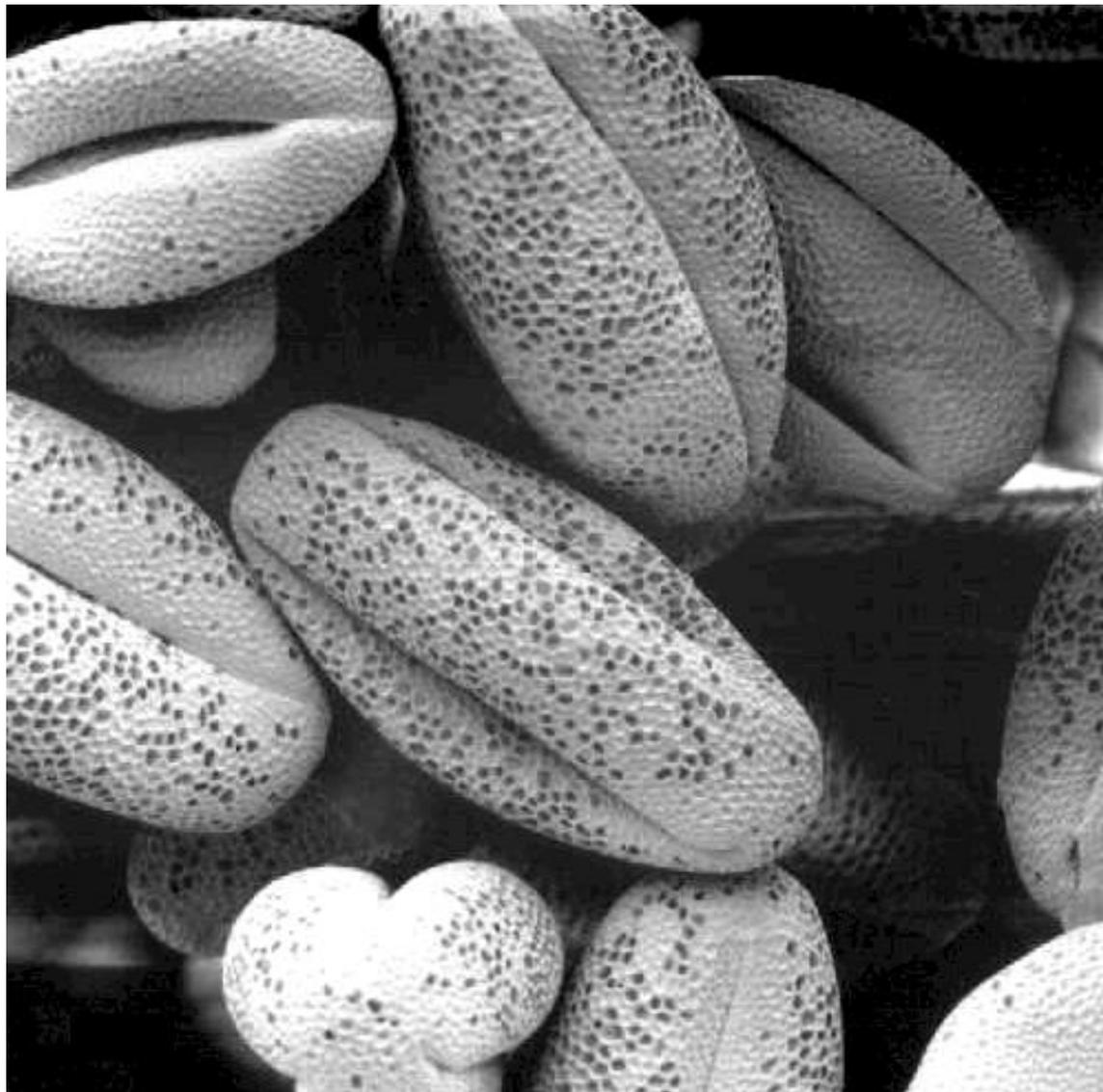
# Примеры гистограмм



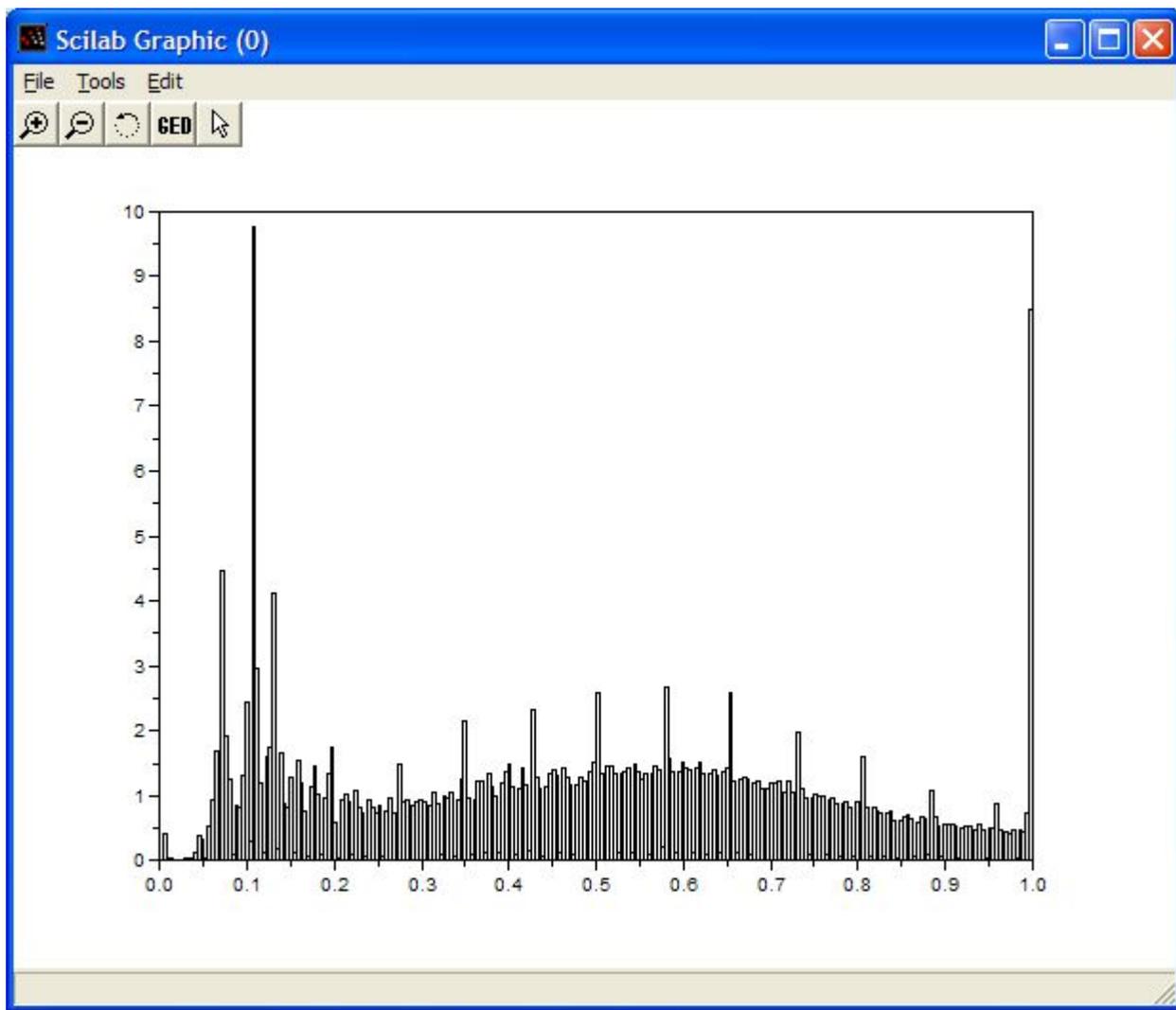
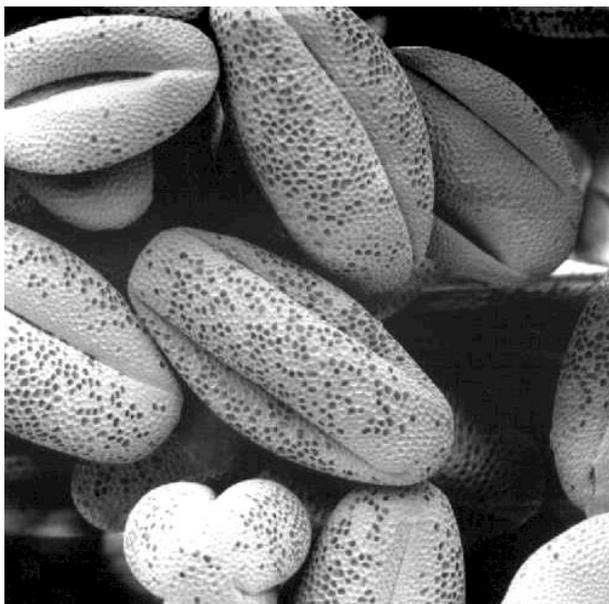
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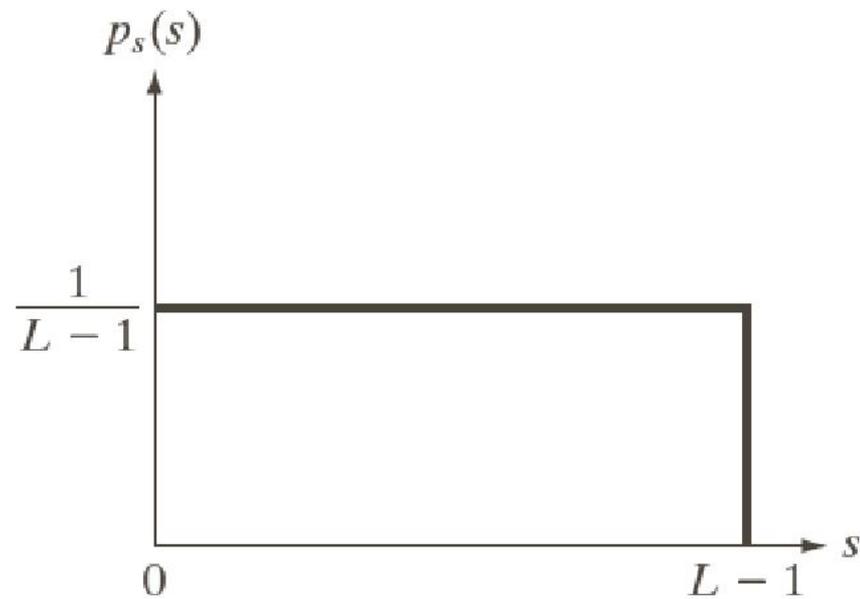
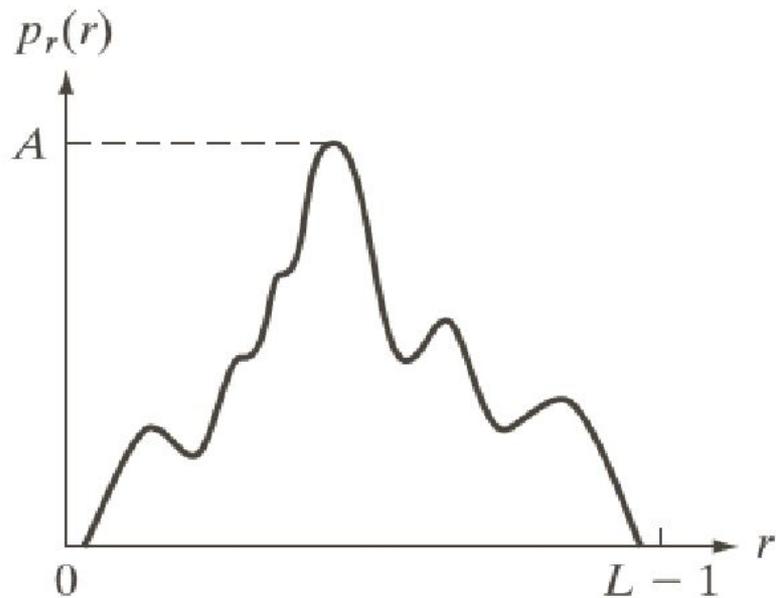
# Contrast Stretching

We can fix images that have poor contrast by applying a pretty simple contrast specification

The interesting part is how do we decide on this transformation function?



# Эквализация гистограммы



# Эквализация гистограммы

$$p(r_k) = \frac{n_k}{n}, \quad k = 0, 1, \dots, L-1.$$

Эквилизация (линеаризация, растяжение) гистограммы

- $r_k$ : исходная яркость
- $s_k$ : получаемая яркость
- $k$ : диапазон яркостей
- $n_j$ : число точек яркости  $j$
- $n$ : общее число пикселей

$$\begin{aligned} s_k &= T(r_k) \\ &= \sum_{j=0}^k p(r_j) \\ &= \sum_{j=0}^k \frac{n_j}{n} \end{aligned}$$

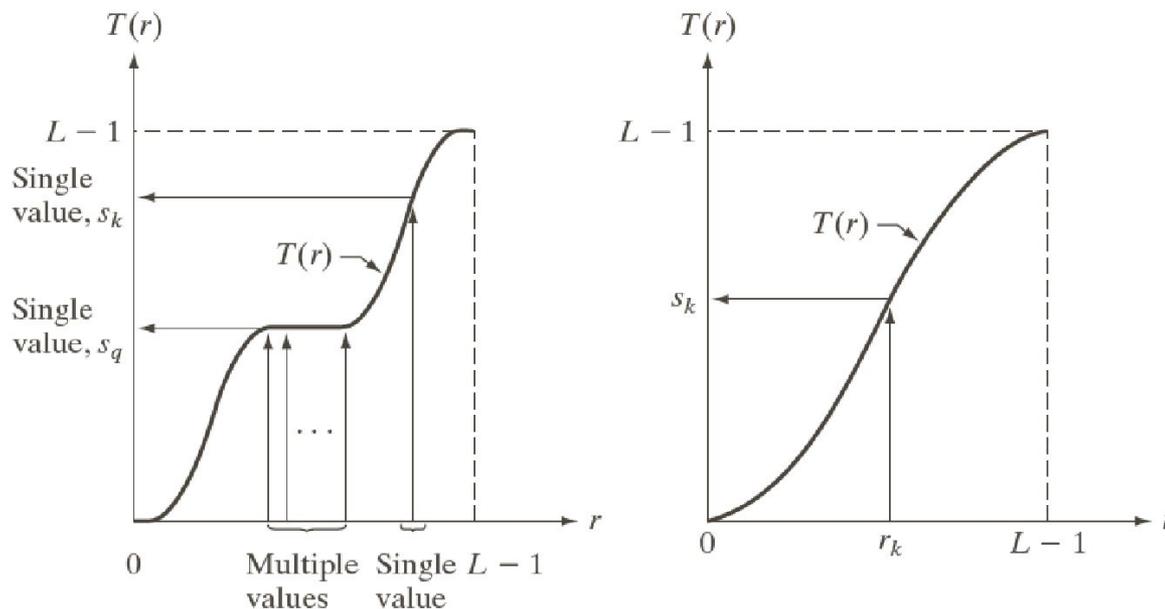
$$r_k = T^{-1}(s_k), \quad k = 0, 1, \dots, L-1.$$

# Функция эквализации

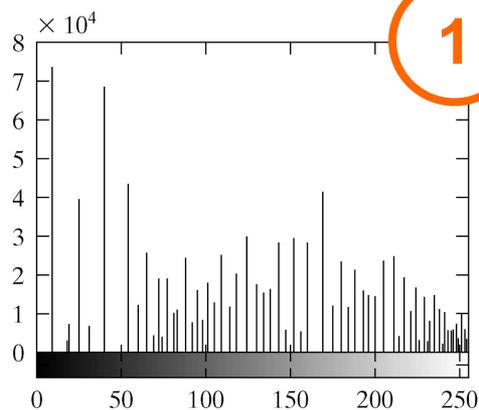
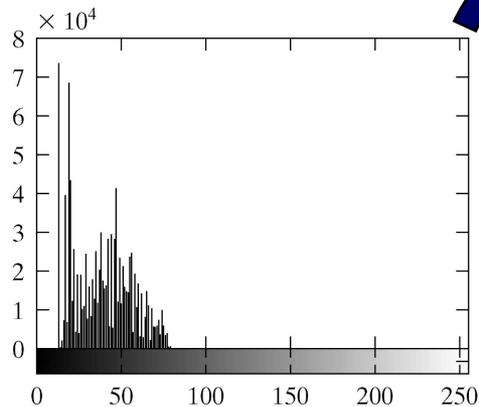
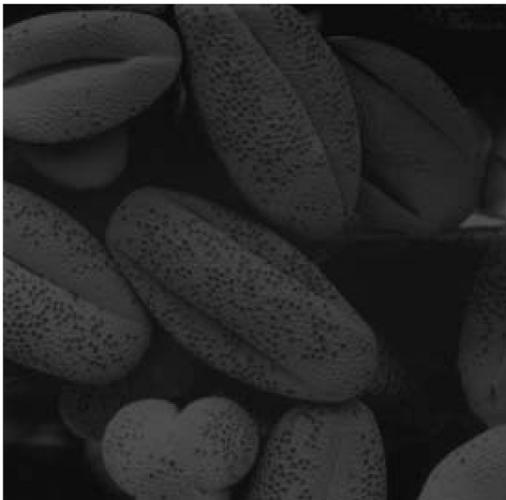
(а)  $T(r_k)$  – монотонно возрастающая функция на отрезке  $[0, L - 1]$

(а')  $T(r_k)$  – строго монотонно возрастающая функция

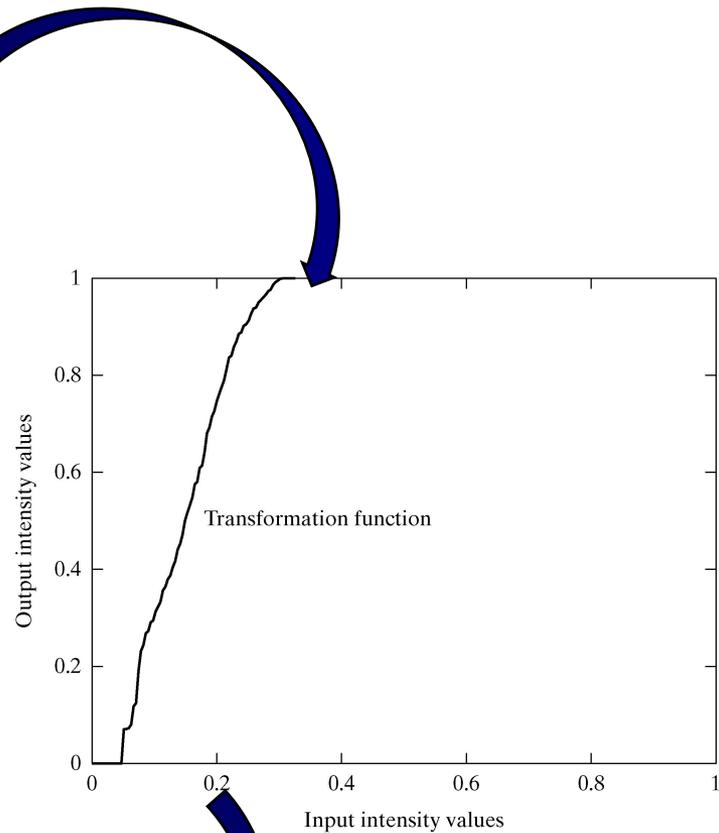
(б)  $0 \leq T(r_k) \leq L - 1$  на отрезке  $[0, L - 1]$



# Пример эквализации

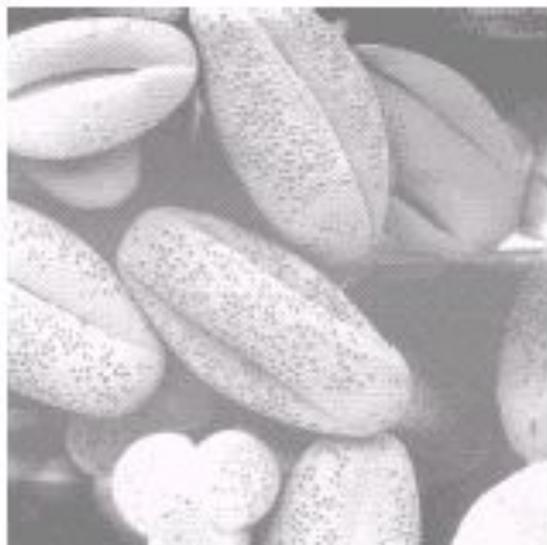
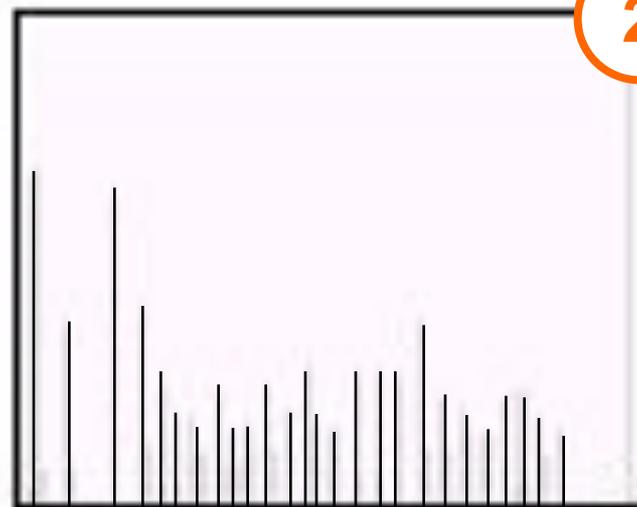
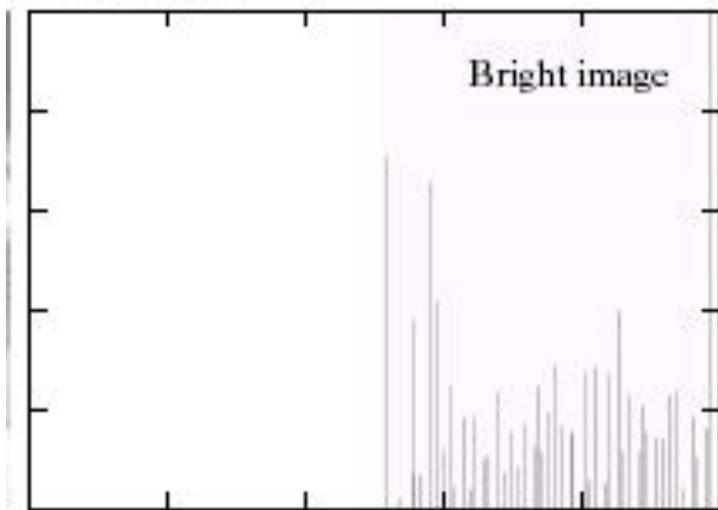


1

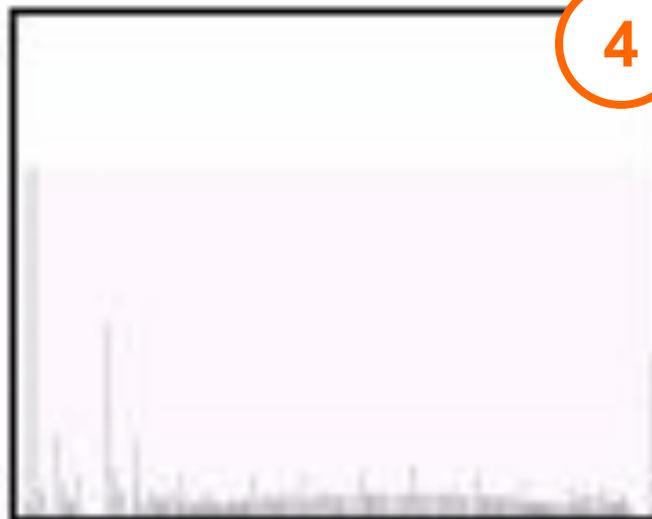
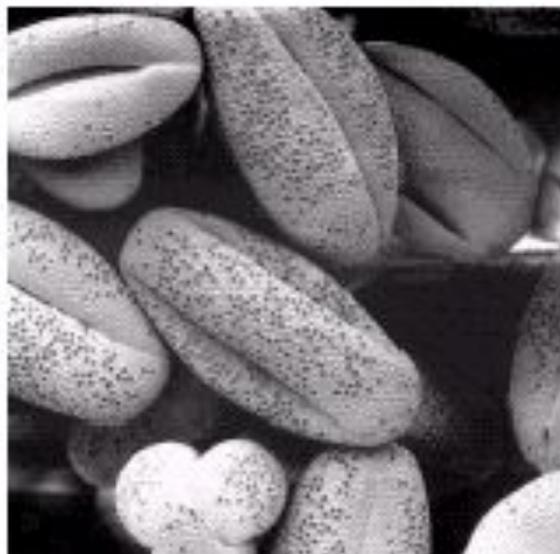
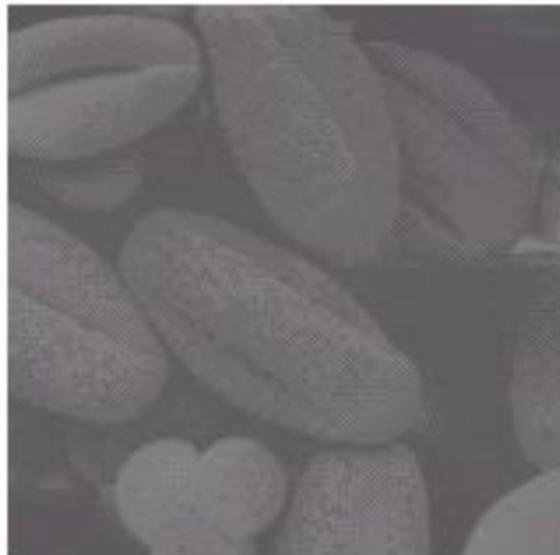


# Пример эквализации

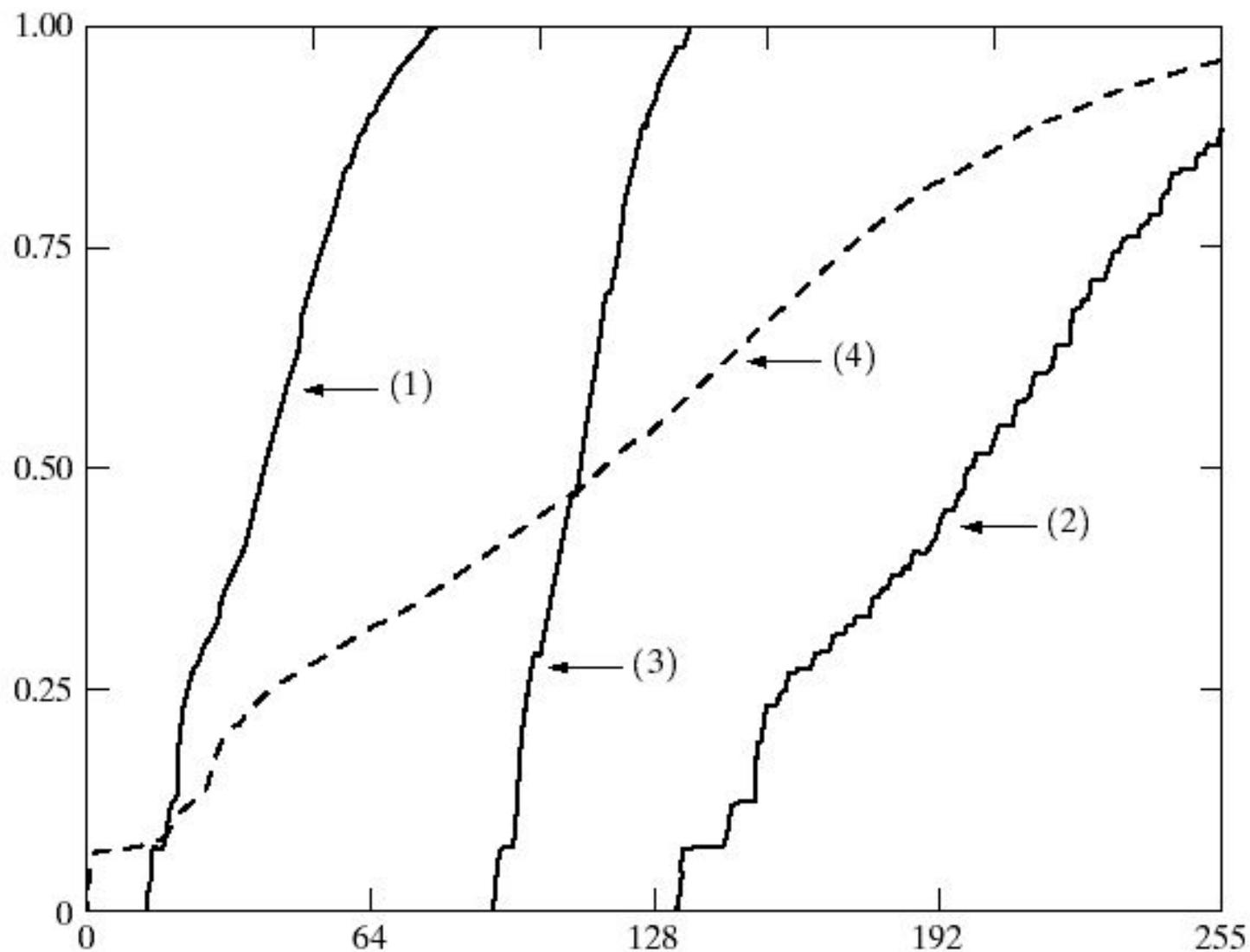
2

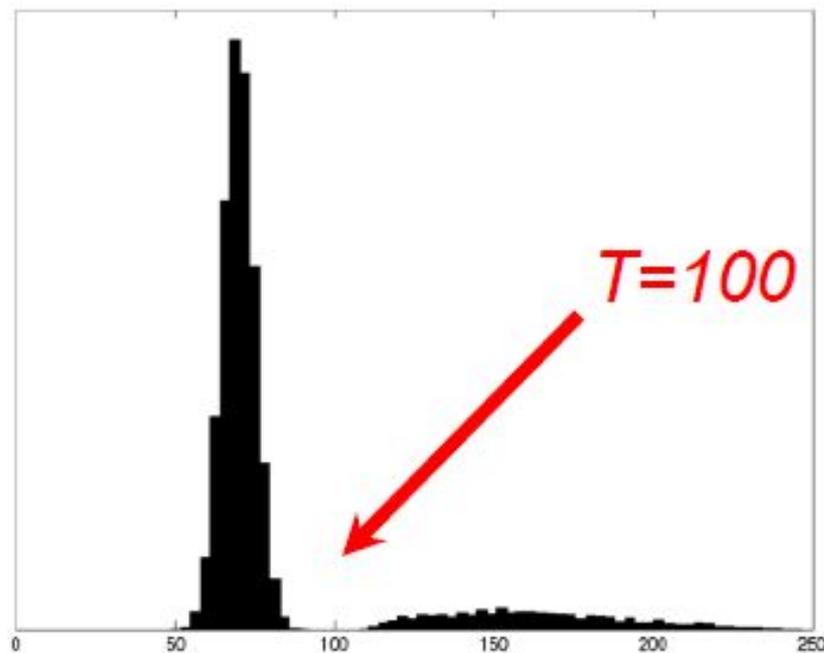
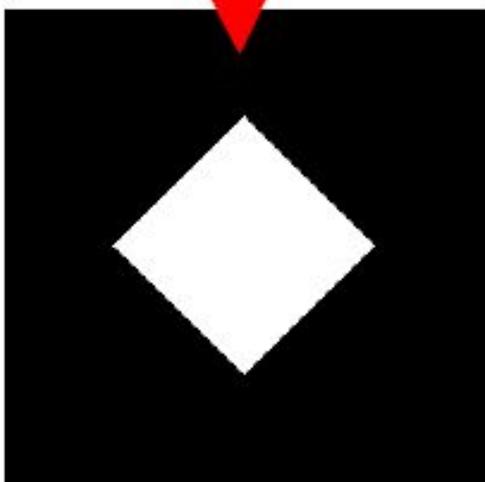
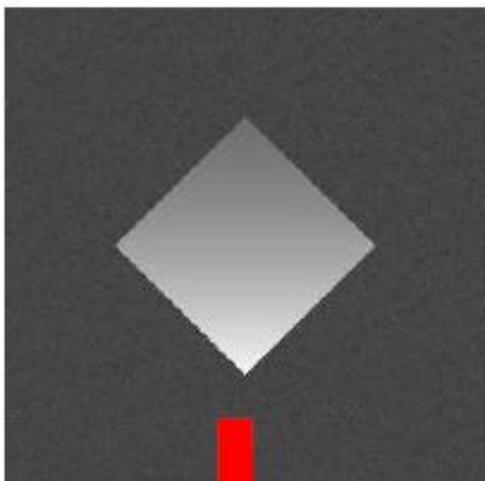


# Пример эквализации



## Функции эквализации

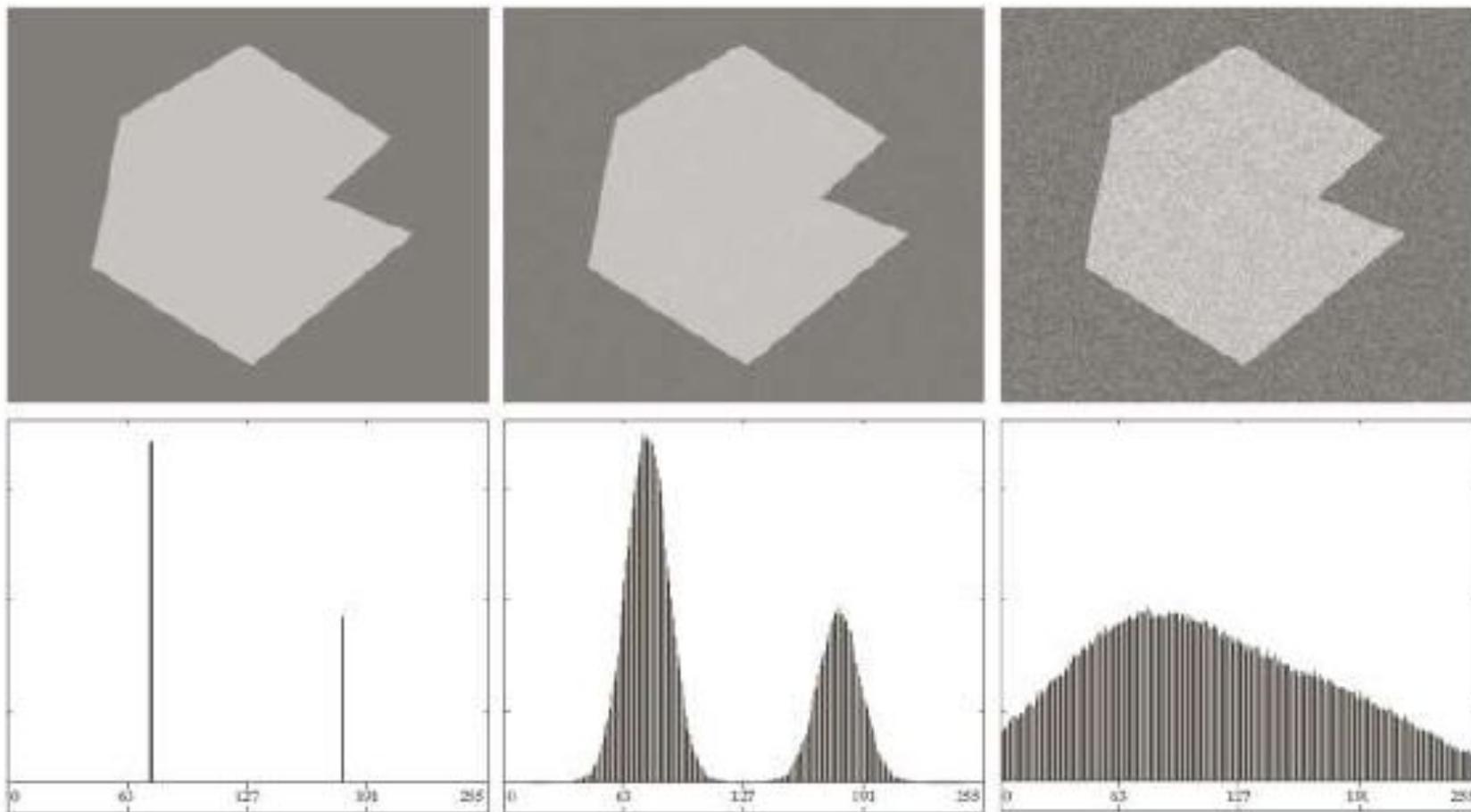




Histogram

$$g(x, y) = \begin{cases} 1 & \text{if } f(x, y) > T \\ 0 & \text{if } f(x, y) \leq T \end{cases}$$

# Отображение шума на гистограмме

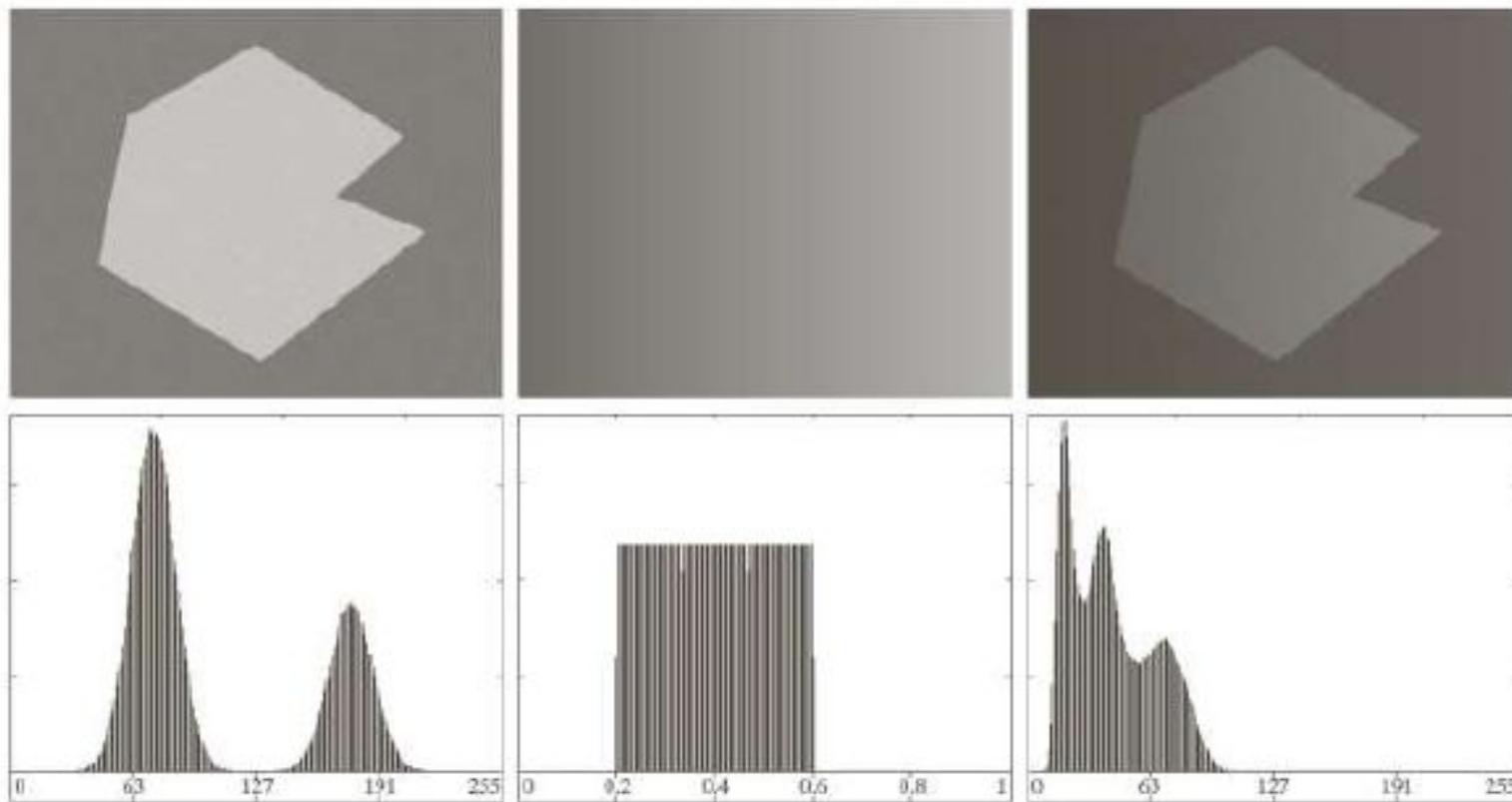


No noise

With noise

More noise

# Отображение освещения на гистограмме



f  
Original  
image

x

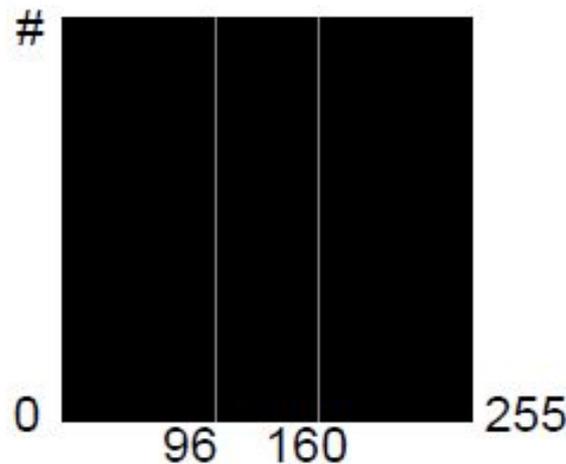
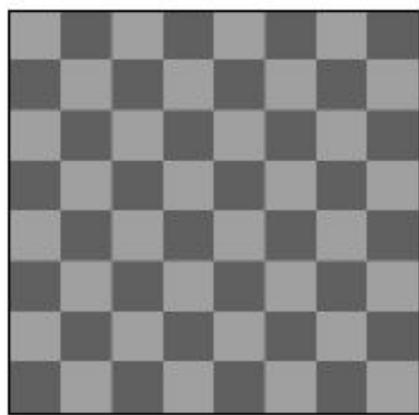
g  
Illumination  
image

=

h  
Final  
image

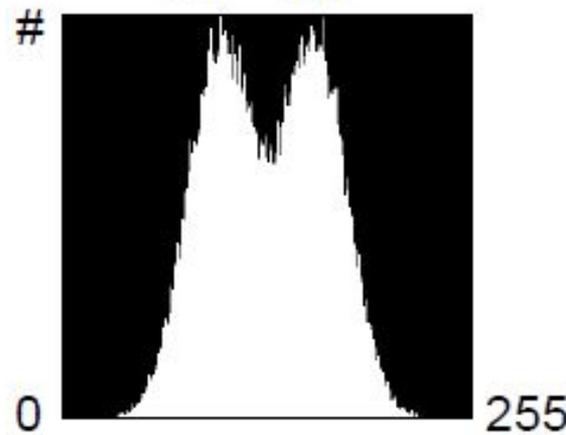
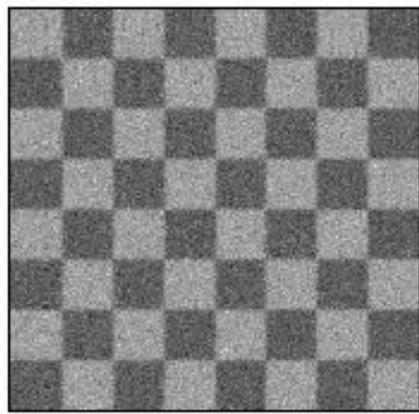
# Histogram of Pixel Intensity Distribution

**Histogram:** Distribution of intensity values  $p(v)$   
(count #pixels for each intensity level)



Checkerboard with values 96 and 160.

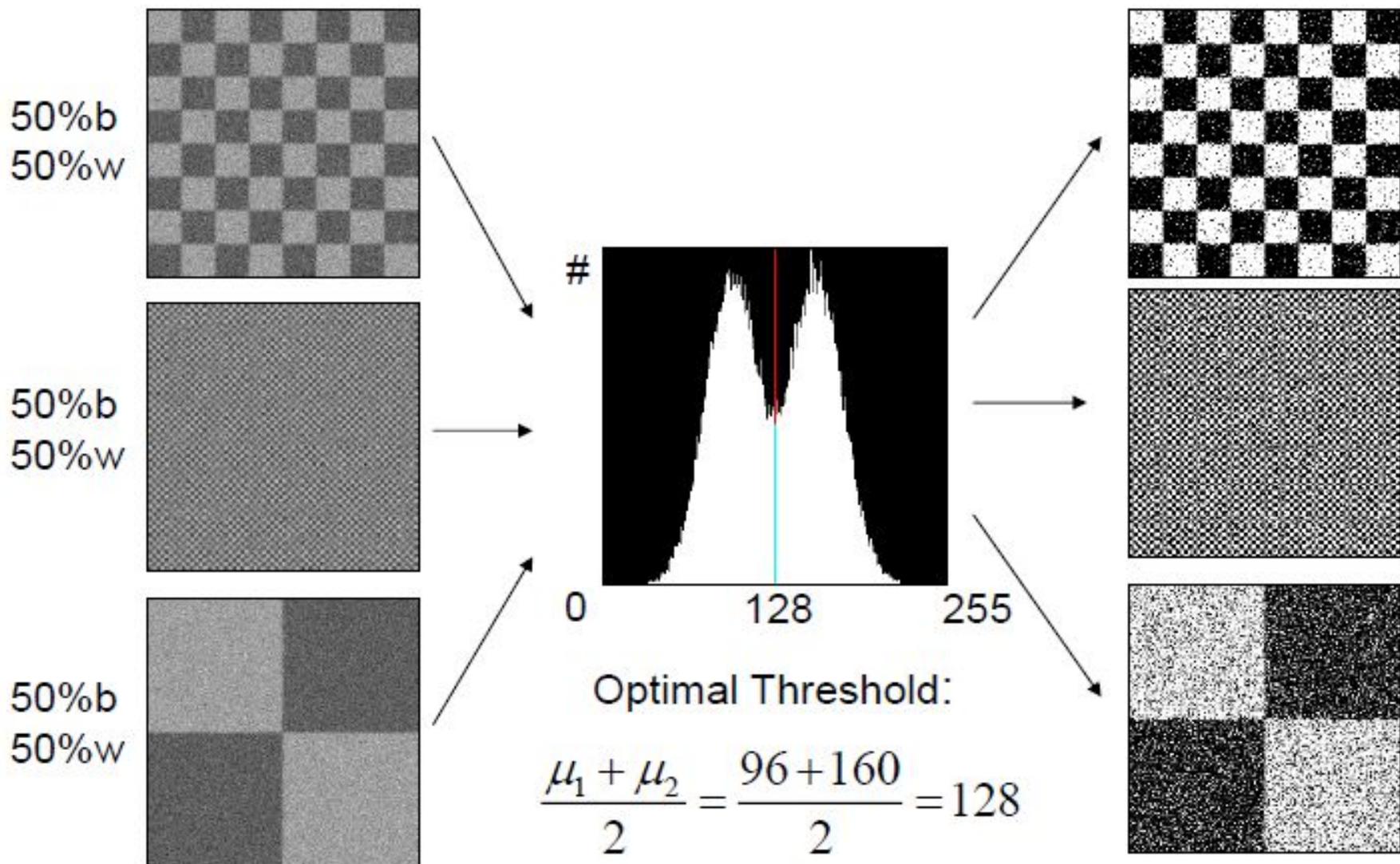
Histogram:  
- horizontal: intensity  
- vertical: # pixels



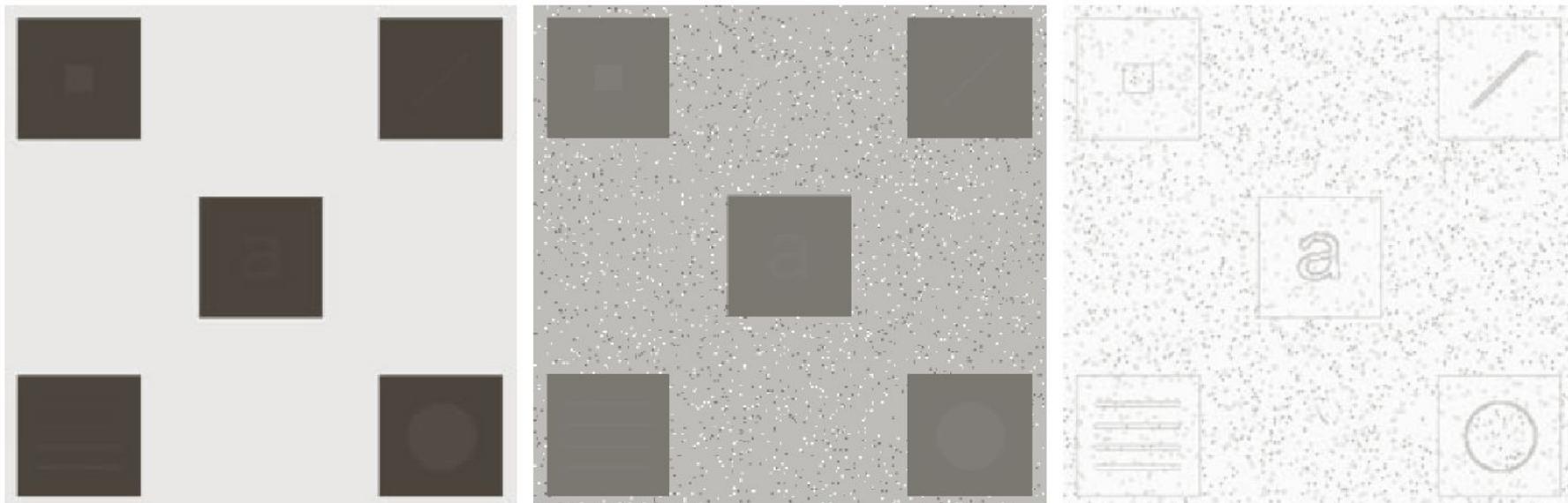
Checkerboard with additive Gaussian noise (sigma 20).

Regions: 50%b,50%w

# Classification by Thresholding



# Локальная гистограммная обработка



## Гистограммные статистики

$$\mu_n(r) = \sum_{i=0}^{L-1} (r_i - m)^n p(r_i)$$

$$m = \sum_{i=0}^{L-1} r_i p(r_i) \quad \mu_2(r) = \sum_{i=0}^{L-1} (r_i - m)^2 p(r_i)$$

---

$$m = \frac{1}{MN} \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x, y)$$

$$\sigma^2 = \frac{1}{MN} \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} [f(x, y) - m]^2$$

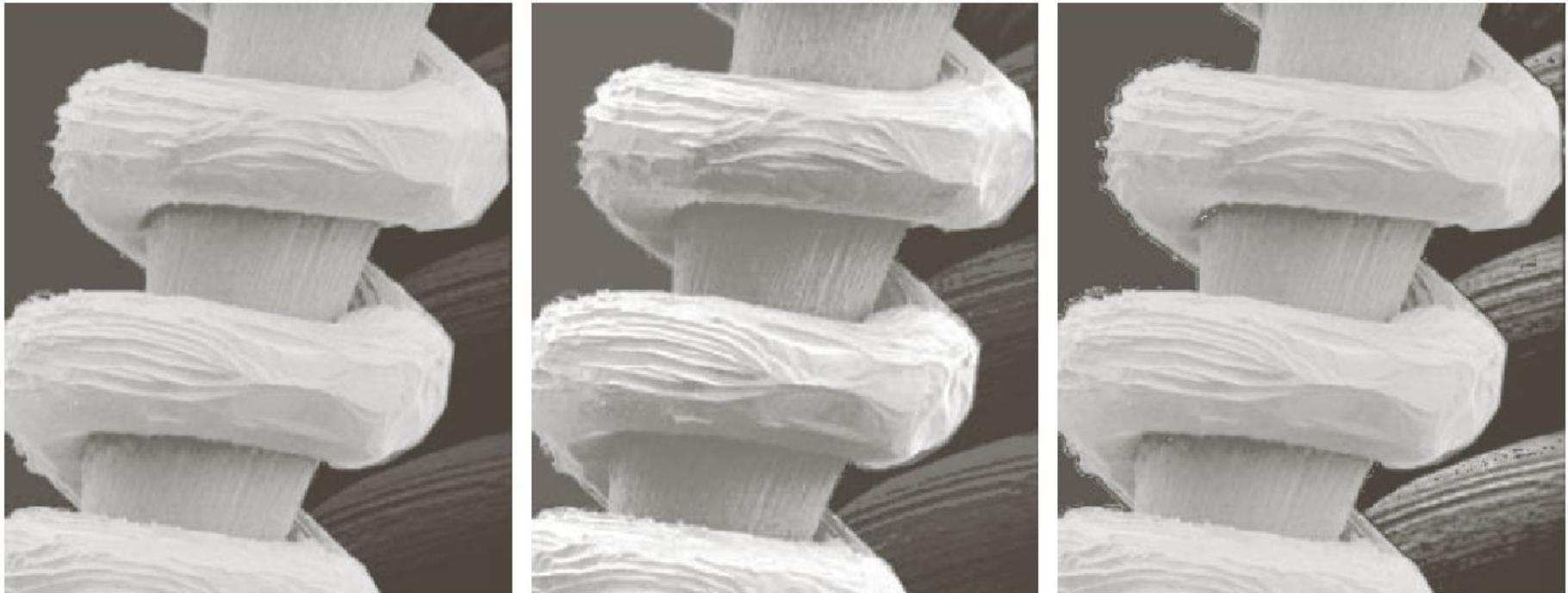
## Локальные среднее и дисперсия

$$m_{S_{xy}} = \sum_{i=0}^{L-1} r_i p_{S_{xy}}(r_i)$$

$$\sigma_{S_{xy}}^2 = \sum_{i=0}^{L-1} (r_i - m_{S_{xy}})^2 p_{S_{xy}}(r_i)$$

# Еще пример локальной гистограммной обработки

$$g(x,y) = \begin{cases} E \cdot f(x,y) & \text{если } m_{S_{xy}} \leq k_0 M_G \text{ и } k_1 D_G \leq \sigma_{S_{xy}} \leq k_2 D_G \\ f(x,y) & \text{в противном случае} \end{cases}$$



a b c

**FIGURE 3.27** (a) SEM image of a tungsten filament magnified approximately 130 $\times$ . (b) Result of global histogram equalization. (c) Image enhanced using local histogram