

# Digital Images summary

Prof. Ioannis Pitas
Aristotle University of Thessaloniki

pitas@csd.auth.gr

www.aiia.csd.auth.gr

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Spatial coordinates x, y.







- Still images/pictures: spatial 2D signals of the form  $f(x,y): \mathbb{R}^2 \to \mathbb{R}$ , having:
  - domain  $\mathbb{R}^2$  and codomain  $\mathbb{R}$ .
  - two spatial coordinates x, y.
- Image sampling/digitization transforms continuous coordinates images to digital images:

$$f(i,j): \mathbb{Z}^2 \to [0,...,2^B-1].$$





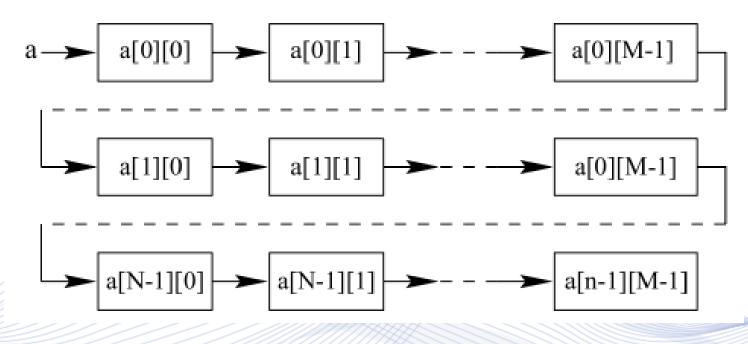
Digital image representation by an  $N \times M$  matrix i:

$$\mathbf{i} = \begin{bmatrix} i(1,1) & i(1,2) & \dots & i(1,M) \\ i(2,1) & i(2,2) & \dots & i(2,M) \\ \vdots & \vdots & \dots & \vdots \\ i(N,1) & i(N,2) & \dots & i(N,M) \end{bmatrix}.$$

- Matrix elements (image pixels):
  - integers in the range [0, ..., 255] for 8 bit images.
  - · unsigned character representation in the C language.







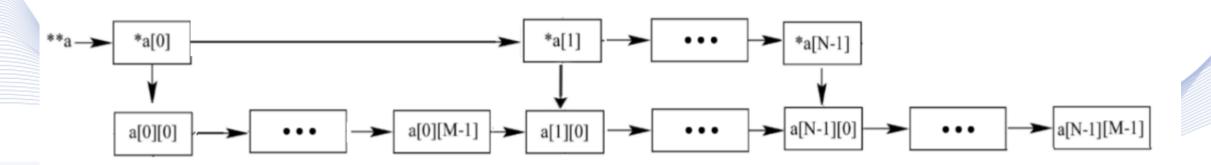
2D image storage.





The entire two-dimensional array can be memory allocated in one memory block.

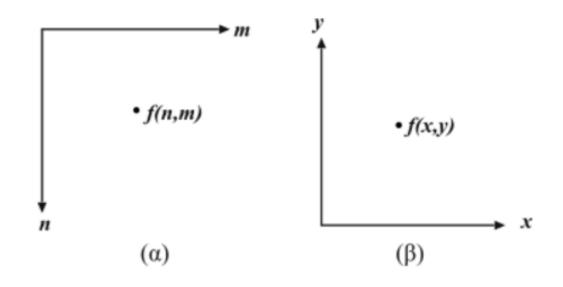
Pointers point to image row first elements.



Single block image memory allocation.







a) 2D matrix coordinates; b) Cartesian coordinates.





Image addition, subtraction:

$$c[i][j] = a[i][j] \pm b[i][j].$$

Multiplication of an image by a constant:

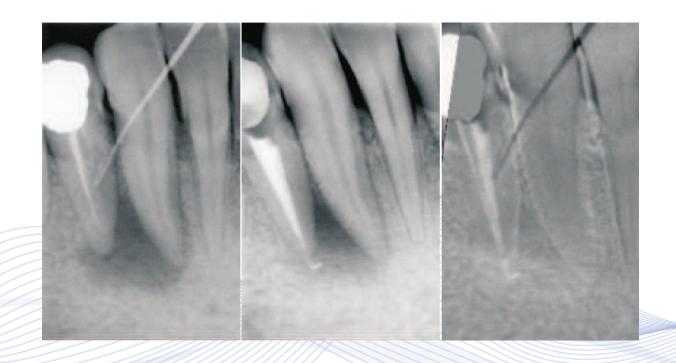
$$b[i][j] = c \cdot a[i][j].$$

Point nonlinear transformations of the form:

$$b[i][j] = h(a[i][j]).$$







Subtractive radiography (image registration and subtraction).



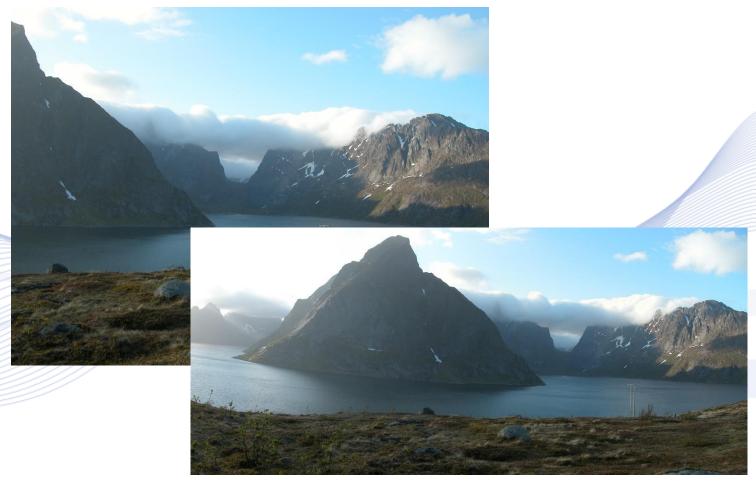
#### 2D Image registration



2D image registration and mosaicking (averaging in

overlapping parts.











• Clipping:

$$b[i][j] = \begin{cases} c_{max}, & \text{if } a[i][j] > c_{max}. \\ a[i][j], & \text{if } c_{min} \le a[i][j] \le c_{max}. \\ c_{min}, & \text{if } a[i][j] < c_{max}. \end{cases}$$

- It is needed to retain pixel values in the range  $[0, ..., 2^B 1]$ .
- Thresholding:

$$b[i][j] = \begin{cases} a_1, & \text{if } a[i][j] < T. \\ a_2, & \text{if } a[i][j] \ge T. \end{cases}$$









(a)

(b)

a) Original image; b) Image thresholding.





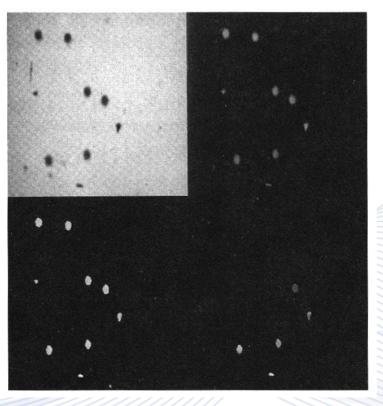


Image negation.







#### **Geometric image transforms:**

• 2D Image translation:

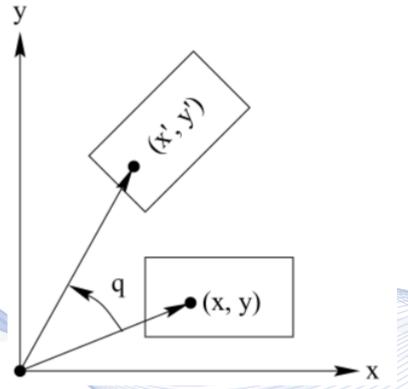
$$b[i][j] = a[i+k][j+l].$$

• **2D** Image rotation. If the image point a(x,y) is rotated by  $\theta$  degrees, its new coordinates (x',y') are given by:

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}.$$







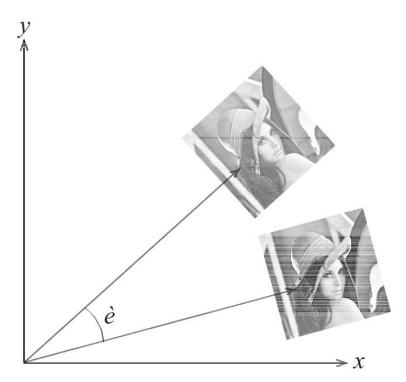


Image rotation.





#### **Bibliography**

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#### Q & A

Thank you very much for your attention!

More material in http://icarus.csd.auth.gr/cvml-web-lecture-series/

Contact: Prof. I. Pitas pitas@csd.auth.gr

