

# Contents

<i>Preface</i>	<i>xv</i>
<i>Acknowledgments</i>	<i>xix</i>
<i>The Book Web Site</i>	<i>xx</i>
<i>About the Authors</i>	<i>xxi</i>

## 1 Introduction 1

1.1	<b>What Is Digital Image Processing?</b>	1
1.2	<b>The Origins of Digital Image Processing</b>	3
1.3	<b>Examples of Fields that Use Digital Image Processing</b>	7
1.3.1	Gamma-Ray Imaging	8
1.3.2	X-Ray Imaging	9
1.3.3	Imaging in the Ultraviolet Band	11
1.3.4	Imaging in the Visible and Infrared Bands	12
1.3.5	Imaging in the Microwave Band	18
1.3.6	Imaging in the Radio Band	20
1.3.7	Examples in which Other Imaging Modalities Are Used	20
1.4	<b>Fundamental Steps in Digital Image Processing</b>	25
1.5	<b>Components of an Image Processing System</b>	28
	<b>Summary</b>	31
	<b>References and Further Reading</b>	31

## 2 Digital Image Fundamentals 35

2.1	<b>Elements of Visual Perception</b>	36
2.1.1	Structure of the Human Eye	36
2.1.2	Image Formation in the Eye	38
2.1.3	Brightness Adaptation and Discrimination	39
2.2	<b>Light and the Electromagnetic Spectrum</b>	43
2.3	<b>Image Sensing and Acquisition</b>	46
2.3.1	Image Acquisition Using a Single Sensor	48
2.3.2	Image Acquisition Using Sensor Strips	48
2.3.3	Image Acquisition Using Sensor Arrays	50
2.3.4	A Simple Image Formation Model	50
2.4	<b>Image Sampling and Quantization</b>	52
2.4.1	Basic Concepts in Sampling and Quantization	52
2.4.2	Representing Digital Images	55
2.4.3	Spatial and Intensity Resolution	59
2.4.4	Image Interpolation	65

<b>2.5</b>	<b>Some Basic Relationships between Pixels</b>	<b>68</b>
2.5.1	Neighbors of a Pixel	68
2.5.2	Adjacency, Connectivity, Regions, and Boundaries	68
2.5.3	Distance Measures	71
<b>2.6</b>	<b>An Introduction to the Mathematical Tools Used in Digital Image Processing</b>	<b>72</b>
2.6.1	Array versus Matrix Operations	72
2.6.2	Linear versus Nonlinear Operations	73
2.6.3	Arithmetic Operations	74
2.6.4	Set and Logical Operations	80
2.6.5	Spatial Operations	85
2.6.6	Vector and Matrix Operations	92
2.6.7	Image Transforms	93
2.6.8	Probabilistic Methods	96
	<b>Summary</b>	<b>98</b>
	<b>References and Further Reading</b>	<b>98</b>
	<b>Problems</b>	<b>99</b>

## **3** *Intensity Transformations and Spatial Filtering* 104

<b>3.1</b>	<b>Background</b>	<b>105</b>
3.1.1	The Basics of Intensity Transformations and Spatial Filtering	105
3.1.2	About the Examples in This Chapter	107
<b>3.2</b>	<b>Some Basic Intensity Transformation Functions</b>	<b>107</b>
3.2.1	Image Negatives	108
3.2.2	Log Transformations	109
3.2.3	Power-Law (Gamma) Transformations	110
3.2.4	Piecewise-Linear Transformation Functions	115
<b>3.3</b>	<b>Histogram Processing</b>	<b>120</b>
3.3.1	Histogram Equalization	122
3.3.2	Histogram Matching (Specification)	128
3.3.3	Local Histogram Processing	139
3.3.4	Using Histogram Statistics for Image Enhancement	139
<b>3.4</b>	<b>Fundamentals of Spatial Filtering</b>	<b>144</b>
3.4.1	The Mechanics of Spatial Filtering	145
3.4.2	Spatial Correlation and Convolution	146
3.4.3	Vector Representation of Linear Filtering	150
3.4.4	Generating Spatial Filter Masks	151
<b>3.5</b>	<b>Smoothing Spatial Filters</b>	<b>152</b>
3.5.1	Smoothing Linear Filters	152
3.5.2	Order-Statistic (Nonlinear) Filters	156
<b>3.6</b>	<b>Sharpening Spatial Filters</b>	<b>157</b>
3.6.1	Foundation	158
3.6.2	Using the Second Derivative for Image Sharpening—The Laplacian	160

3.6.3	Unsharp Masking and Highboost Filtering	162
3.6.4	Using First-Order Derivatives for (Nonlinear) Image Sharpening—The Gradient	165
<b>3.7</b>	<b>Combining Spatial Enhancement Methods</b>	<b>169</b>
<b>3.8</b>	<b>Using Fuzzy Techniques for Intensity Transformations and Spatial Filtering</b>	<b>173</b>
3.8.1	Introduction	173
3.8.2	Principles of Fuzzy Set Theory	174
3.8.3	Using Fuzzy Sets	178
3.8.4	Using Fuzzy Sets for Intensity Transformations	186
3.8.5	Using Fuzzy Sets for Spatial Filtering	189
	<b>Summary</b>	<b>192</b>
	<b>References and Further Reading</b>	<b>192</b>
	<b>Problems</b>	<b>193</b>

## **4** *Filtering in the Frequency Domain* 199

<b>4.1</b>	<b>Background</b>	<b>200</b>
4.1.1	A Brief History of the Fourier Series and Transform	200
4.1.2	About the Examples in this Chapter	201
<b>4.2</b>	<b>Preliminary Concepts</b>	<b>202</b>
4.2.1	Complex Numbers	202
4.2.2	Fourier Series	203
4.2.3	Impulses and Their Sifting Property	203
4.2.4	The Fourier Transform of Functions of One Continuous Variable	205
4.2.5	Convolution	209
<b>4.3</b>	<b>Sampling and the Fourier Transform of Sampled Functions</b>	<b>211</b>
4.3.1	Sampling	211
4.3.2	The Fourier Transform of Sampled Functions	212
4.3.3	The Sampling Theorem	213
4.3.4	Aliasing	217
4.3.5	Function Reconstruction (Recovery) from Sampled Data	219
<b>4.4</b>	<b>The Discrete Fourier Transform (DFT) of One Variable</b>	<b>220</b>
4.4.1	Obtaining the DFT from the Continuous Transform of a Sampled Function	221
4.4.2	Relationship Between the Sampling and Frequency Intervals	223
<b>4.5</b>	<b>Extension to Functions of Two Variables</b>	<b>225</b>
4.5.1	The 2-D Impulse and Its Sifting Property	225
4.5.2	The 2-D Continuous Fourier Transform Pair	226
4.5.3	Two-Dimensional Sampling and the 2-D Sampling Theorem	227
4.5.4	Aliasing in Images	228
4.5.5	The 2-D Discrete Fourier Transform and Its Inverse	235

<b>4.6</b>	<b>Some Properties of the 2-D Discrete Fourier Transform</b>	<b>236</b>
4.6.1	Relationships Between Spatial and Frequency Intervals	236
4.6.2	Translation and Rotation	236
4.6.3	Periodicity	237
4.6.4	Symmetry Properties	239
4.6.5	Fourier Spectrum and Phase Angle	245
4.6.6	The 2-D Convolution Theorem	249
4.6.7	Summary of 2-D Discrete Fourier Transform Properties	253
<b>4.7</b>	<b>The Basics of Filtering in the Frequency Domain</b>	<b>255</b>
4.7.1	Additional Characteristics of the Frequency Domain	255
4.7.2	Frequency Domain Filtering Fundamentals	257
4.7.3	Summary of Steps for Filtering in the Frequency Domain	263
4.7.4	Correspondence Between Filtering in the Spatial and Frequency Domains	263
<b>4.8</b>	<b>Image Smoothing Using Frequency Domain Filters</b>	<b>269</b>
4.8.1	Ideal Lowpass Filters	269
4.8.2	Butterworth Lowpass Filters	273
4.8.3	Gaussian Lowpass Filters	276
4.8.4	Additional Examples of Lowpass Filtering	277
<b>4.9</b>	<b>Image Sharpening Using Frequency Domain Filters</b>	<b>280</b>
4.9.1	Ideal Highpass Filters	281
4.9.2	Butterworth Highpass Filters	284
4.9.3	Gaussian Highpass Filters	285
4.9.4	The Laplacian in the Frequency Domain	286
4.9.5	Unsharp Masking, Highboost Filtering, and High-Frequency-Emphasis Filtering	288
4.9.6	Homomorphic Filtering	289
<b>4.10</b>	<b>Selective Filtering</b>	<b>294</b>
4.10.1	Bandreject and Bandpass Filters	294
4.10.2	Notch Filters	294
<b>4.11</b>	<b>Implementation</b>	<b>298</b>
4.11.1	Separability of the 2-D DFT	298
4.11.2	Computing the IDFT Using a DFT Algorithm	299
4.11.3	The Fast Fourier Transform (FFT)	299
4.11.4	Some Comments on Filter Design	303
	<b>Summary</b>	<b>303</b>
	<b>References and Further Reading</b>	<b>304</b>
	<b>Problems</b>	<b>304</b>

## **5** *Image Restoration and Reconstruction* 311

<b>5.1</b>	<b>A Model of the Image Degradation/Restoration Process</b>	<b>312</b>
<b>5.2</b>	<b>Noise Models</b>	<b>313</b>
5.2.1	Spatial and Frequency Properties of Noise	313
5.2.2	Some Important Noise Probability Density Functions	314

- 5.2.3 Periodic Noise 318
- 5.2.4 Estimation of Noise Parameters 319
- 5.3 Restoration in the Presence of Noise Only—Spatial Filtering 322**
  - 5.3.1 Mean Filters 322
  - 5.3.2 Order-Statistic Filters 325
  - 5.3.3 Adaptive Filters 330
- 5.4 Periodic Noise Reduction by Frequency Domain Filtering 335**
  - 5.4.1 Bandreject Filters 335
  - 5.4.2 Bandpass Filters 336
  - 5.4.3 Notch Filters 337
  - 5.4.4 Optimum Notch Filtering 338
- 5.5 Linear, Position-Invariant Degradations 343**
- 5.6 Estimating the Degradation Function 346**
  - 5.6.1 Estimation by Image Observation 346
  - 5.6.2 Estimation by Experimentation 347
  - 5.6.3 Estimation by Modeling 347
- 5.7 Inverse Filtering 351**
- 5.8 Minimum Mean Square Error (Wiener) Filtering 352**
- 5.9 Constrained Least Squares Filtering 357**
- 5.10 Geometric Mean Filter 361**
- 5.11 Image Reconstruction from Projections 362**
  - 5.11.1 Introduction 362
  - 5.11.2 Principles of Computed Tomography (CT) 365
  - 5.11.3 Projections and the Radon Transform 368
  - 5.11.4 The Fourier-Slice Theorem 374
  - 5.11.5 Reconstruction Using Parallel-Beam Filtered Backprojections 375
  - 5.11.6 Reconstruction Using Fan-Beam Filtered Backprojections 381
- Summary 387**
- References and Further Reading 388**
- Problems 389**

## **6** *Color Image Processing* 394

- 6.1 Color Fundamentals 395**
- 6.2 Color Models 401**
  - 6.2.1 The RGB Color Model 402
  - 6.2.2 The CMY and CMYK Color Models 406
  - 6.2.3 The HSI Color Model 407
- 6.3 Pseudocolor Image Processing 414**
  - 6.3.1 Intensity Slicing 415
  - 6.3.2 Intensity to Color Transformations 418
- 6.4 Basics of Full-Color Image Processing 424**
- 6.5 Color Transformations 426**
  - 6.5.1 Formulation 426
  - 6.5.2 Color Complements 430

- 6.5.3 Color Slicing 431
- 6.5.4 Tone and Color Corrections 433
- 6.5.5 Histogram Processing 438
- 6.6 Smoothing and Sharpening 439**
  - 6.6.1 Color Image Smoothing 439
  - 6.6.2 Color Image Sharpening 442
- 6.7 Image Segmentation Based on Color 443**
  - 6.7.1 Segmentation in HSI Color Space 443
  - 6.7.2 Segmentation in RGB Vector Space 445
  - 6.7.3 Color Edge Detection 447
- 6.8 Noise in Color Images 451**
- 6.9 Color Image Compression 454**
  - Summary 455
  - References and Further Reading 456
  - Problems 456

## **7** *Wavelets and Multiresolution Processing* 461

- 7.1 Background 462**
  - 7.1.1 Image Pyramids 463
  - 7.1.2 Subband Coding 466
  - 7.1.3 The Haar Transform 474
- 7.2 Multiresolution Expansions 477**
  - 7.2.1 Series Expansions 477
  - 7.2.2 Scaling Functions 479
  - 7.2.3 Wavelet Functions 483
- 7.3 Wavelet Transforms in One Dimension 486**
  - 7.3.1 The Wavelet Series Expansions 486
  - 7.3.2 The Discrete Wavelet Transform 488
  - 7.3.3 The Continuous Wavelet Transform 491
- 7.4 The Fast Wavelet Transform 493**
- 7.5 Wavelet Transforms in Two Dimensions 501**
- 7.6 Wavelet Packets 510**
  - Summary 520
  - References and Further Reading 520
  - Problems 521

## **8** *Image Compression* 525

- 8.1 Fundamentals 526**
  - 8.1.1 Coding Redundancy 528
  - 8.1.2 Spatial and Temporal Redundancy 529
  - 8.1.3 Irrelevant Information 530
  - 8.1.4 Measuring Image Information 531
  - 8.1.5 Fidelity Criteria 534

8.1.6	Image Compression Models	536
8.1.7	Image Formats, Containers, and Compression Standards	538
<b>8.2</b>	<b>Some Basic Compression Methods</b>	<b>542</b>
8.2.1	Huffman Coding	542
8.2.2	Golomb Coding	544
8.2.3	Arithmetic Coding	548
8.2.4	LZW Coding	551
8.2.5	Run-Length Coding	553
8.2.6	Symbol-Based Coding	559
8.2.7	Bit-Plane Coding	562
8.2.8	Block Transform Coding	566
8.2.9	Predictive Coding	584
8.2.10	Wavelet Coding	604
<b>8.3</b>	<b>Digital Image Watermarking</b>	<b>614</b>
	Summary	621
	References and Further Reading	622
	Problems	623

## **9** *Morphological Image Processing* 627

<b>9.1</b>	<b>Preliminaries</b>	<b>628</b>
<b>9.2</b>	<b>Erosion and Dilation</b>	<b>630</b>
9.2.1	Erosion	631
9.2.2	Dilation	633
9.2.3	Duality	635
<b>9.3</b>	<b>Opening and Closing</b>	<b>635</b>
<b>9.4</b>	<b>The Hit-or-Miss Transformation</b>	<b>640</b>
<b>9.5</b>	<b>Some Basic Morphological Algorithms</b>	<b>642</b>
9.5.1	Boundary Extraction	642
9.5.2	Hole Filling	643
9.5.3	Extraction of Connected Components	645
9.5.4	Convex Hull	647
9.5.5	Thinning	649
9.5.6	Thickening	650
9.5.7	Skeletons	651
9.5.8	Pruning	654
9.5.9	Morphological Reconstruction	656
9.5.10	Summary of Morphological Operations on Binary Images	664
<b>9.6</b>	<b>Gray-Scale Morphology</b>	<b>665</b>
9.6.1	Erosion and Dilation	666
9.6.2	Opening and Closing	668
9.6.3	Some Basic Gray-Scale Morphological Algorithms	670
9.6.4	Gray-Scale Morphological Reconstruction	676
	Summary	679
	References and Further Reading	679
	Problems	680

## **10** *Image Segmentation* 689

- 10.1 Fundamentals** 690
- 10.2 Point, Line, and Edge Detection** 692
  - 10.2.1 Background 692
  - 10.2.2 Detection of Isolated Points 696
  - 10.2.3 Line Detection 697
  - 10.2.4 Edge Models 700
  - 10.2.5 Basic Edge Detection 706
  - 10.2.6 More Advanced Techniques for Edge Detection 714
  - 10.2.7 Edge Linking and Boundary Detection 725
- 10.3 Thresholding** 738
  - 10.3.1 Foundation 738
  - 10.3.2 Basic Global Thresholding 741
  - 10.3.3 Optimum Global Thresholding Using Otsu's Method 742
  - 10.3.4 Using Image Smoothing to Improve Global Thresholding 747
  - 10.3.5 Using Edges to Improve Global Thresholding 749
  - 10.3.6 Multiple Thresholds 752
  - 10.3.7 Variable Thresholding 756
  - 10.3.8 Multivariable Thresholding 761
- 10.4 Region-Based Segmentation** 763
  - 10.4.1 Region Growing 763
  - 10.4.2 Region Splitting and Merging 766
- 10.5 Segmentation Using Morphological Watersheds** 769
  - 10.5.1 Background 769
  - 10.5.2 Dam Construction 772
  - 10.5.3 Watershed Segmentation Algorithm 774
  - 10.5.4 The Use of Markers 776
- 10.6 The Use of Motion in Segmentation** 778
  - 10.6.1 Spatial Techniques 778
  - 10.6.2 Frequency Domain Techniques 782
- Summary** 785
- References and Further Reading** 785
- Problems** 787

## **11** *Representation and Description* 795

- 11.1 Representation** 796
  - 11.1.1 Boundary (Border) Following 796
  - 11.1.2 Chain Codes 798
  - 11.1.3 Polygonal Approximations Using Minimum-Perimeter Polygons 801
  - 11.1.4 Other Polygonal Approximation Approaches 807
  - 11.1.5 Signatures 808



11.1.6	Boundary Segments	810
11.1.7	Skeletons	812
<b>11.2</b>	<b>Boundary Descriptors</b>	<b>815</b>
11.2.1	Some Simple Descriptors	815
11.2.2	Shape Numbers	816
11.2.3	Fourier Descriptors	818
11.2.4	Statistical Moments	821
<b>11.3</b>	<b>Regional Descriptors</b>	<b>822</b>
11.3.1	Some Simple Descriptors	822
11.3.2	Topological Descriptors	823
11.3.3	Texture	827
11.3.4	Moment Invariants	839
<b>11.4</b>	<b>Use of Principal Components for Description</b>	<b>842</b>
<b>11.5</b>	<b>Relational Descriptors</b>	<b>852</b>
	Summary	856
	References and Further Reading	856
	Problems	857

## 12 *Object Recognition* 861

<b>12.1</b>	<b>Patterns and Pattern Classes</b>	<b>861</b>
<b>12.2</b>	<b>Recognition Based on Decision-Theoretic Methods</b>	<b>866</b>
12.2.1	Matching	866
12.2.2	Optimum Statistical Classifiers	872
12.2.3	Neural Networks	882
<b>12.3</b>	<b>Structural Methods</b>	<b>903</b>
12.3.1	Matching Shape Numbers	903
12.3.2	String Matching	904
	Summary	906
	References and Further Reading	906
	Problems	907

*Appendix A* 910

*Bibliography* 915

*Index* 943

