



# Image Processing for feature extraction

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# Outline

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- Images as discrete functions
- Rationale for image pre-processing
- Gray-scale transformations
- Geometric transformations
- Local preprocessing
  
- Reading: Sonka et al 2.2, 2.3



# Image functions

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- The **image** can be modeled by a function of two or three variables;
  - $f(x,y)$
  - $f(x,y,z)$
  - $f(x,y,t)$
- Values in an image can be of many types:
  - Scalars: monochromatic images;
  - Physical significance: X-Ray, MRI, Range images
  - Vectors:
    - color images (R,G,B);
    - LANDSAT images ( 7 distinct channels)

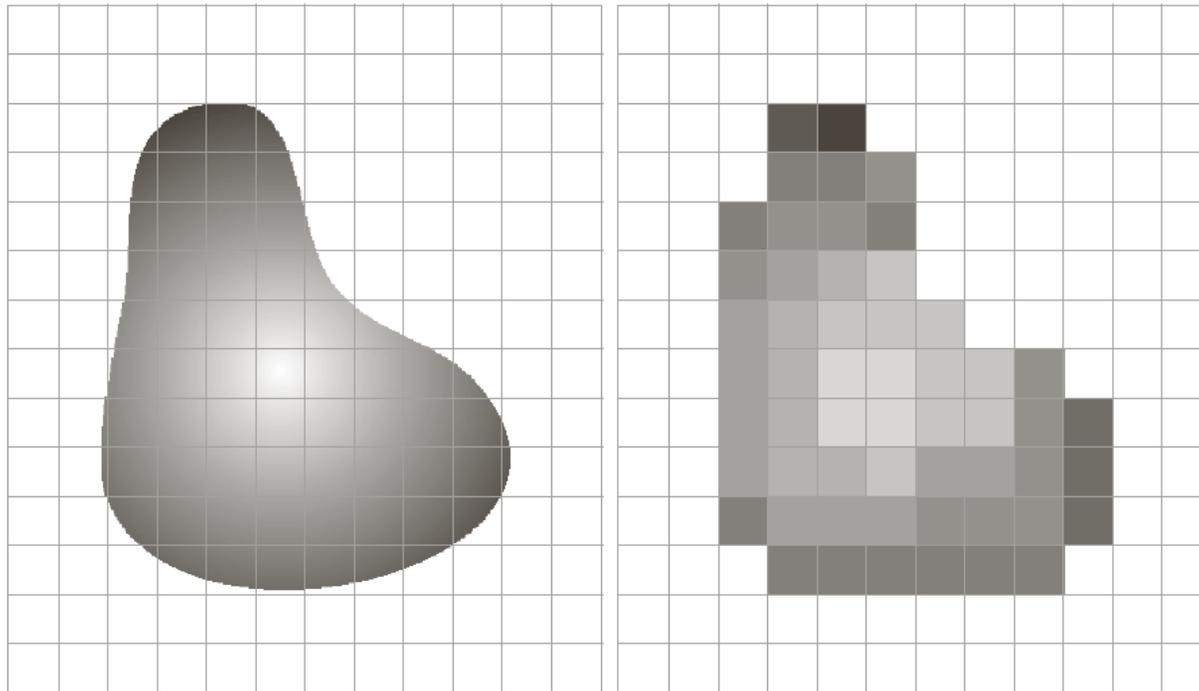


# Digital images

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- **Sampling**=spacing of discrete values in the domain of an image
  - sampling rate–how many samples are taken per unit of each dimension. “dots per inch”, etc.
- **Quantization**= spacing of discrete values in the range of an image
  - number of bits per pixel. “black and white images” (1 bit per pixel), “24-bit color images”, etc.
- Sampling and quantization are independent
- Shannon’s sampling theorem: must sample at at least twice the highest spatial frequency in the image.
- **Resolution:** ability to discern fine detail in the image

# Effects of sampling and quantization-1



a b

**FIGURE 2.17** (a) Continuous image projected onto a sensor array. (b) Result of image sampling and quantization.



# Reasoning on the pixel grid

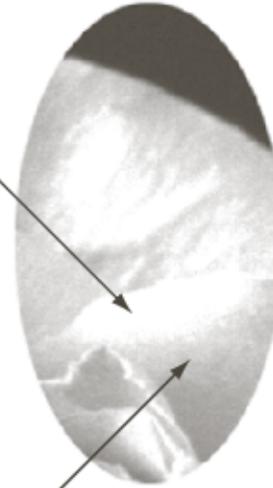
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- Many of the image processing algorithms we'll study involve "neighboring" samples
  - "Who is my neighbor?"
- Common neighborhoods:
  - 4-connected (N, S, E, W)
  - 8-connected (add NE, SE, SW, NW)
- How can we compute the distance between two spatial locations in the same image?
  - Euclidean
  - 4-connected ("city block", "Manhattan")
  - 8-connected ("chessboard")

See also textbook Section 2.3.1



Saturation



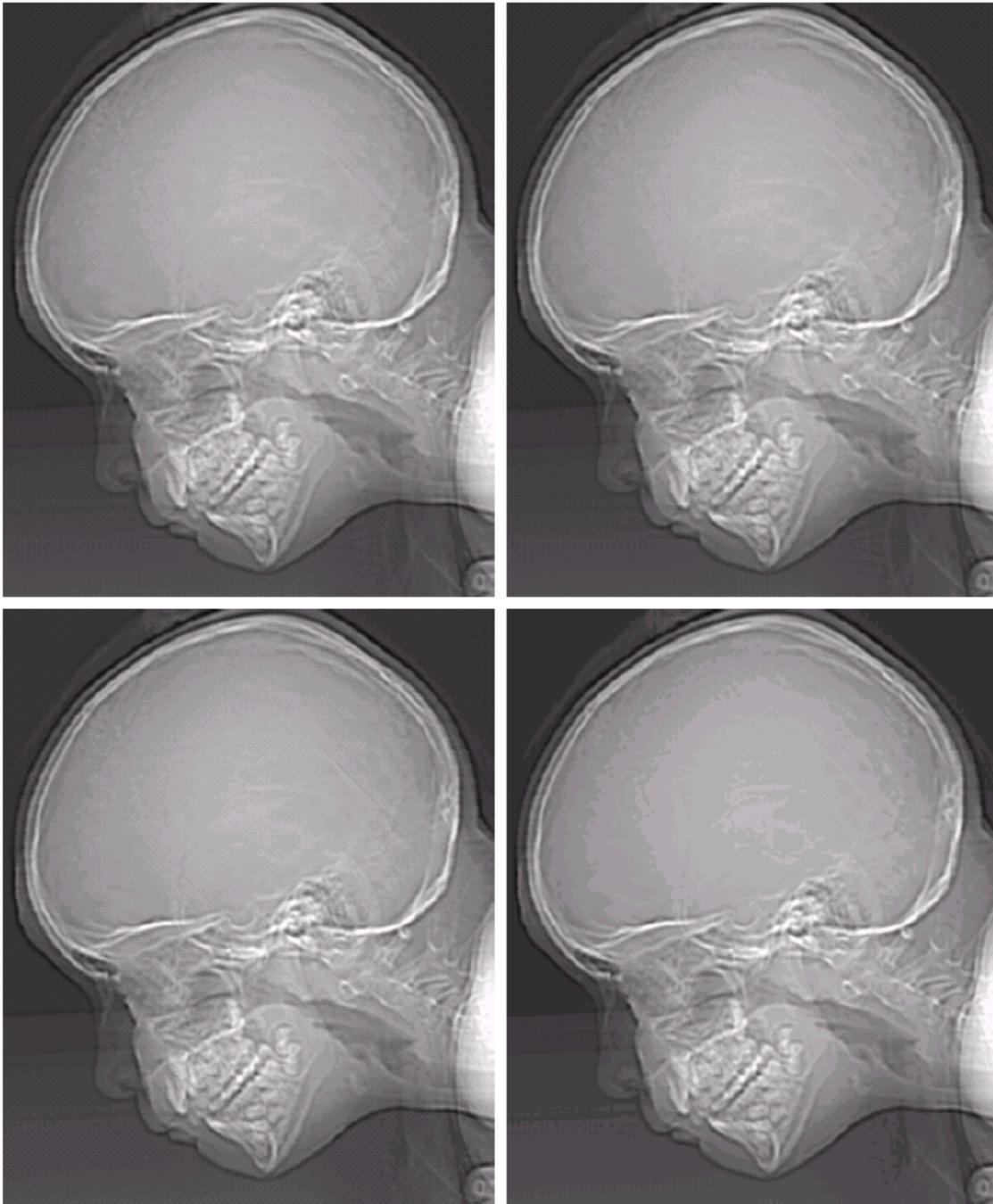
Noise

**FIGURE 2.19** An image exhibiting saturation and noise. Saturation is the highest value beyond which all intensity levels are clipped (note how the entire saturated area has a high, *constant* intensity level). Noise in this case appears as a grainy texture pattern. Noise, especially in the darker regions of an image (e.g., the stem of the rose) masks the lowest detectable true intensity level.



a b  
c d

**FIGURE 2.20** Typical effects of reducing spatial resolution. Images shown at: (a) 1250 dpi, (b) 300 dpi, (c) 150 dpi, and (d) 72 dpi. The thin black borders were added for clarity. They are not part of the data.

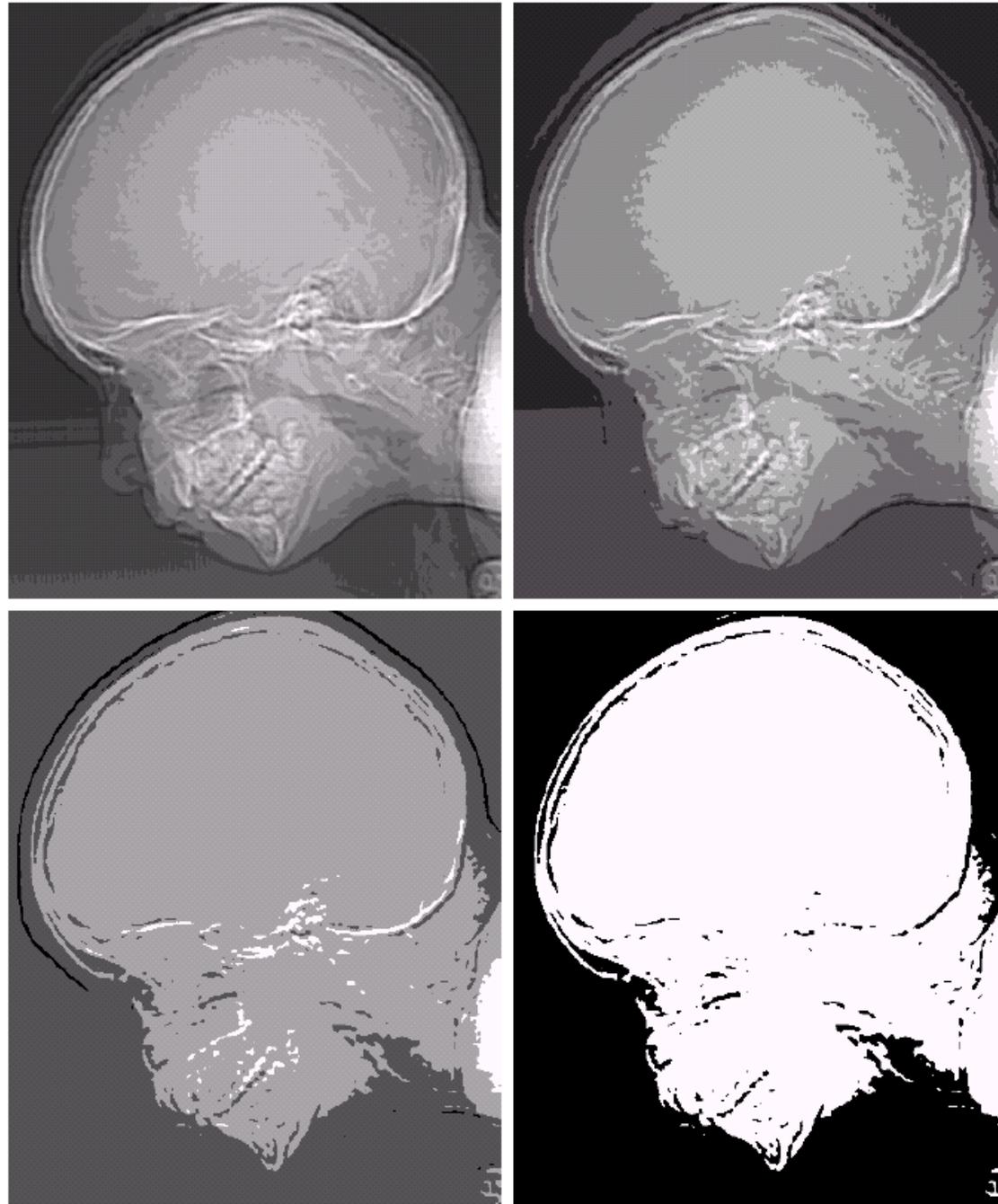


a b  
c d

**FIGURE 2.21**  
(a)  $452 \times 374$ ,  
256-level image.  
(b)–(d) Image  
displayed in 128,  
64, and 32  
gray  
levels, while  
keeping the  
spatial resolution  
constant.

e f  
g h

**FIGURE 2.21**  
*(Continued)*  
(e)–(h) Image displayed in 16, 8, 4, and 2 gray levels. (Original courtesy of Dr. David R. Pickens, Department of Radiology & Radiological Sciences, Vanderbilt University Medical Center.)





# Image (pre)processing for feature extraction

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- Pre-processing does not increase the image information content
- It is useful on a variety of situations where it helps to suppress information that is not relevant to the specific image processing or analysis task (i.e. background subtraction)
- The aim of preprocessing is to improve image data so that it suppresses undesired distortions and/or it enhances image features that are relevant for further processing



# Image (pre)processing for feature extraction

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- Early vision: pixelwise operations; no high-level mechanisms of image analysis are involved
- Types of pre-processing
  - enhancement (contrast enhancement for contour detection)
  - restoration (aim to suppress degradation using knowledge about its nature; i.e. relative motion of camera and object, wrong lens focus etc.)
  - compression (searching for ways to eliminate redundant information from images)



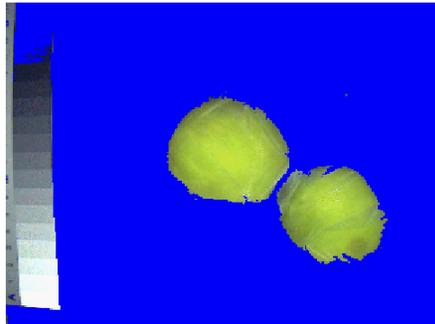
# What are image features?

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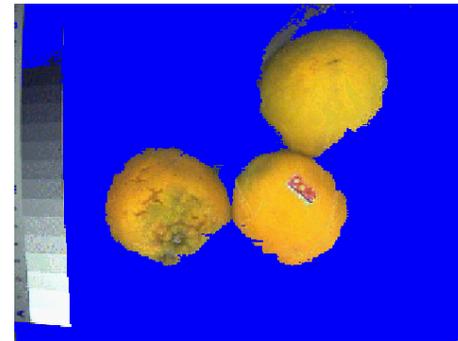
- Image features can refer to:
  - Global properties of an image:
    - i.e. average gray level, shape of intensity histogram etc.
  - Local properties of an image:
    - We can refer to some local features as image primitives: circles, lines, texels (elements composing a textured region)
    - Other local features: shape of contours etc.

# Example of global image features

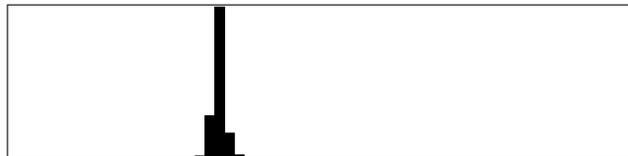
a) apples



b) oranges



hue

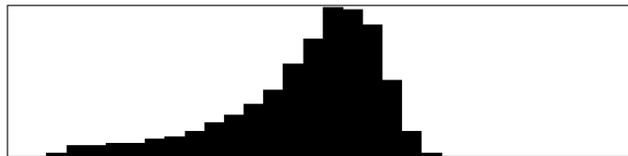


(a1)

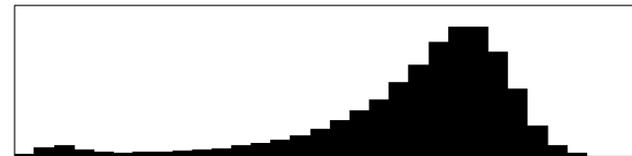


(b1)

saturation

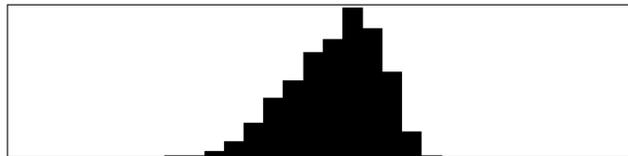


(a2)

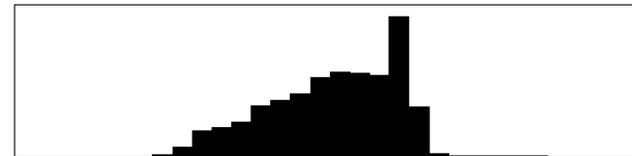


(b2)

intensity



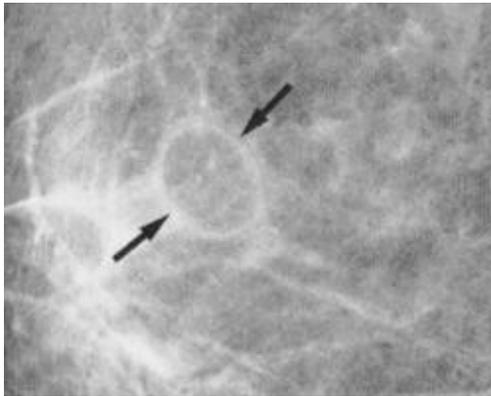
(a3)



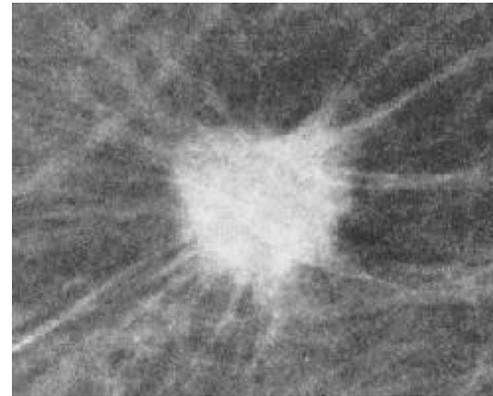
(b3)

# Example of local image features

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Circumscribed (benign) lesions in digital mammography



Spiculated lesions in (digital mammography)

The feature of interest: shape of contour; regularity of contour

-Can be described by Fourier coefficients

-We can build a feature vector for each contour containing its Fourier coefficients



# Image features

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- Are local, meaningful, detectable parts of an image:
  - Meaningful:
    - features are associated to interesting scene elements in the image formation process
    - They should be invariant to some variations in the image formation process (i.e. invariance to viewpoint and illumination for images captured with digital cameras)
  - Detectable:
    - They can be located/detected from images via algorithms
    - They are described by a feature vector