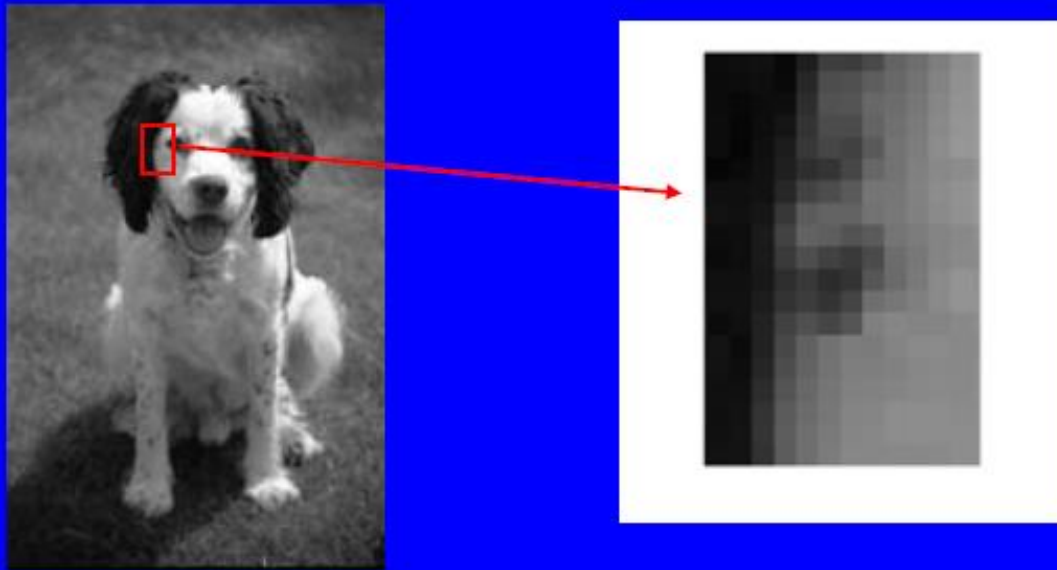


# Histograms

Thanks to David Jacobs for the use of  
some slides

# Grayscale Images

- Matrix of scalars
- Usually 8 bit: 0 – 255
  - 0 is black, 255 is white



# Image Processing

*Image Processing* means transforming images into new images

Simplest image processing treats every pixel independently.

I is input image, J is output image.

$I(x,y)$ ,  $J(x,y)$  are corresponding pixels.

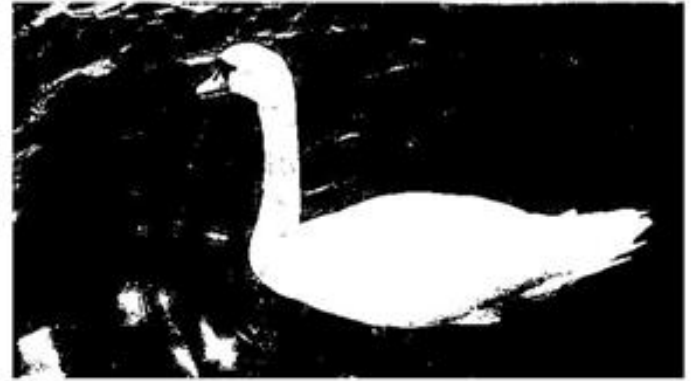
$J(x,y) = f(I(x,y))$ .

# Thresholding

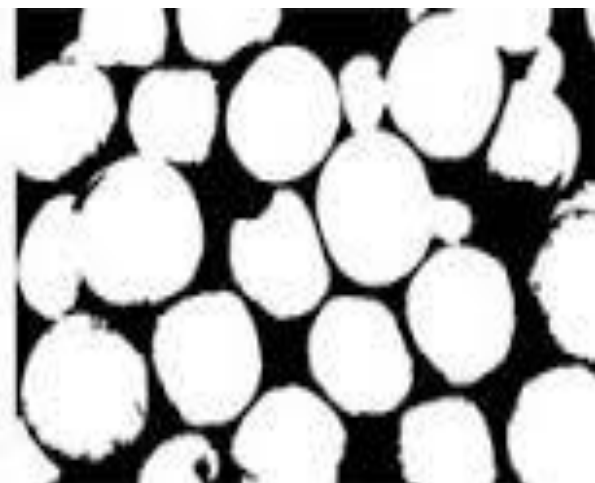
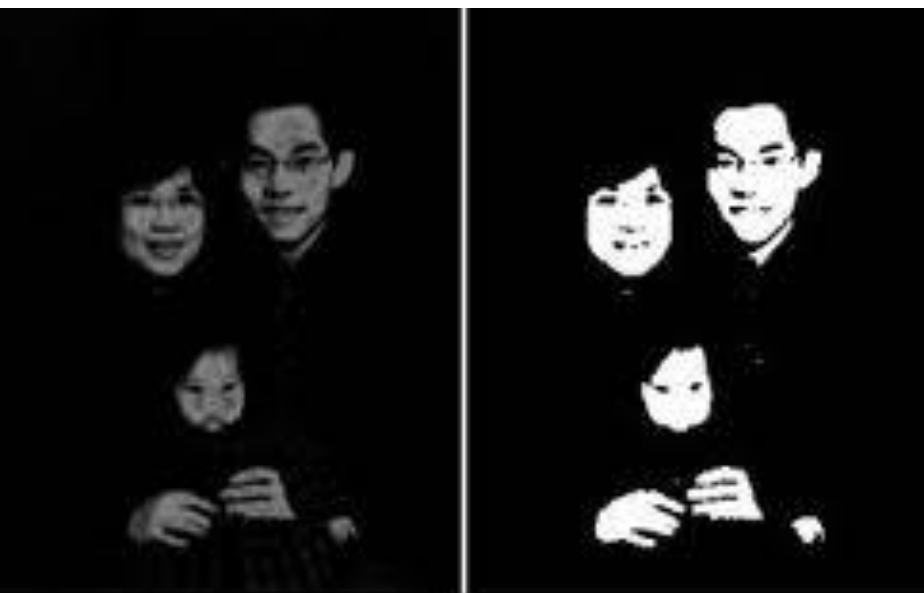
One of the simplest operations we can perform on an image is *thresholding*.

For example, if we take the swan image and threshold it with a threshold of  $T$ , we make all pixels  $\geq T$  into 1, and all pixels  $< T$  into 0.

# Threshold $T=128$



# Examples



# Summary



## Basic Thresholding



Step 1) Choose a threshold value

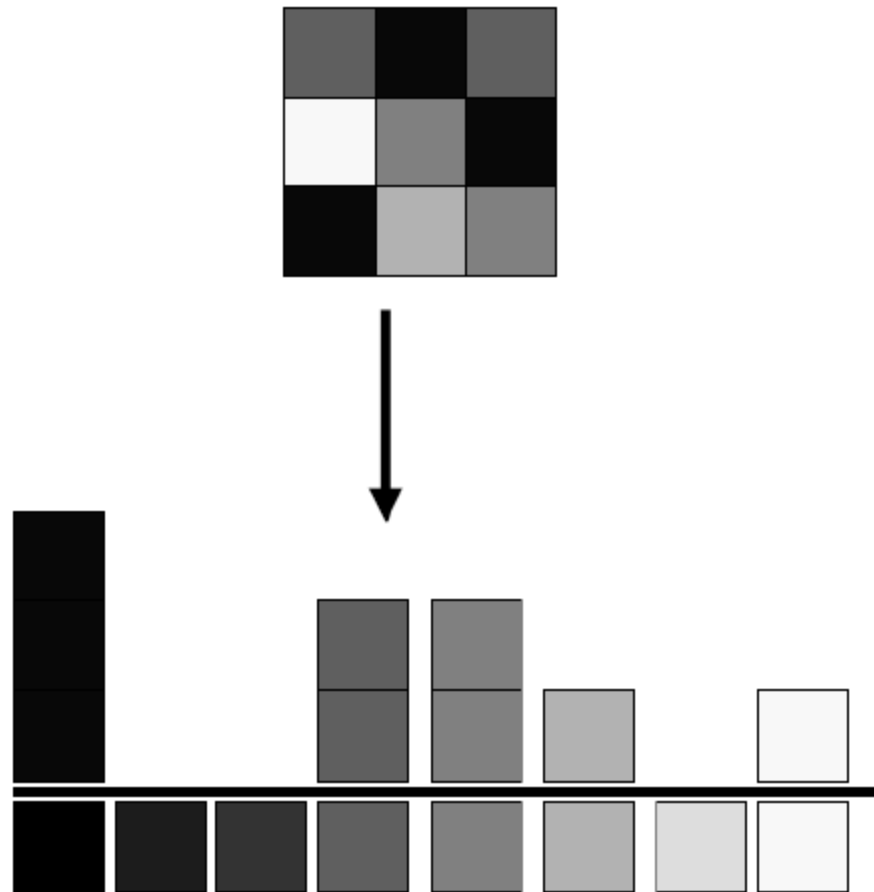
if pixel is darker than [gray square], convert to black  
otherwise convert to white



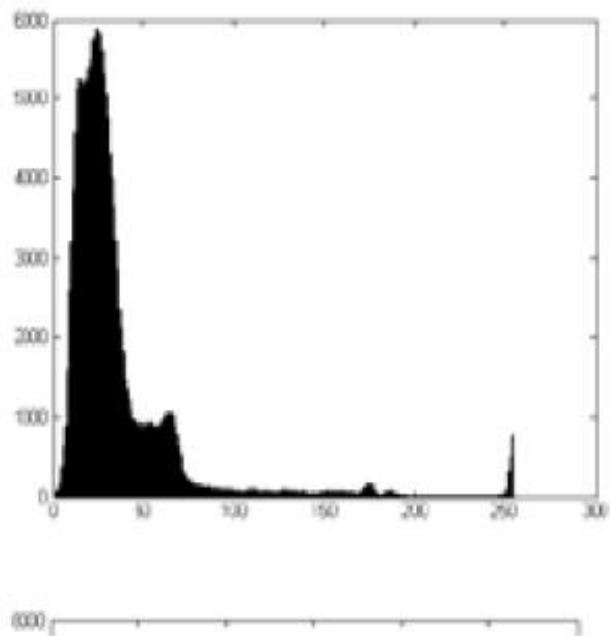
# Grayscale Histogram

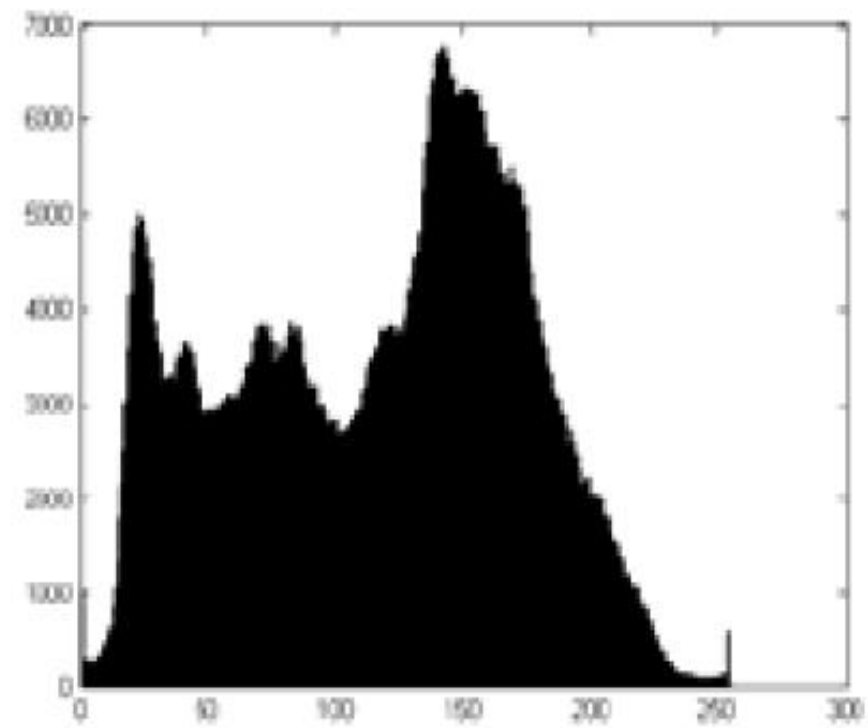
- Count intensities
- Normalize
- What determines Histogram?
- – Contrast, aperture, lighting levels, scene,

# A simple image and its histogram



# Examples





# Definition of histogram

- To write this down, we might say that we have an image,  $I$ , in which the intensity at pixel with coordinates  $(x,y)$  is  $I(x,y)$ . We would write the histogram  $h$ , as  $h(i)$  indicating that intensity  $i$ , appears  $h(i)$  times in the image. If we let the expression  $(a=b)$  have the value 1 when  $a=b$ , and 0 otherwise, we can write for histogram  $h(i)$ :

$$h(i) = \sum_x \sum_y I(x,y) = i$$

# Histograms allow image manipulation

- One reason to compute a histogram is that it allows us to manipulate an image by changing its histogram. We do this by creating a new image,  $J$ , in which:

$$J(x,y) = f(I(x,y))$$

- The trick is to choose an  $f$  that will generate a nice or useful image. Typically, we choose  $f$  to be monotonic. This means that: if  $u < v$  then  $f(u) < f(v)$ . Non-monotonic functions tend to make an image look truly different, while monotonic changes will be more subtle.

# Histogram Equalization

- The idea is to spread out the histogram so that it makes full use of the dynamic range of the image.
- For example, if an image is very dark, most of the intensities might lie in the range 0-50. By choosing  $f$  to spread out the intensity values, we can make fuller use of the available intensities, and make darker parts of an image easier to understand.
- If we choose  $f$  to make the histogram of the new image,  $J$ , as uniform as possible, we call this **histogram equalization**.

# How to do it

- **Cumulative Distribution Function (CDF).**

This encodes the fraction of pixels with an intensity that is equal to or less than a specific value.

If  $h$  is a histogram and  $C$  is a CDF, then  $h(i)$  indicates the number of pixels with intensity of  $i$ , while ,

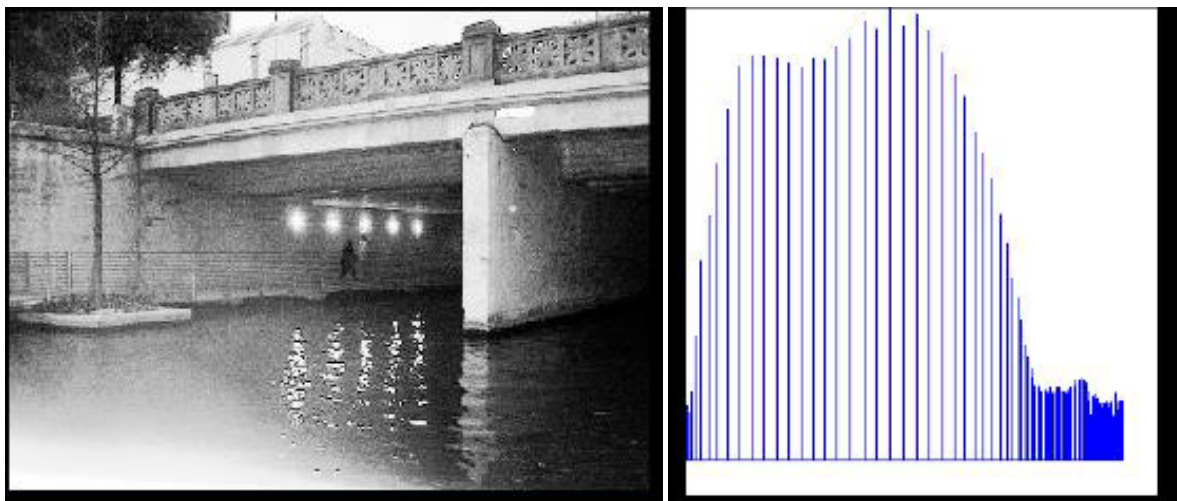
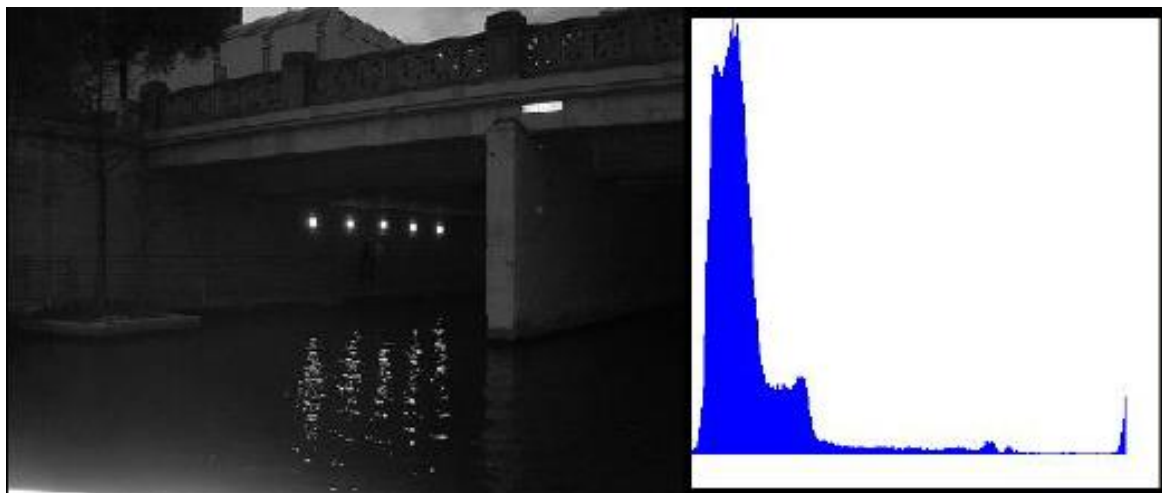
$$C(i) = \sum_{j \leq i} h(j) / N.$$

indicates the fraction of pixels with intensity less than or equal to  $i$ , assuming the image has  $N$  pixels.

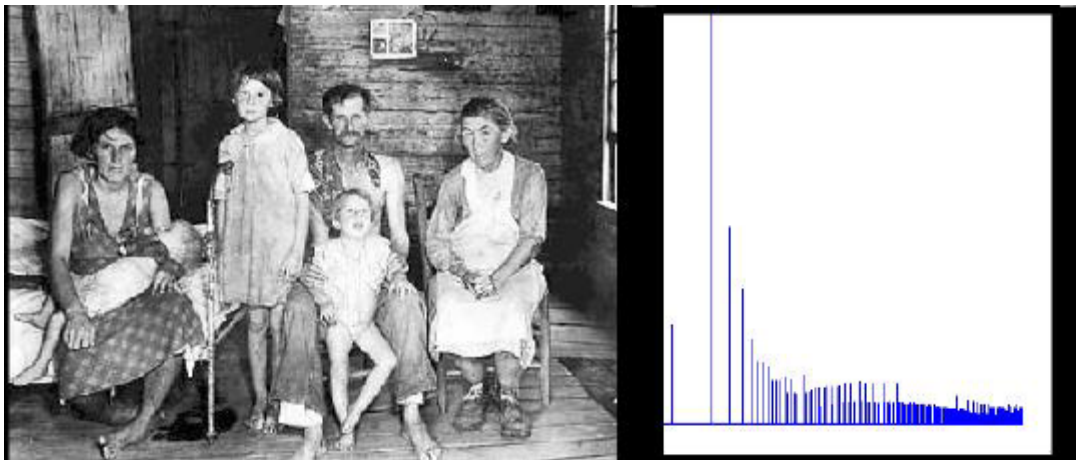
# Actual construction

- $g$  is the histogram of  $J$ , and  $D$  its CDF.
- If there are  $k$  intensity levels in an image, then we want  $g=(N/k, N/k, \dots)$ , and  $D=(1/k, 2/k, 3/k, \dots)$ . This means that we want  $D(i) = i/k$ . Notice that  $C(i) = D(f(i))$ . That is, all the pixels in  $I$  that have an intensity less than or equal to  $i$  will have an intensity less than or equal to  $f(i)$  in  $J$  (since  $f$  is monotonic, if  $j < i$ ,  $f(j) < f(i)$ ).
- Putting these together, we have  $D(f(i))=f(i)/k=C(i)$ , so  $f(i) = kC(i)$ .

# Examples of histogram equalization



# Examples



# Comparing histograms

- SSD

Let  $h$  and  $g$  be two histograms.

$$\|h - g\| = \sum_{i=1}^N (h(i) - g(i))^2$$

- Cosine

$$\cos(h, g) = \frac{\langle h, g \rangle}{\|h\| \|g\|}$$

# Treating histograms as probability distributions

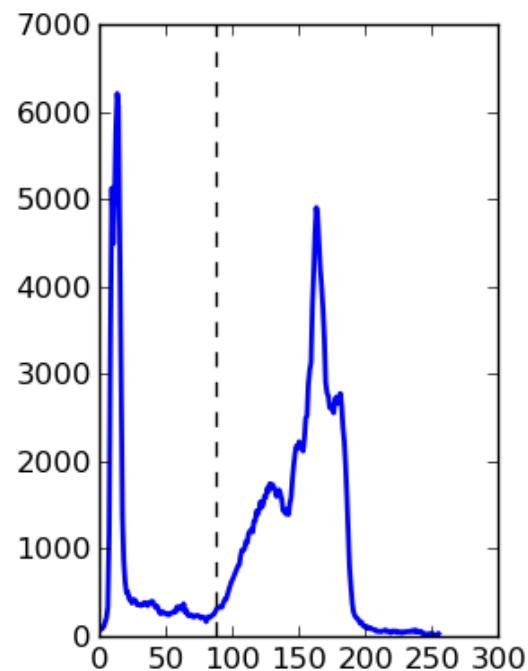
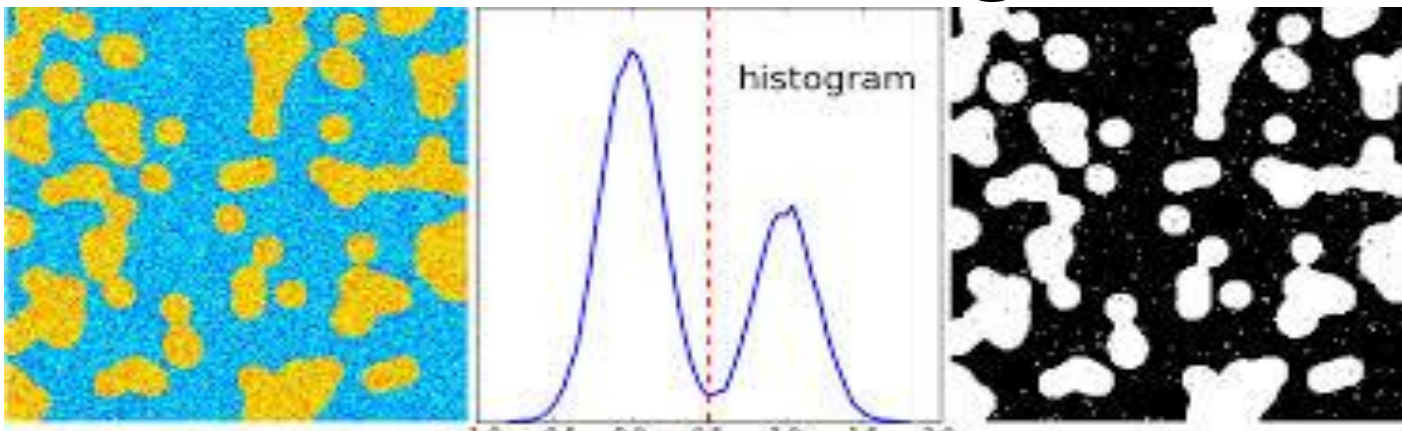
- Chi-Squared

$$\chi^2(h_i, h_j) = \frac{1}{2} \sum_{m=1}^K \frac{[h_i(m) - h_j(m)]^2}{h_i(m) + h_j(m)}$$

- Smoothing probability distributions

- Use bigger buckets.
- Add a constant value (eg., 1) to every bucket.
- Gaussian smoothing

# Other uses of histograms



# Mammograms

