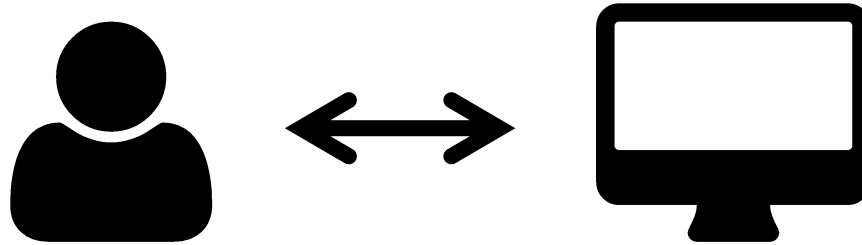


Képjavítás 02

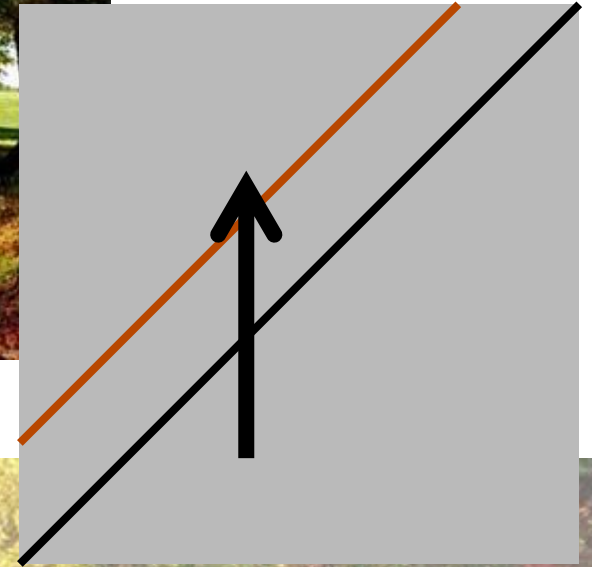
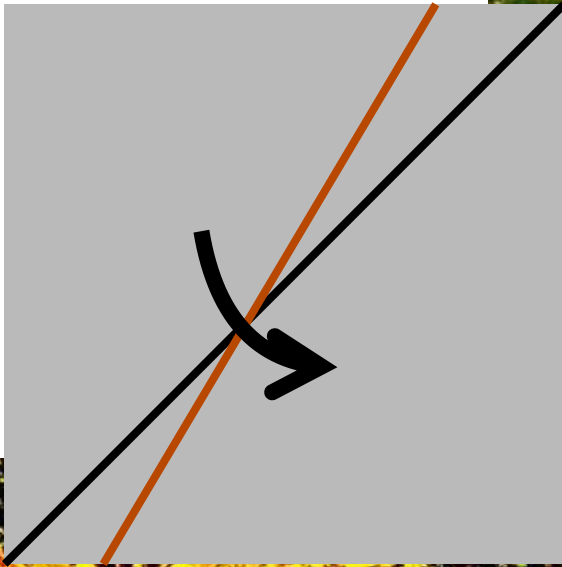
Számítógépes látórendszerek
Dr. Szemenyei Márton
Adjunktus
2022

Célok

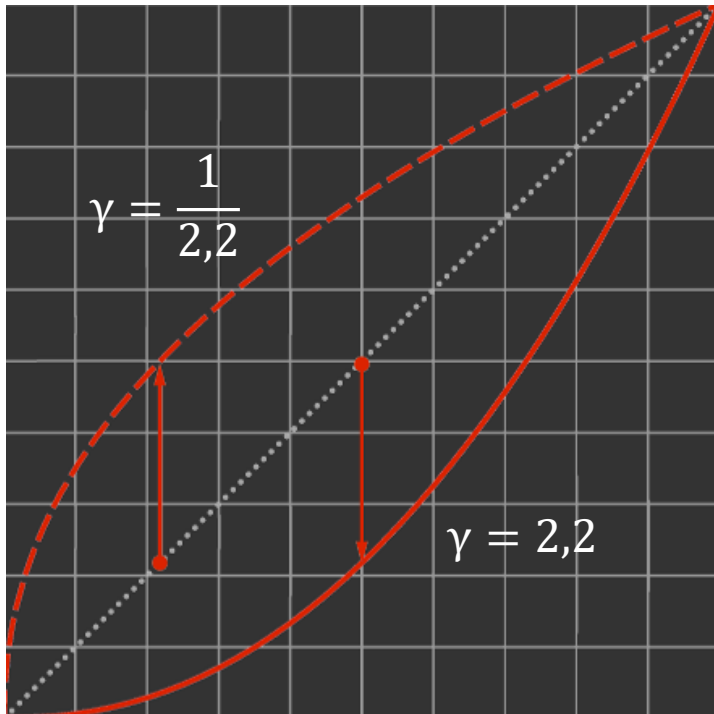


Más jó az ember, és más az algoritmus számára

Kontraszt, fényesség



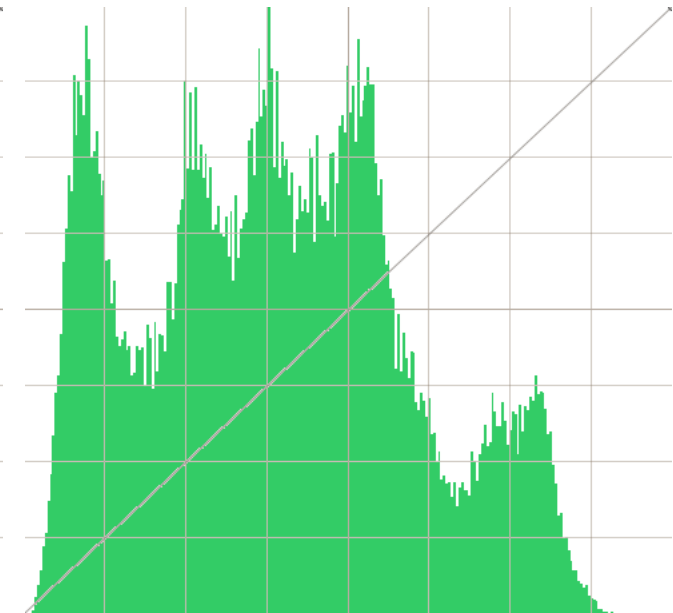
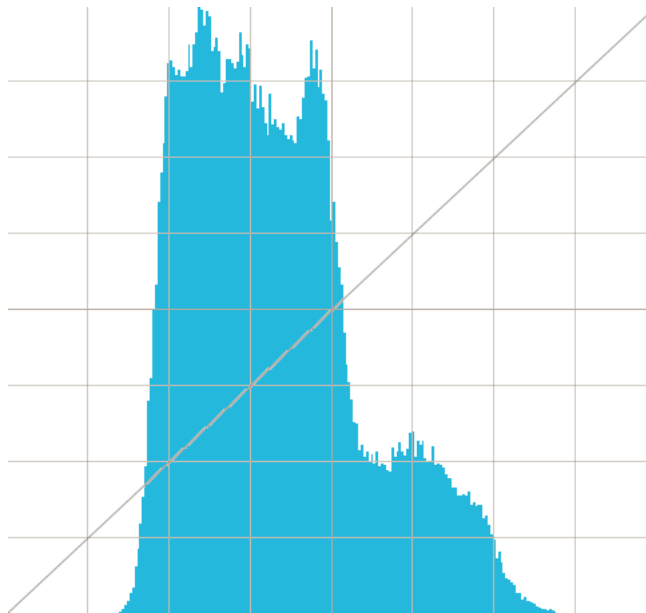
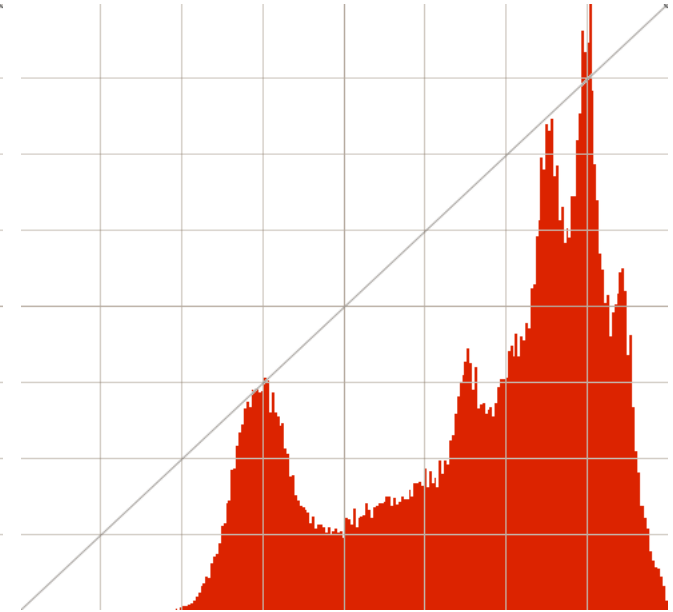
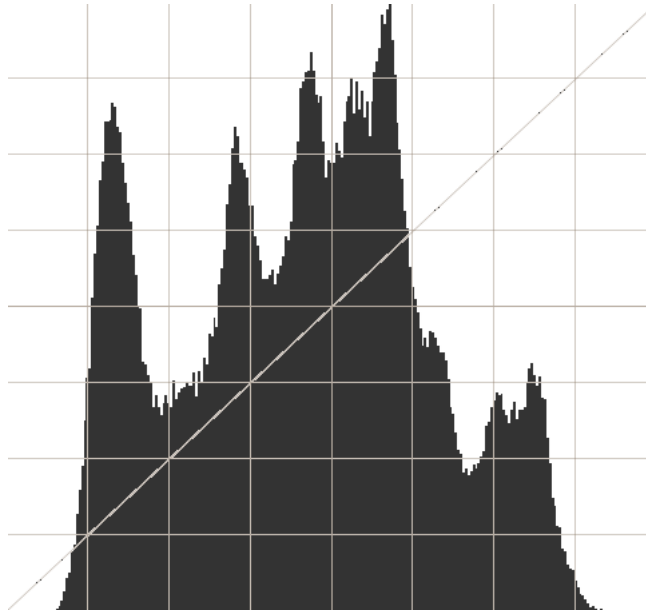
Gamma korrekció



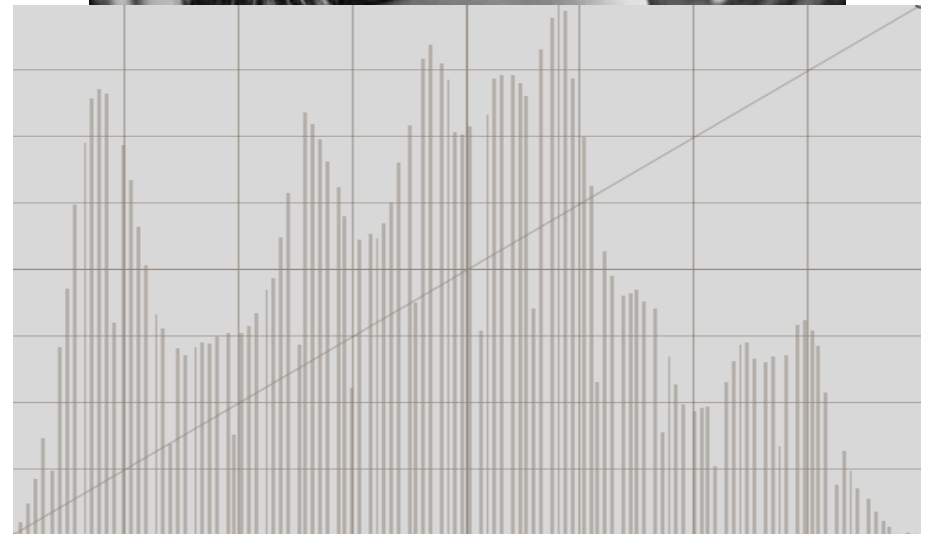
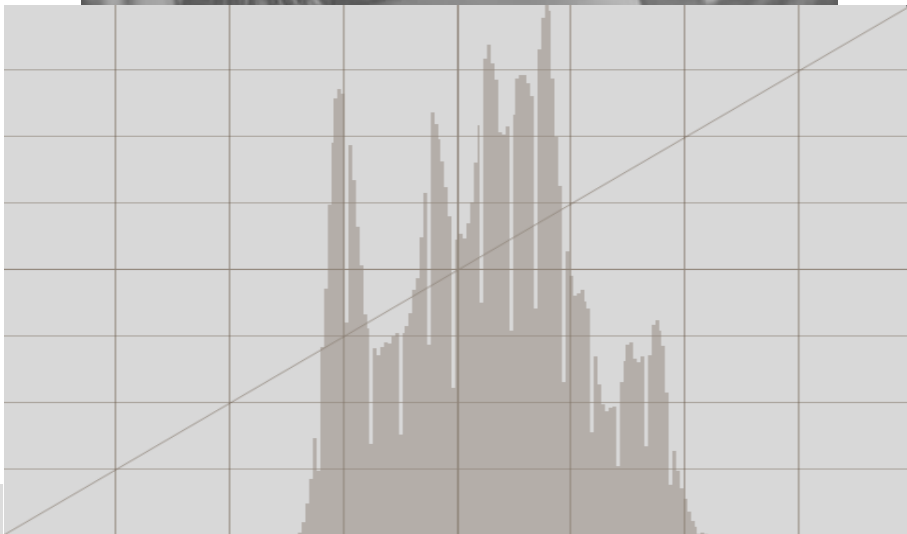
$$I = V_s^\gamma$$



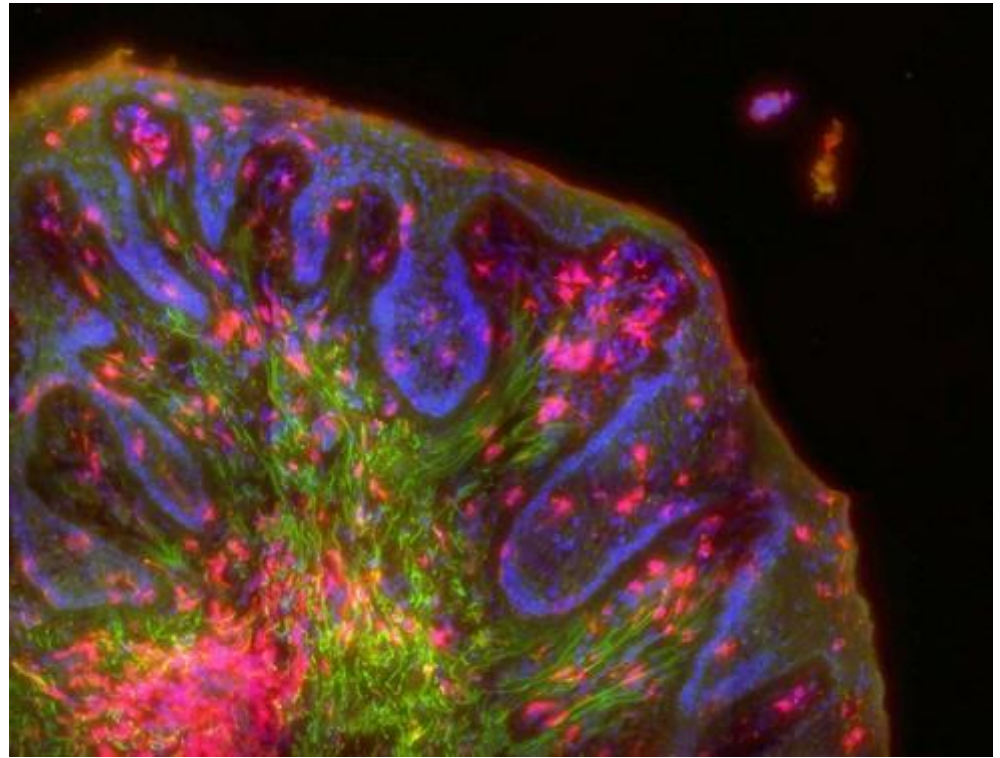
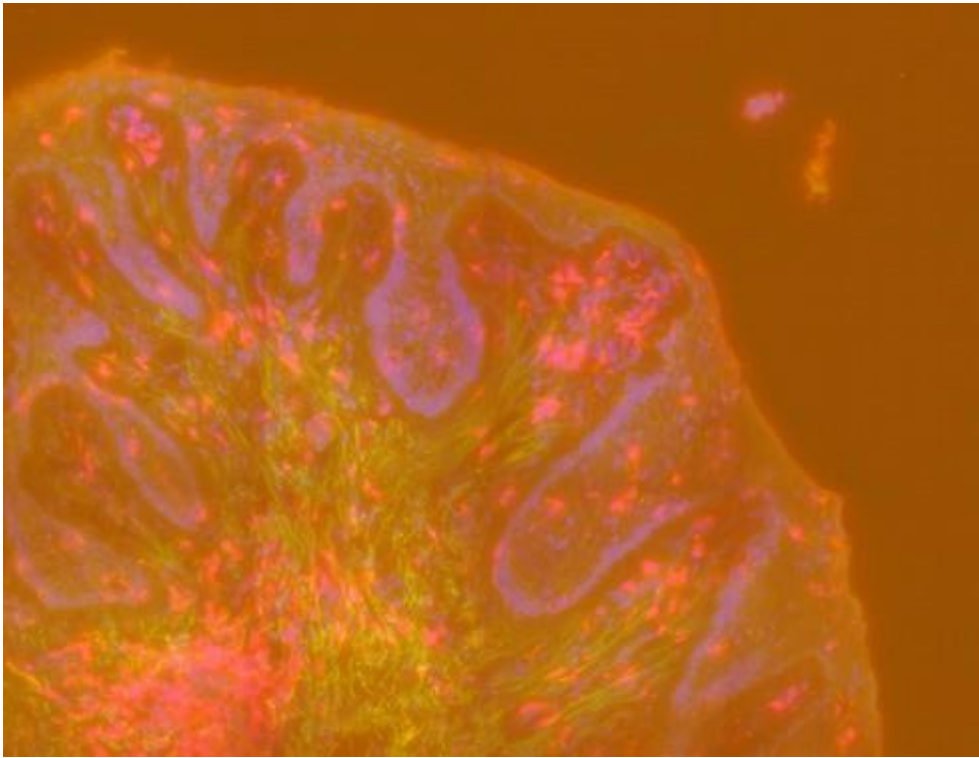
Hisztogram



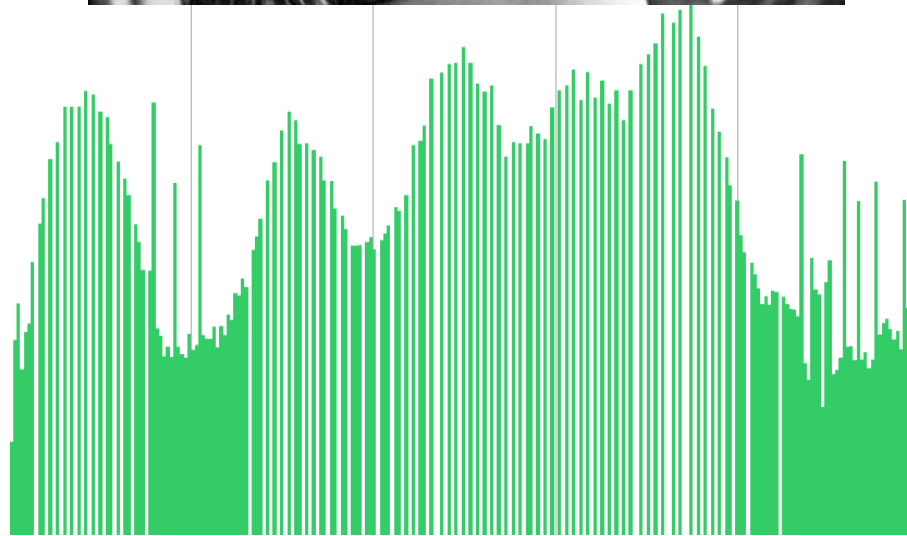
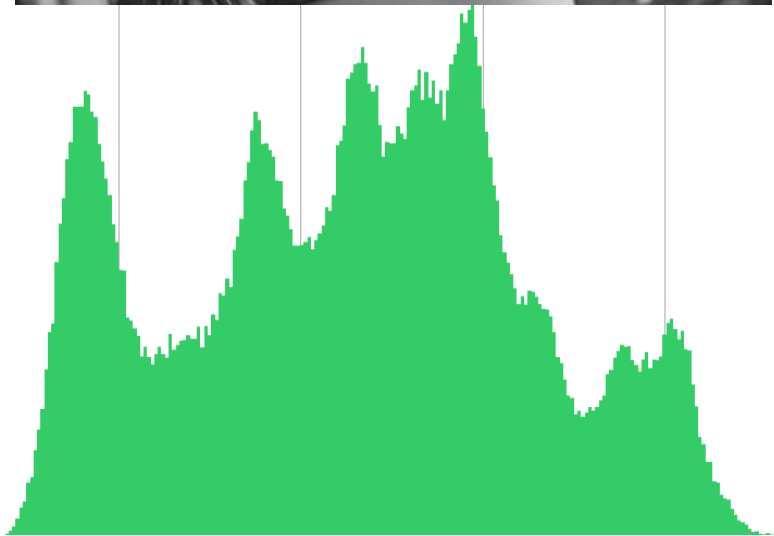
Hisztogramtranszformáció



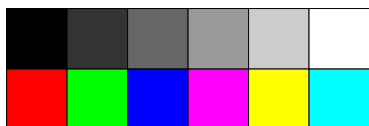
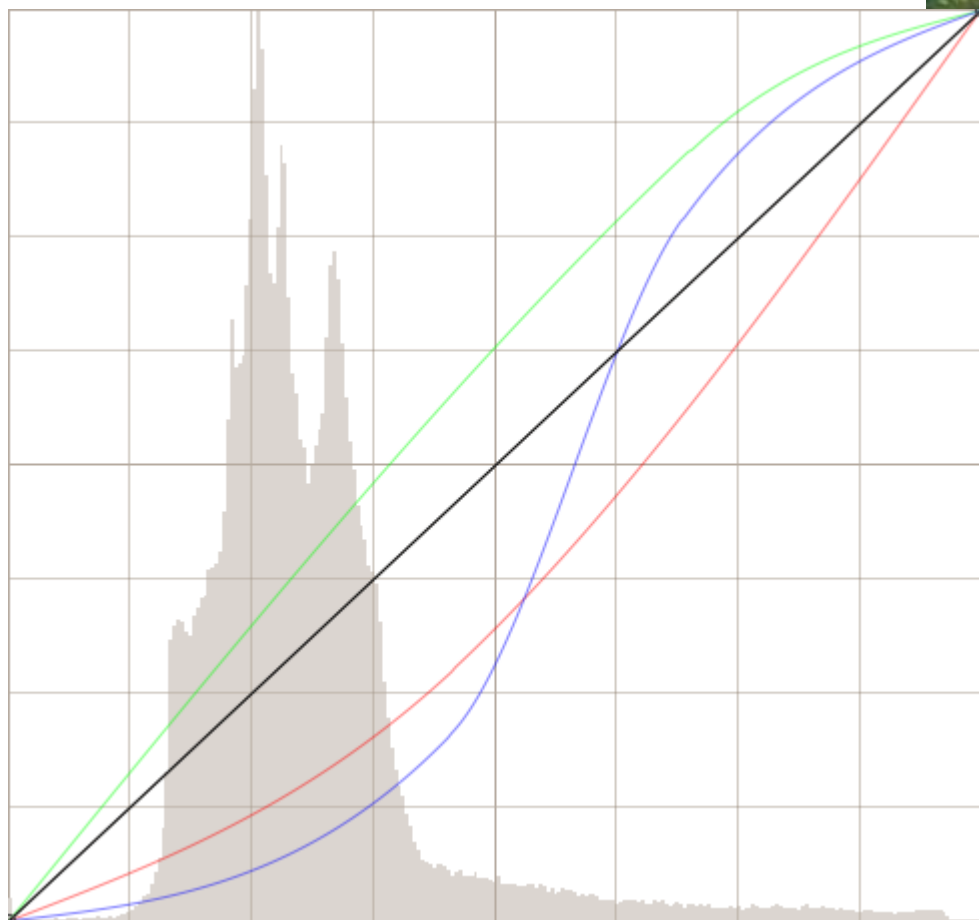
Hisztogramtranszformáció



Hisztogramkiegyenlítés



Színkorrekció

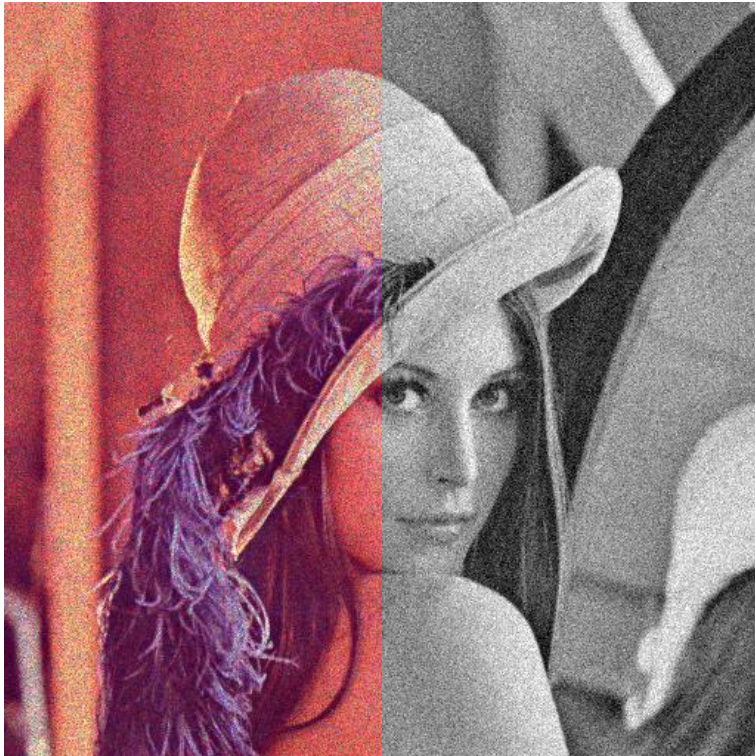


Képzajok

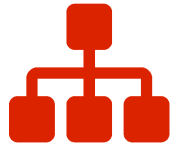


Gauss zaj

Só-bors zaj



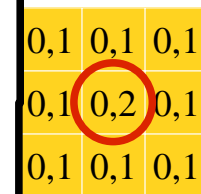
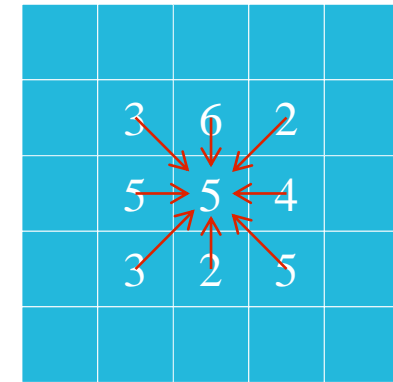
Konvolúció



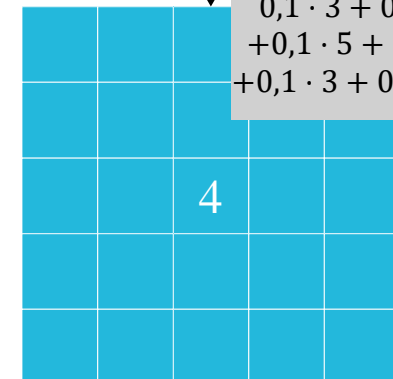
$$I_o = k * I_i$$

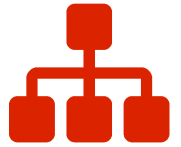
$$(k * I)(x, y) = \sum_{u=-n}^n \sum_{v=-n}^n k(u, v) \cdot I(x - u, y - v)$$

$$(f * g)(x, y) = \sum_{u=-\infty}^{\infty} \sum_{v=-\infty}^{\infty} f(u, v) \cdot g(x - u, y - v)$$



$$0,1 \cdot 3 + 0,1 \cdot 6 + 0,1 \cdot 2 + 0,1 \cdot 5 + 0,2 \cdot 5 + 0,1 \cdot 4 + 0,1 \cdot 3 + 0,1 \cdot 2 + 0,1 \cdot 5 = 4$$





Egyszerű átlagolás

$$p'_{x,y} = \frac{\sum_{u=-1}^1 \sum_{v=-1}^1 I(x-u, y-v)}{9}$$

$$\begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$$p'_{x,y} = \frac{\sum_{u=-n}^n \sum_{v=-n}^n I(x-u, y-v)}{(2n+1)^2}$$

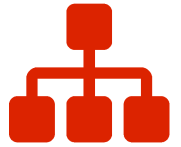
$$p'_{x,y} = \frac{\sum_{u=-n}^n \sum_{v=-n}^n k_{u,v} \cdot I(x-u, y-v)}{\sum_{u=-n}^n \sum_{v=-n}^n k_{u,v}}$$

$$\begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$



FPGA!

Gauss szűrés

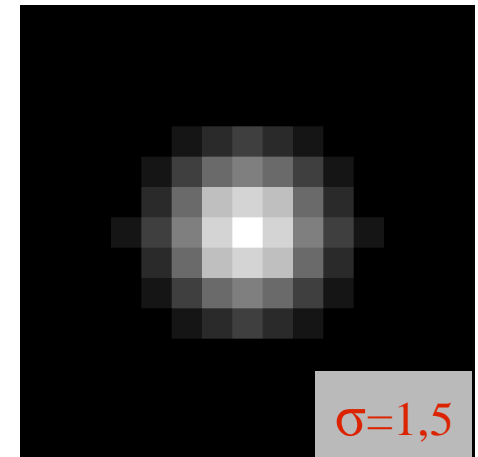
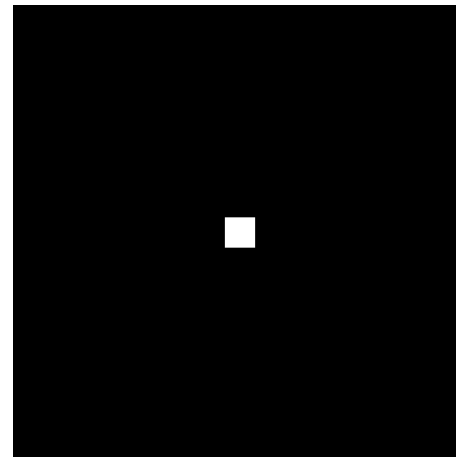
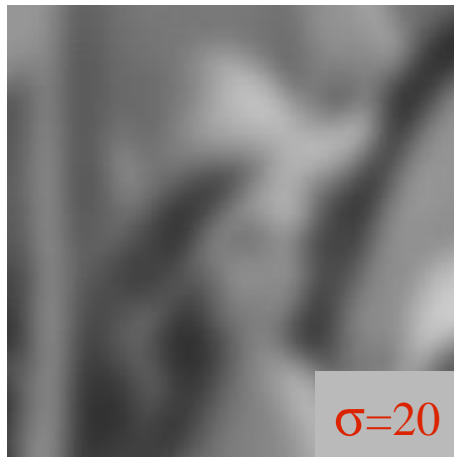


$$k(x, y, \sigma) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\left(\frac{x^2+y^2}{2\sigma^2}\right)}$$

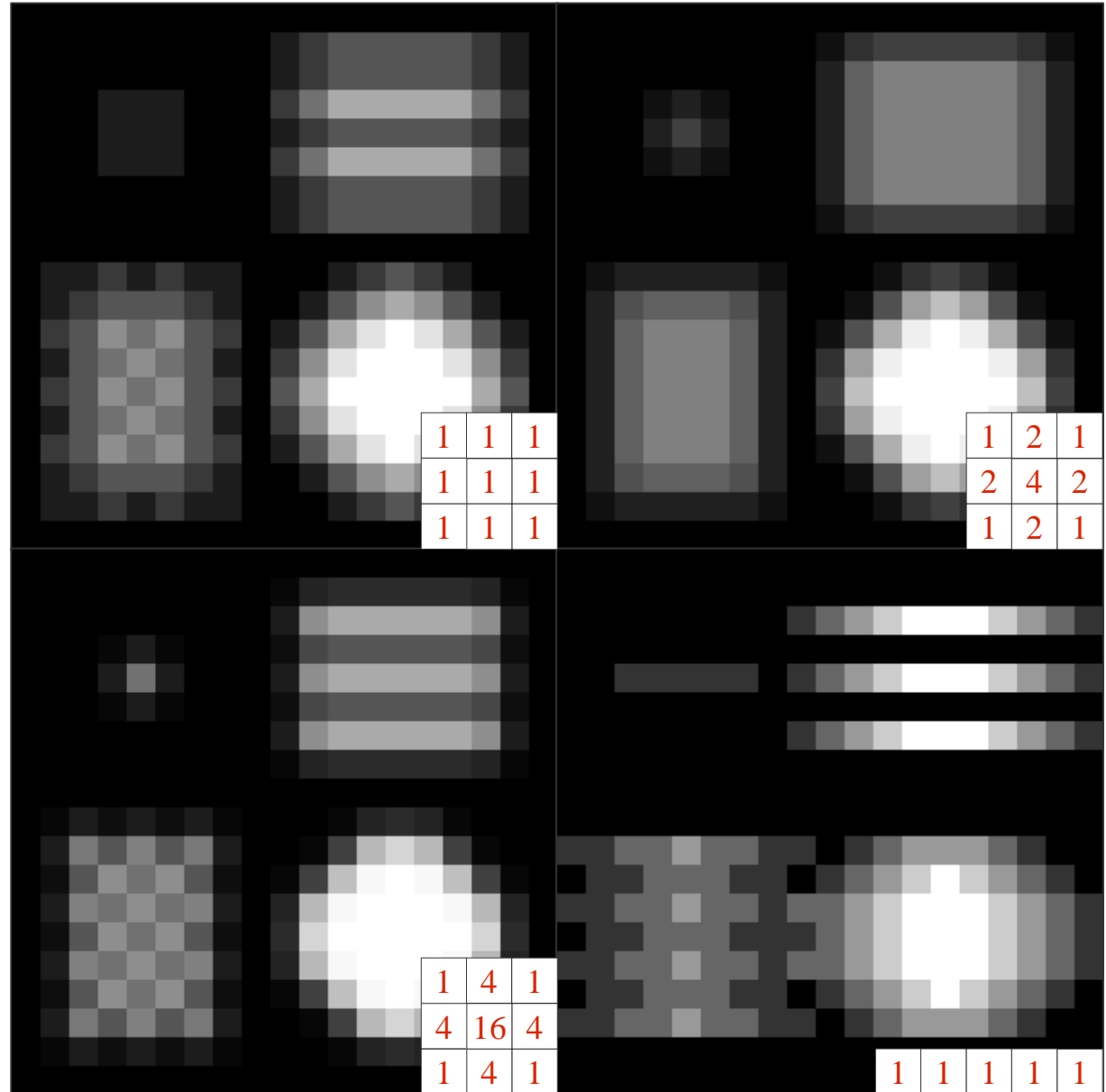
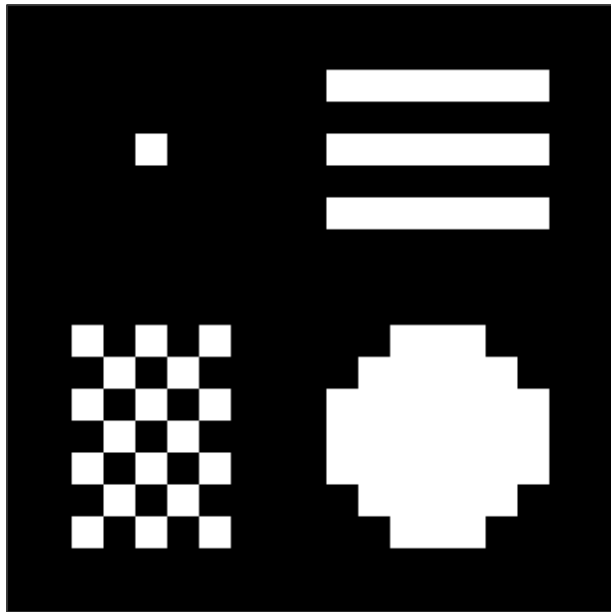
$$\begin{bmatrix} 1 & 4 & 1 \\ 4 & 16 & 4 \\ 1 & 4 & 1 \end{bmatrix}$$

$$\sigma = 0,6$$

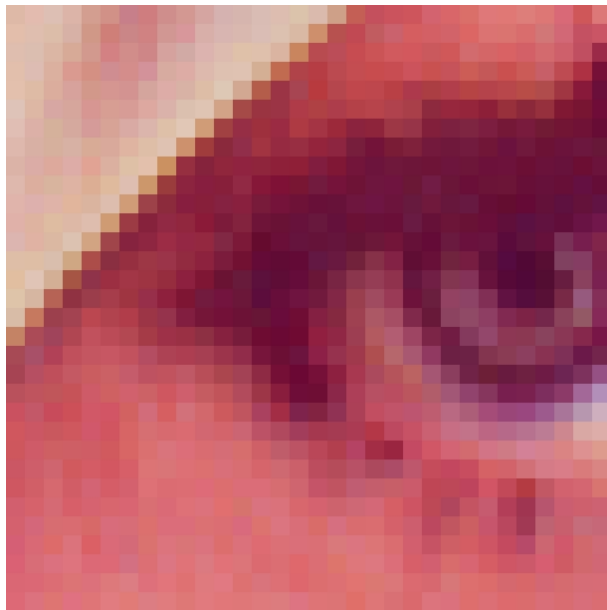
Kernelméret: 3σ



Simító szűrők



Simító szűrők



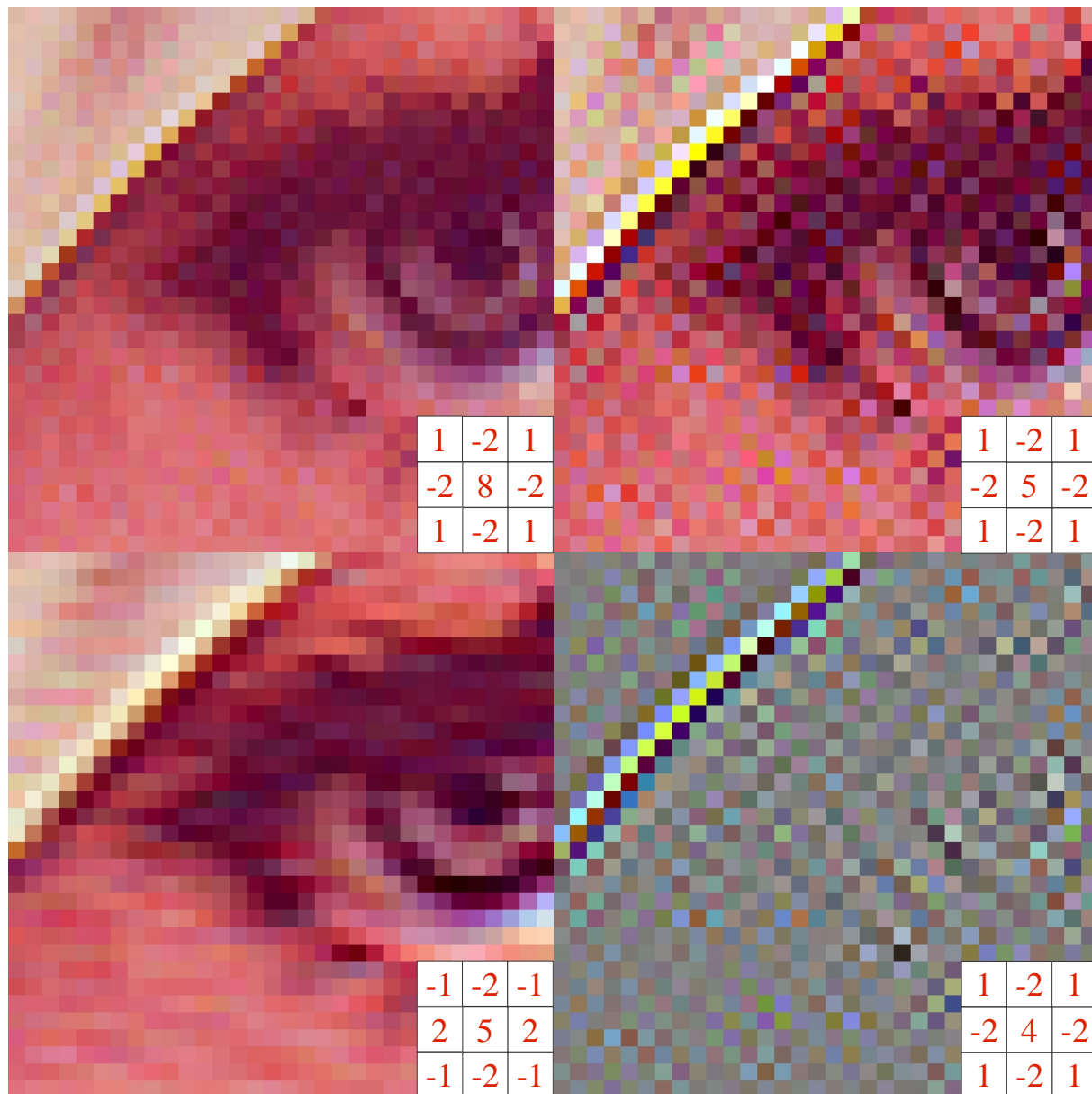
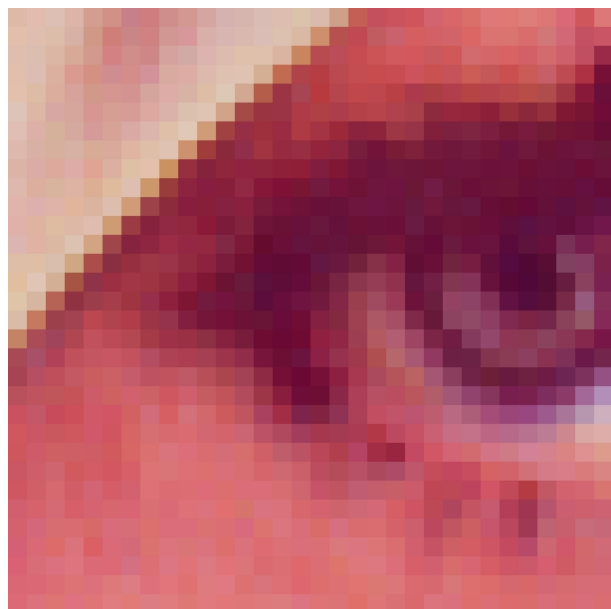
1	1	1
1	1	1
1	1	1

1	2	1
2	4	2
1	2	1

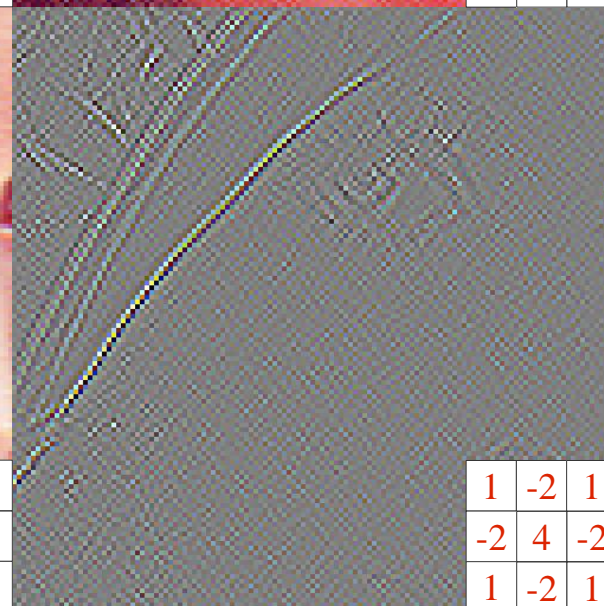
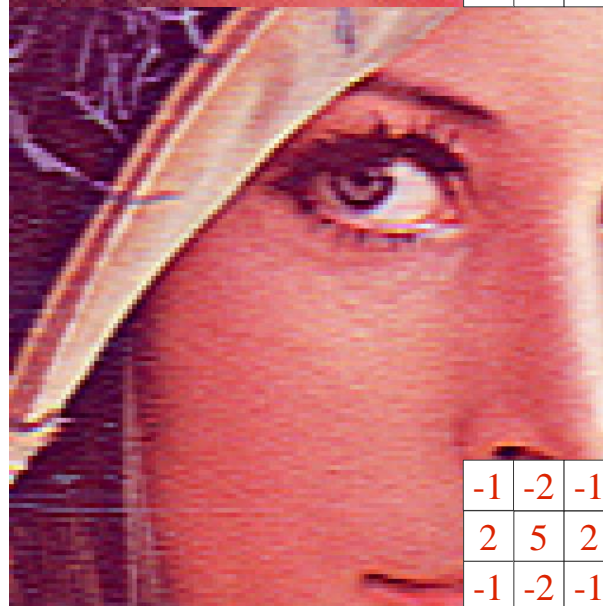
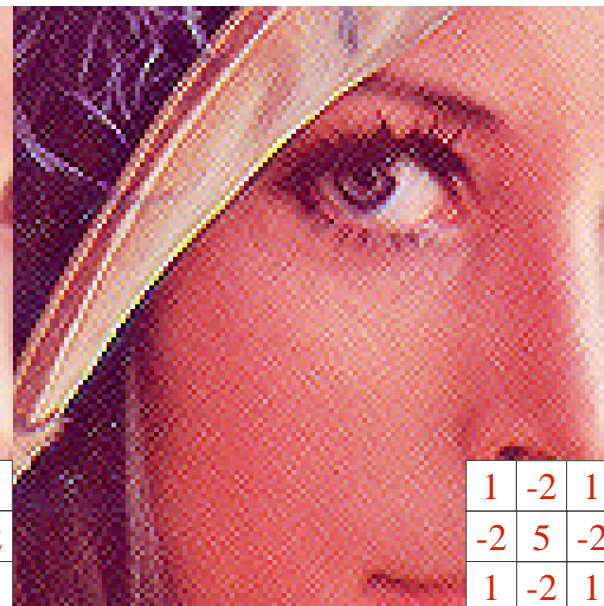
1	4	1
4	16	4
1	4	1

1	1	1	1	1
---	---	---	---	---

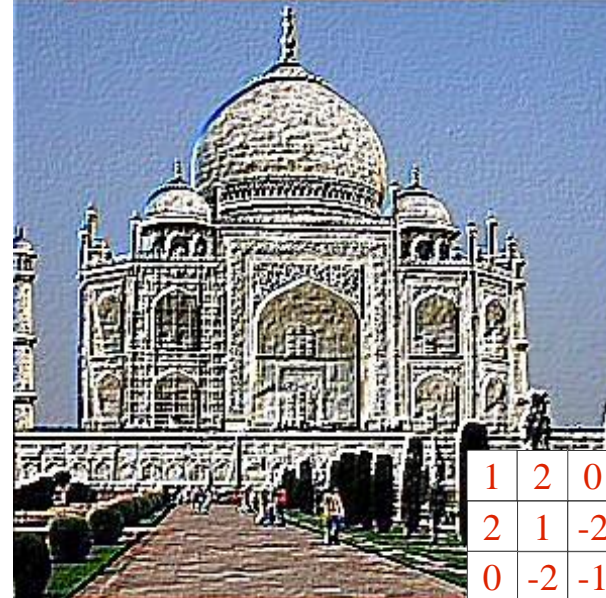
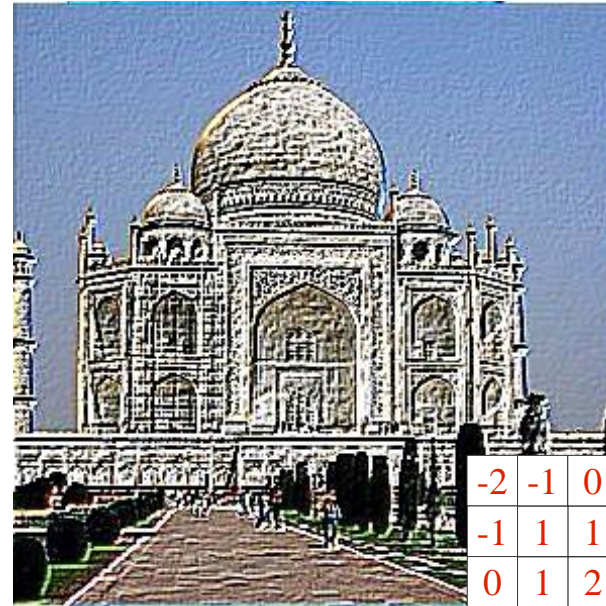
Élesítő szűrők



Élesítő szűrők



Térbeli kiemelés





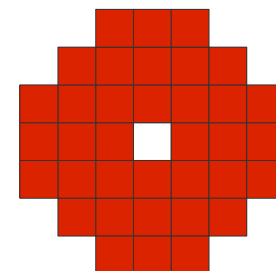
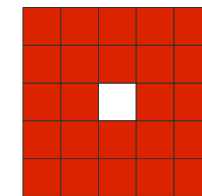
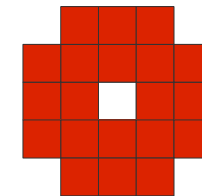
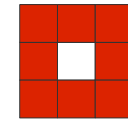
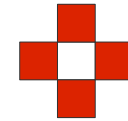
Rank szűrők

k-adik szomszéd

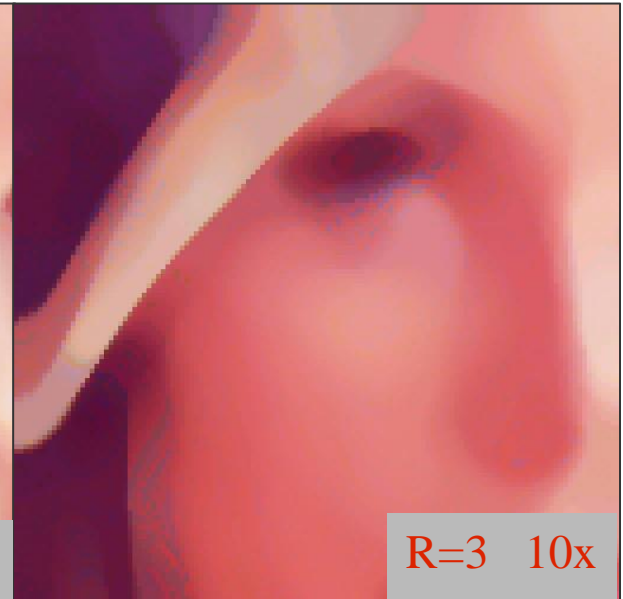
Minimum szűrő ($k=1$)

Maximum szűrő ($k=n$)

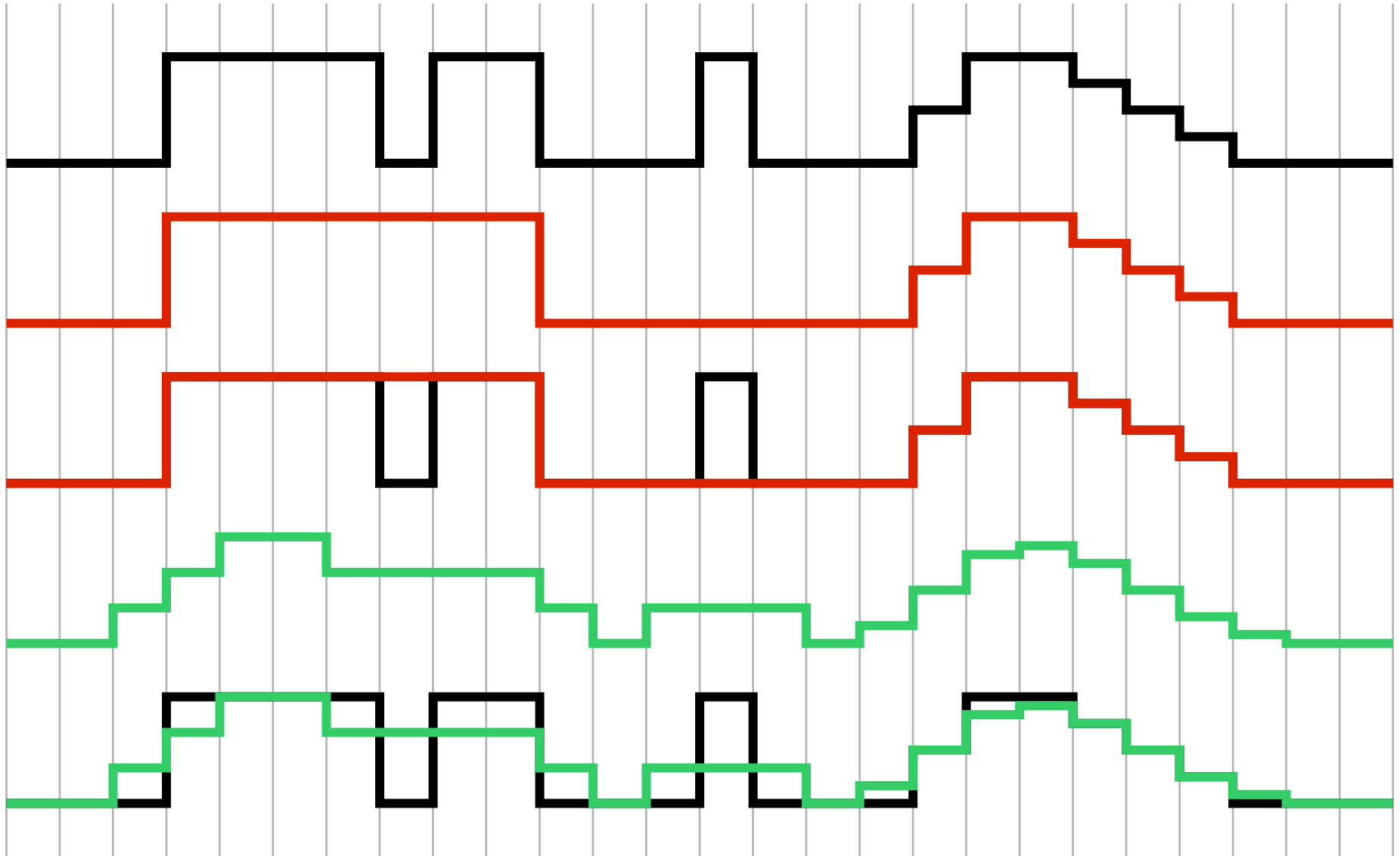
Median szűrő ($k=n/2$)



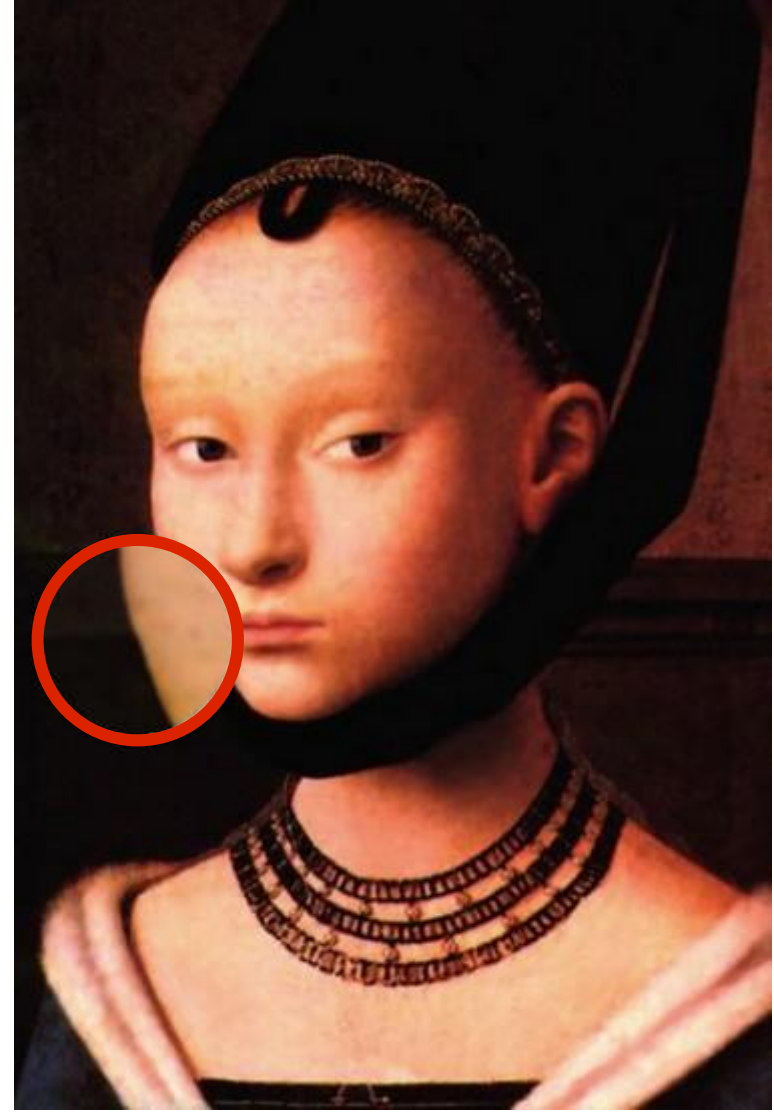
Median



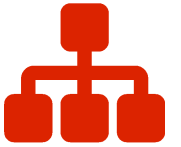
Median / átlagolás



Median



Lineáris vs Rank



Diadikus felbontás – szeparábilis szűrők

	1	2	1
1	1	2	1
2	2	4	2
1	1	2	1

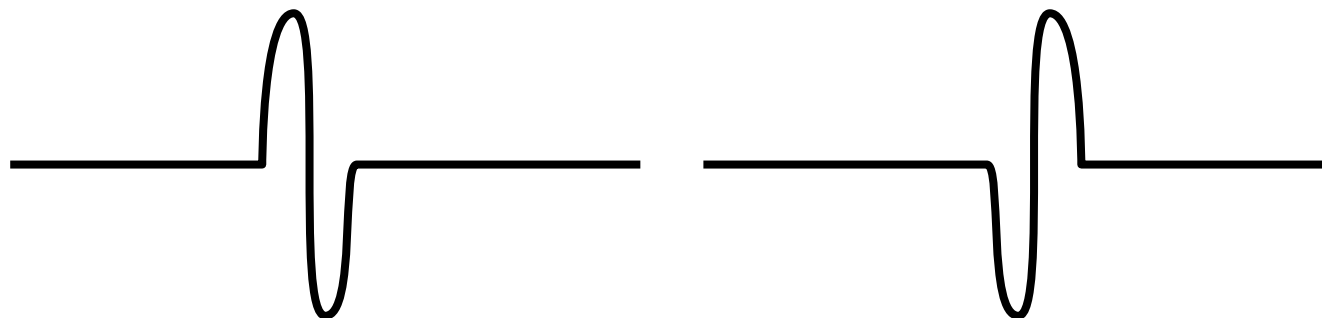
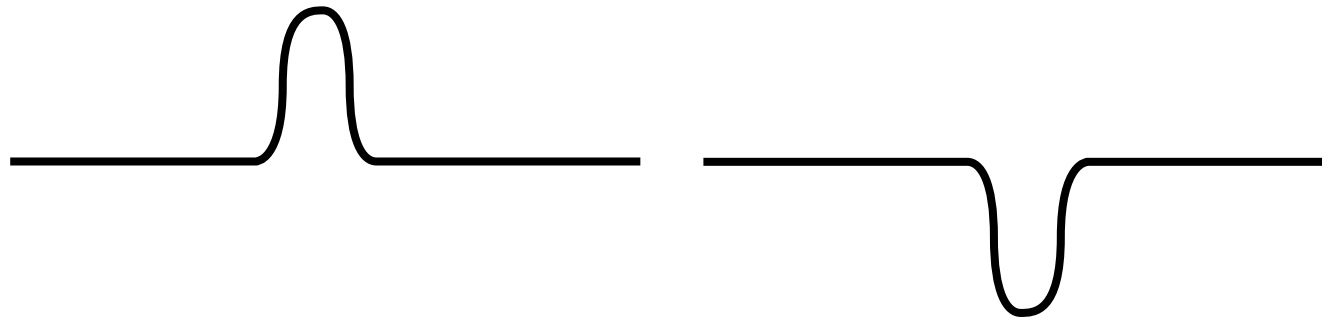
Csak lineáris szűrőkkel lehet (ott sem mindig)

Élkeresés deriváltakkal



-1	1
----	---

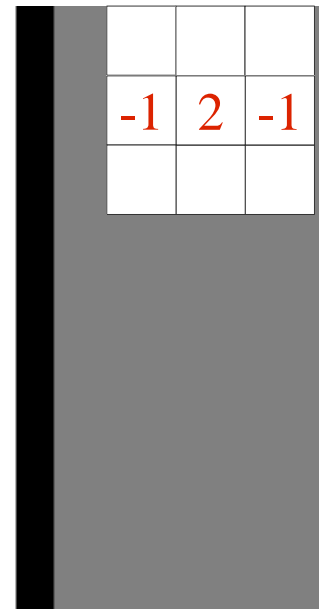
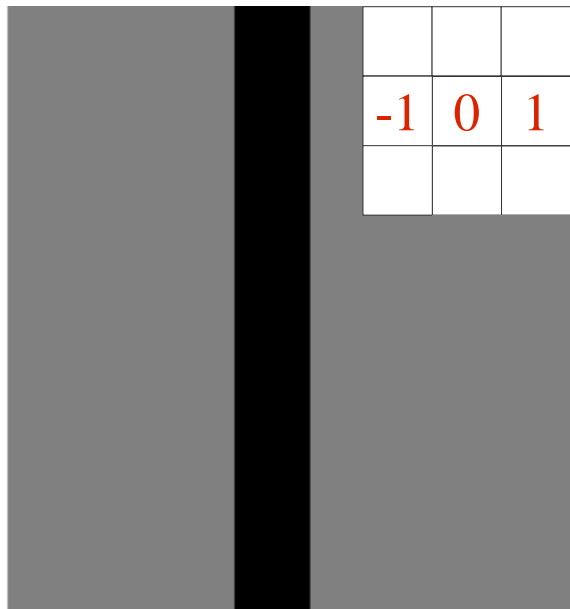
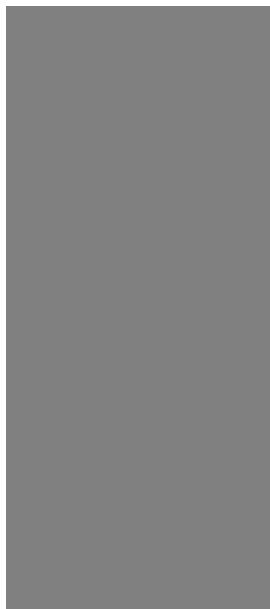
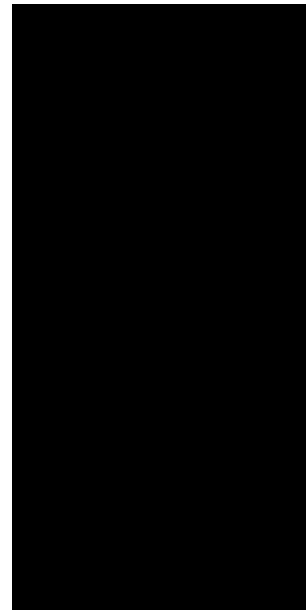
-1	
	1



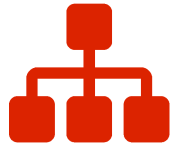
-1	0	1

-1		
	0	
		1

Élkeresés deriváltakkal



Élkeresés deriváltakkal



1	0	-1
1	0	-1
1	0	-1

1	0	-1
2	0	-2
1	0	-1

1	-1	-1
2	1	-1
1	-1	-1

5	-3	-3
5	0	-3
5	-3	-3

1	1	0
1	0	-1
0	-1	-1

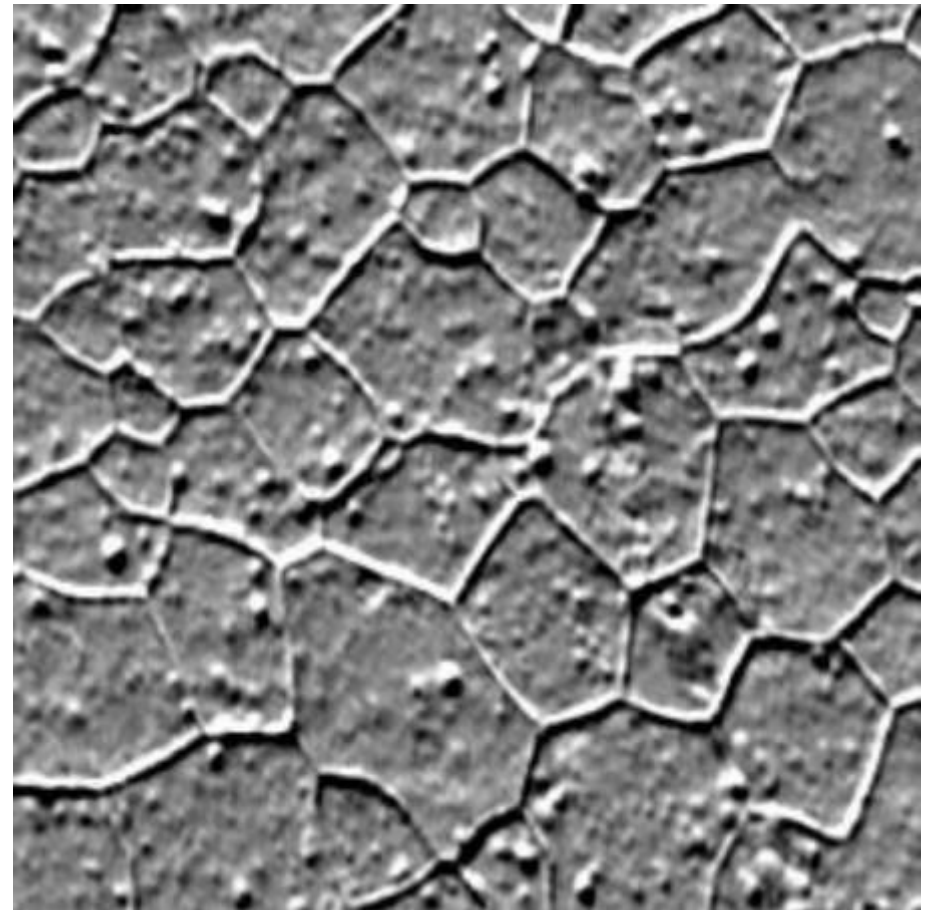
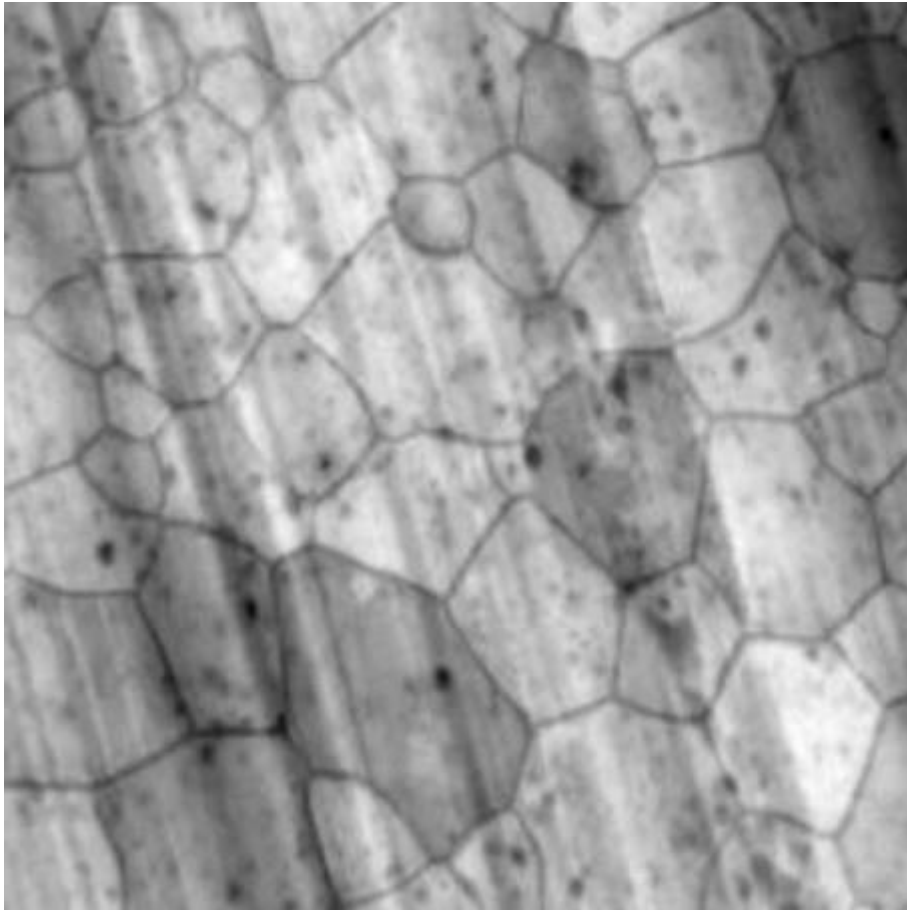
2	1	0
1	0	-1
0	-1	-2

2	1	-1
1	1	-1
-1	-1	-1

5	5	-3
5	0	-3
-3	-3	-3

...

Derivatív szűrő

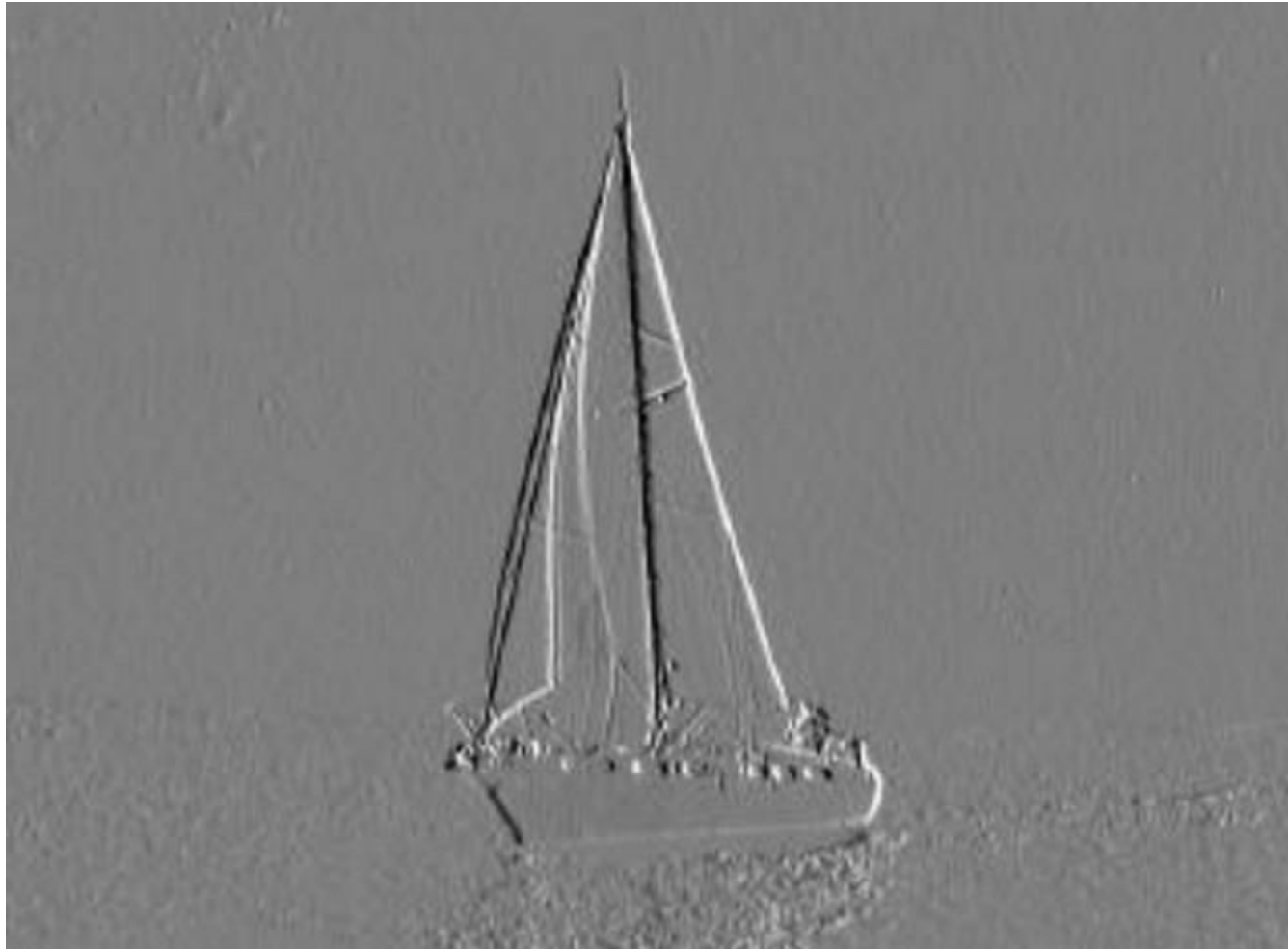


Összetett példa



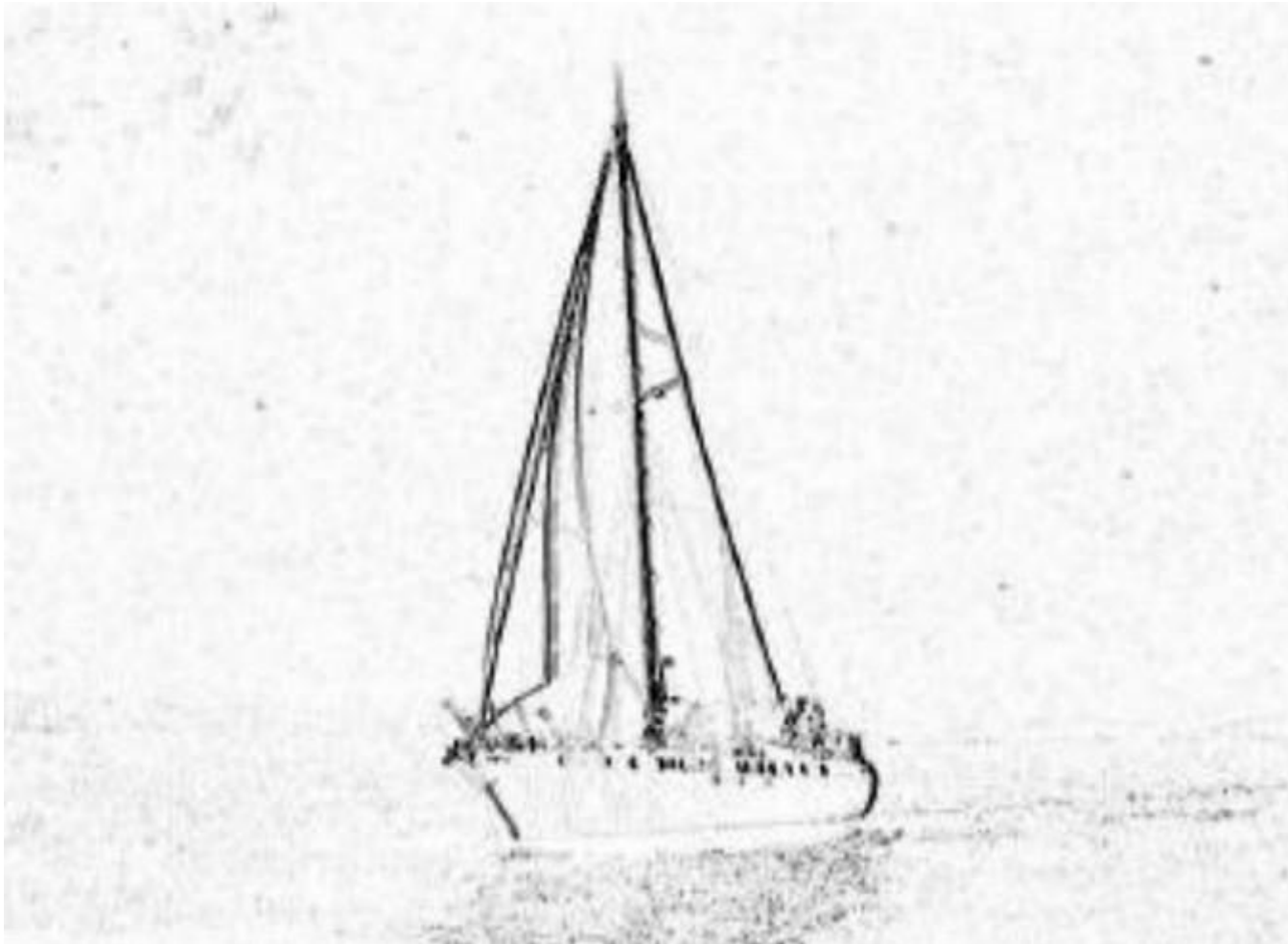
Kiinduló kép

Összetett példa



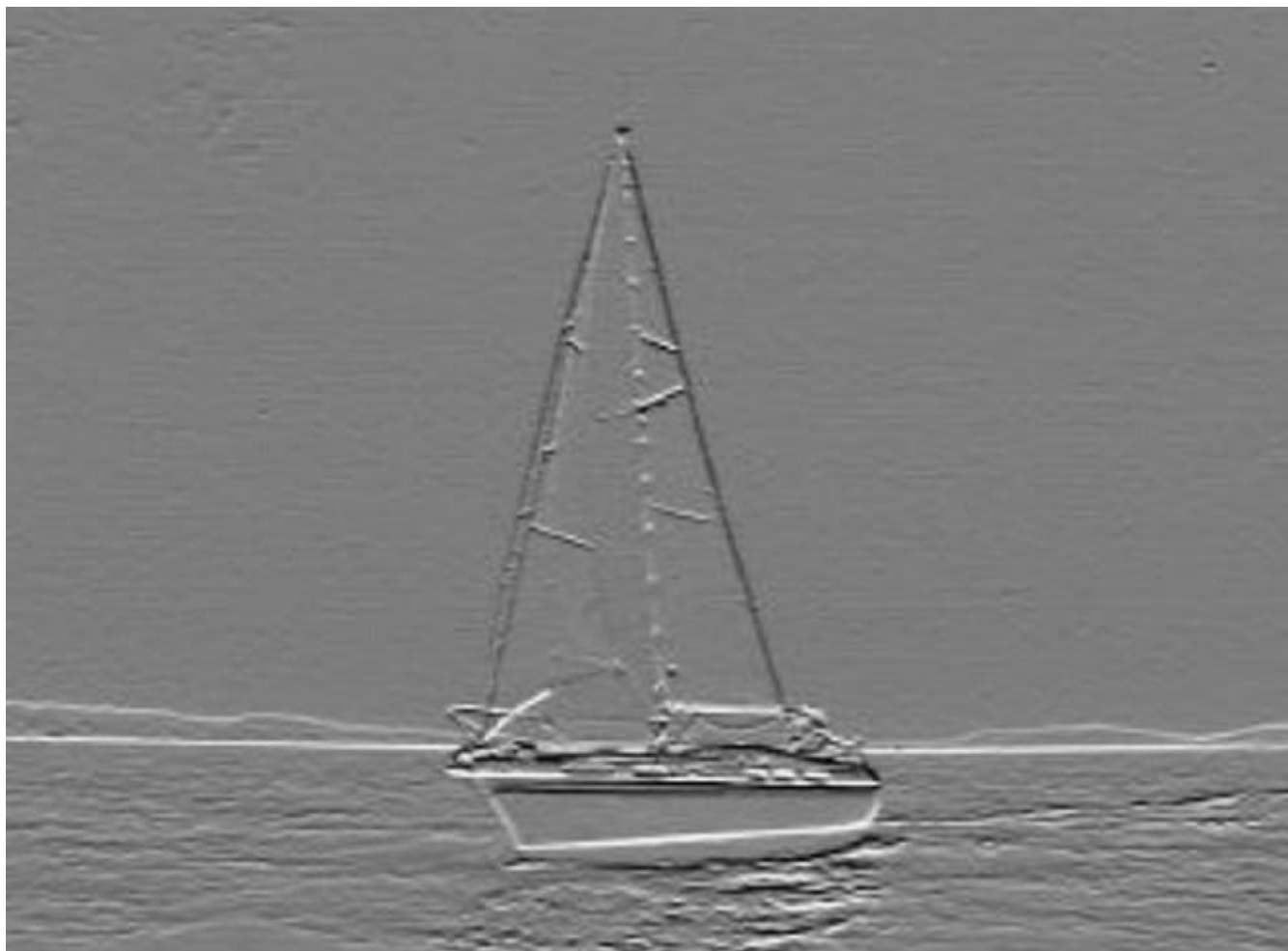
Horizontális derivált

Összetett példa



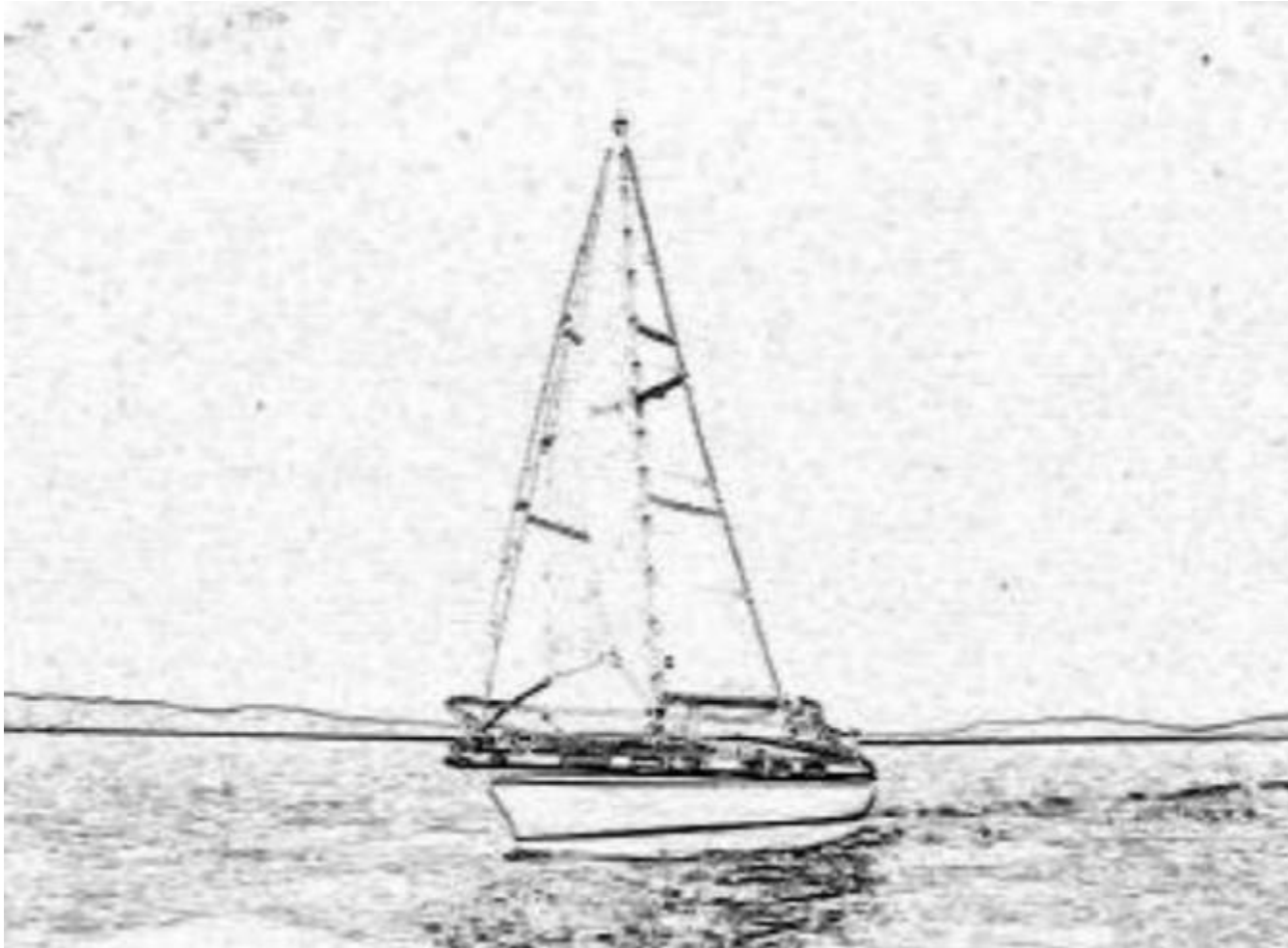
Horizontális derivált abszolút értéke

Összetett példa



Vertikális derivált

Összetett példa



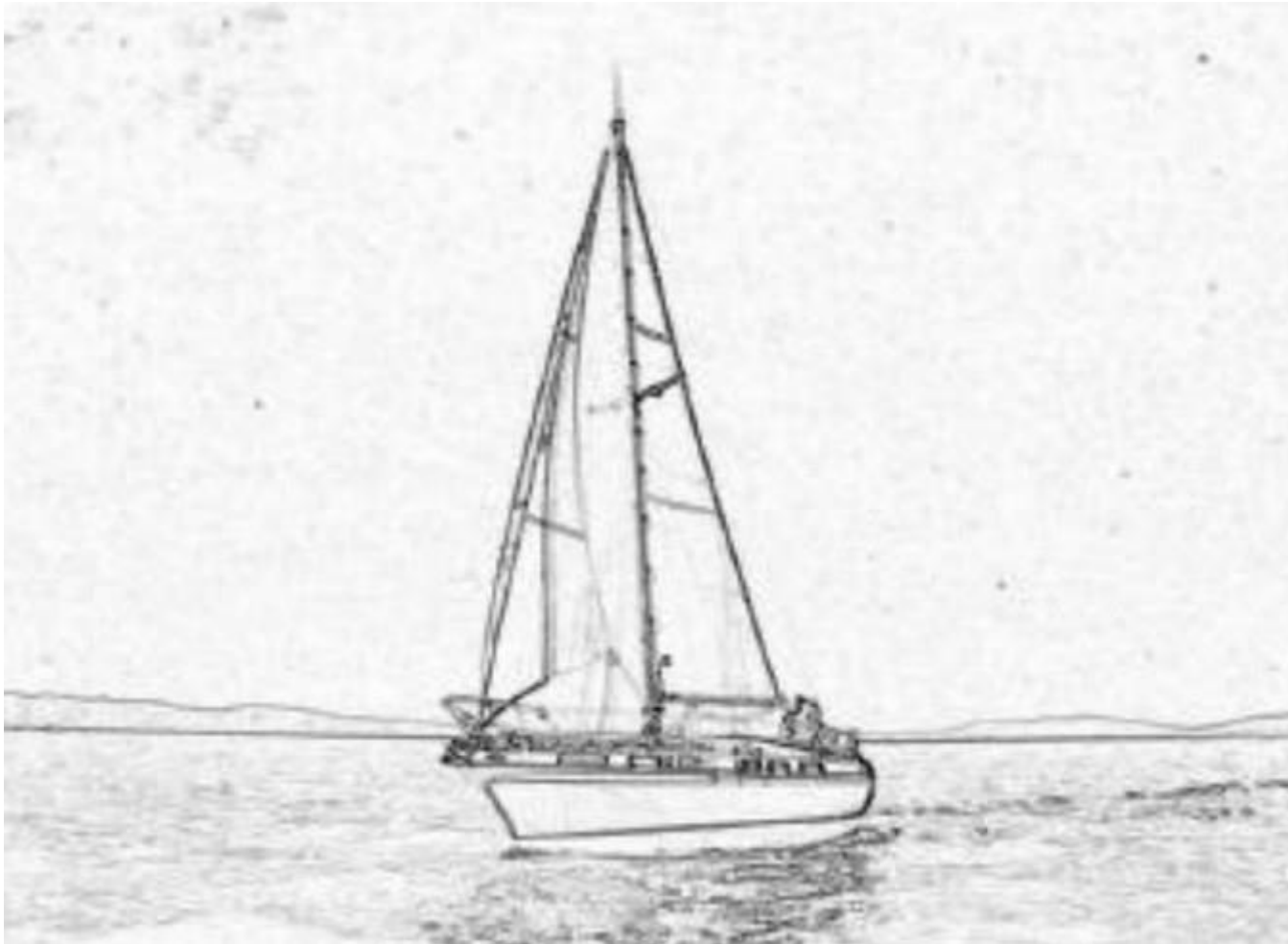
Vertikális derivált abszolút értéke

Összetett példa



Derivált abszolút értékek maximuma

Összetett példa



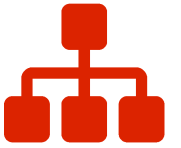
Derivált abszolút értékek összege

Összetett példa

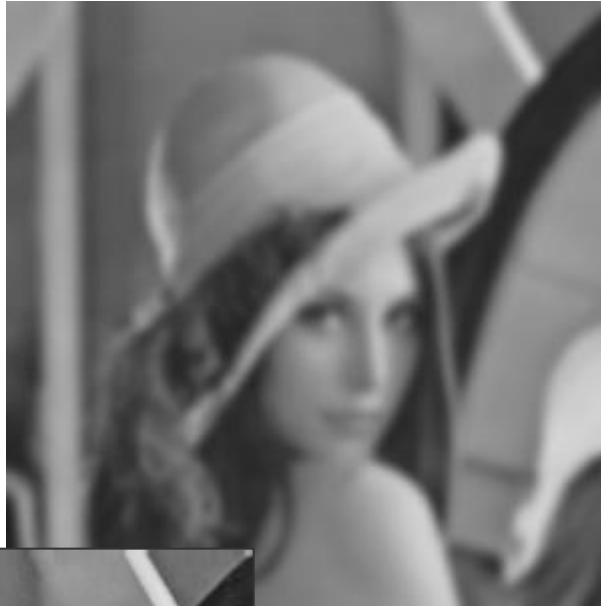


Derivált abszolút értékek négyzetre emelése, összeadása, majd gyökvonás

Gaussok különbsége (DoG)



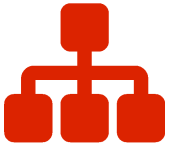
-



=



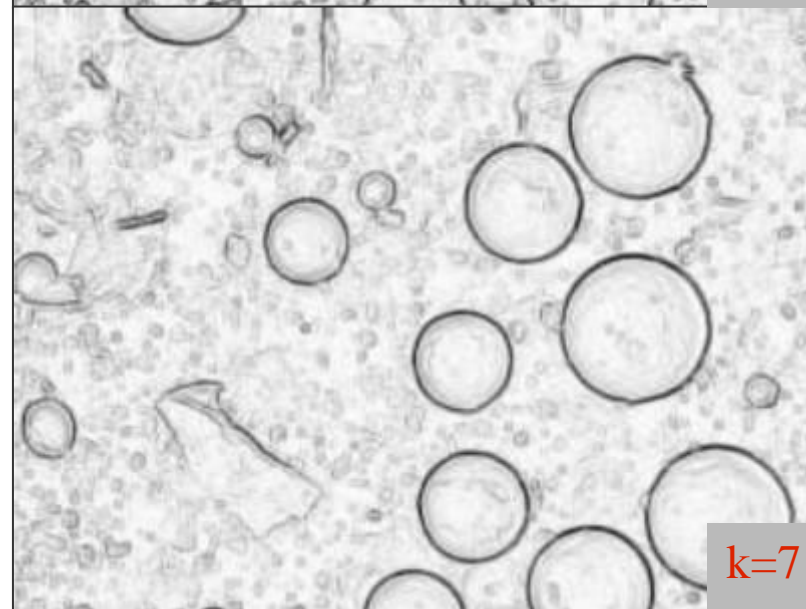
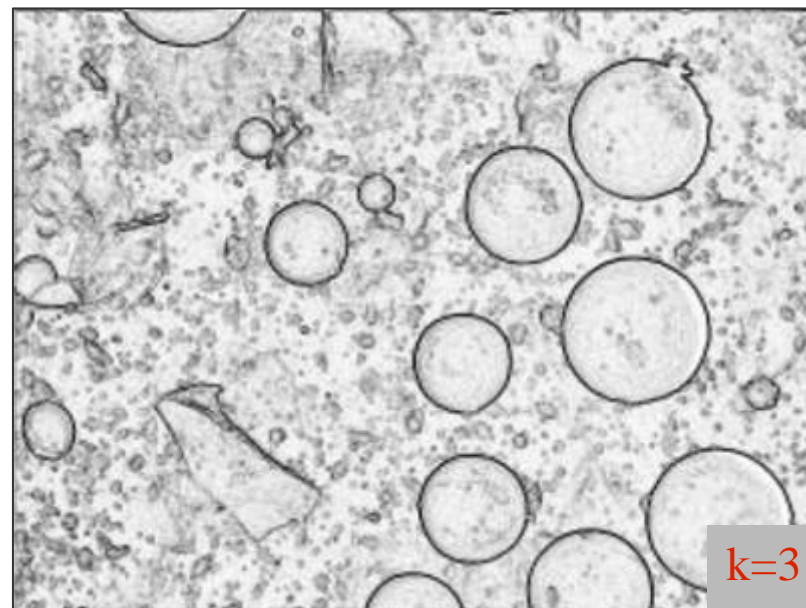
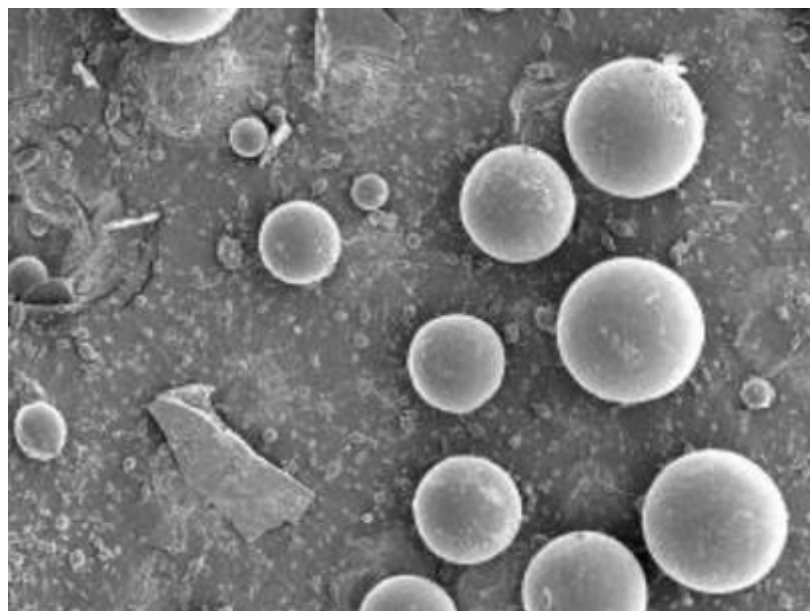
Laplace Szűrő



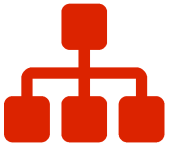
0	-1	0
-1	4	-1
0	-1	0

-1	-1	-1
-1	8	-1
-1	-1	-1

Kernel méret



Canny éldetektor



Gauss szűrés

Derivatív szűrés két/négy irányban

(Roberts, Prewitt, Sobel...)

Ebből gradiens

Nem-maximumok törlése (gradiens irányban)

Küszöbözés: erős élek, gyenge élek

Canny éldetektor



Képi matematika



Kép-érték v. **kép-kép**

Összeadás / kivonás / átlagolás

Szorzás / osztás / normalizálás

Maximum / minimum

Logikai műveletek (főleg bináris képek)

Textúrázás (szorzás)

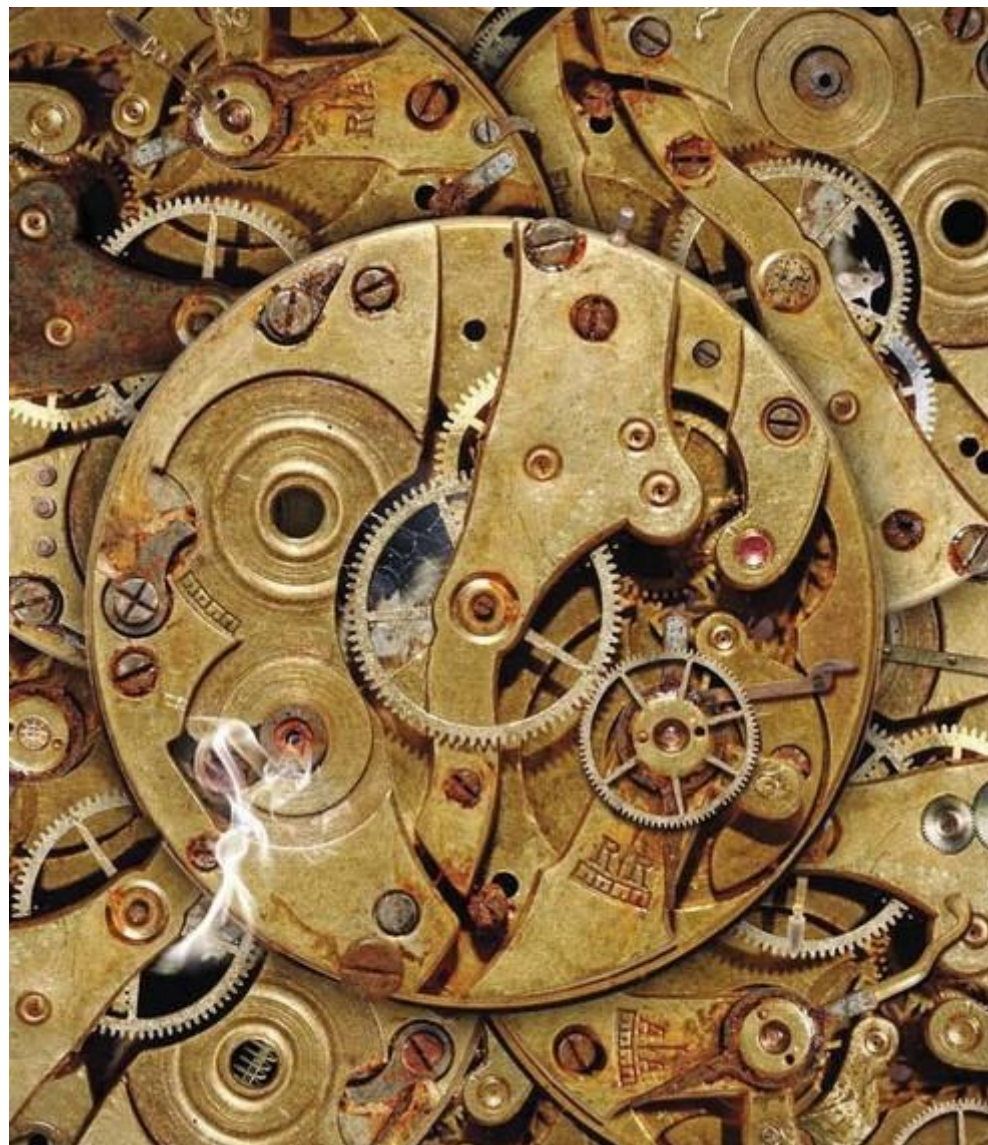


Papír

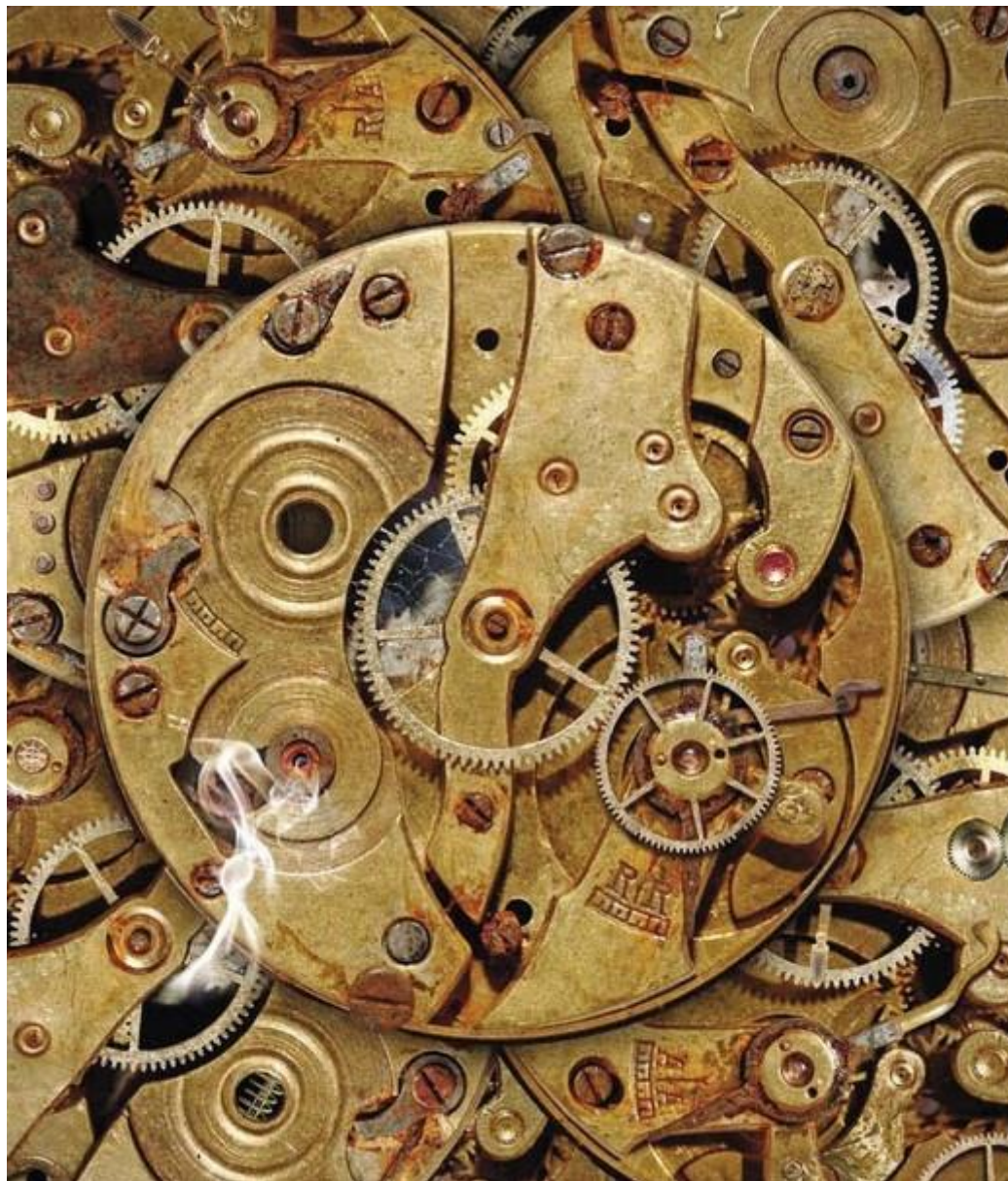


Papír

Különbség



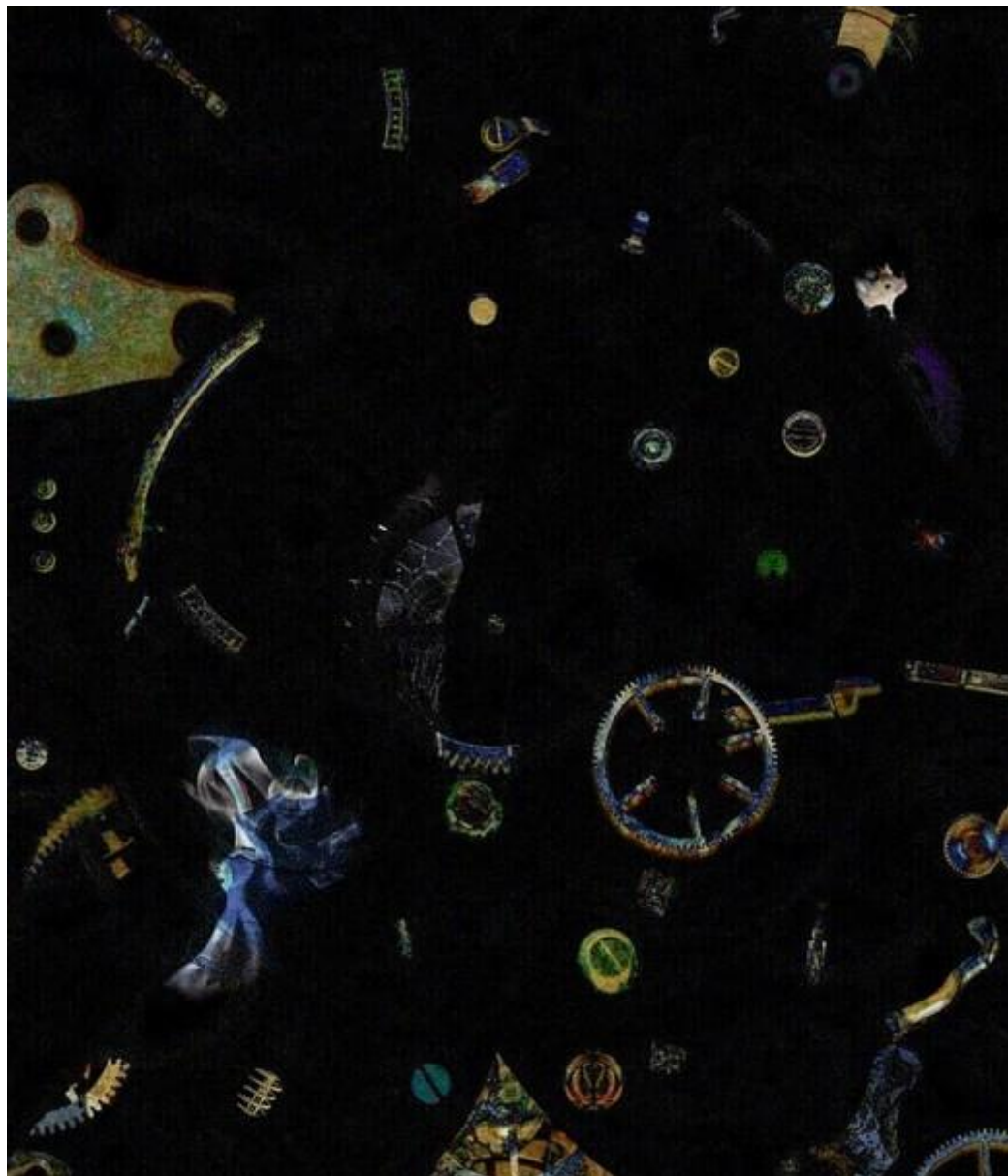
Különbség



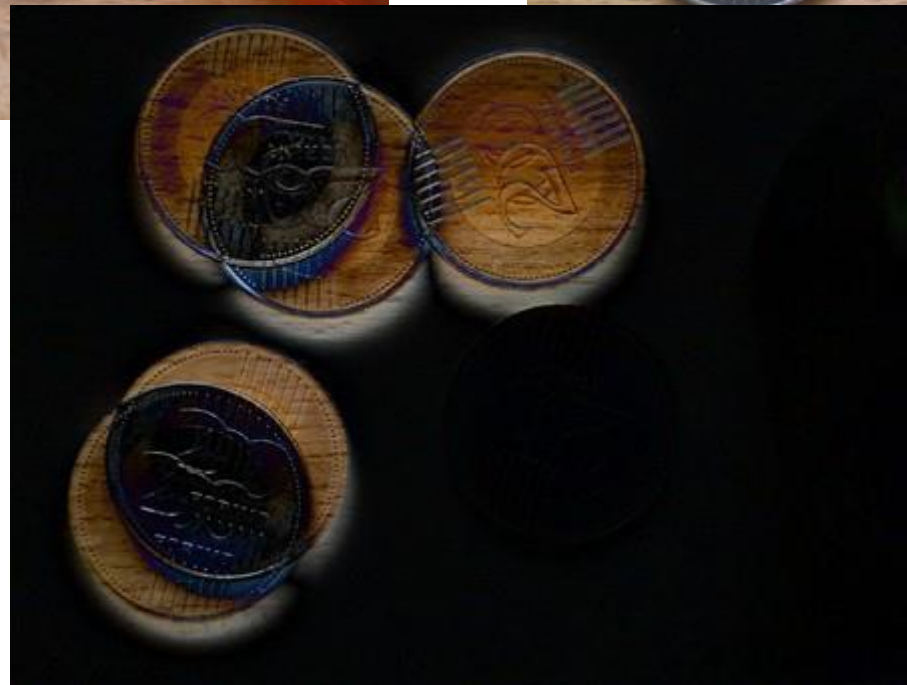
Különbség



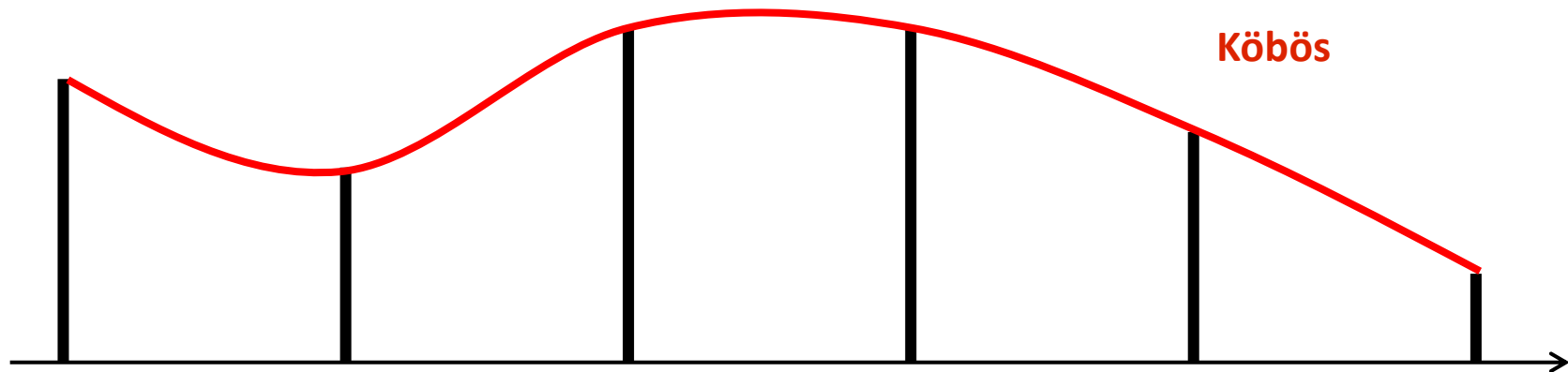
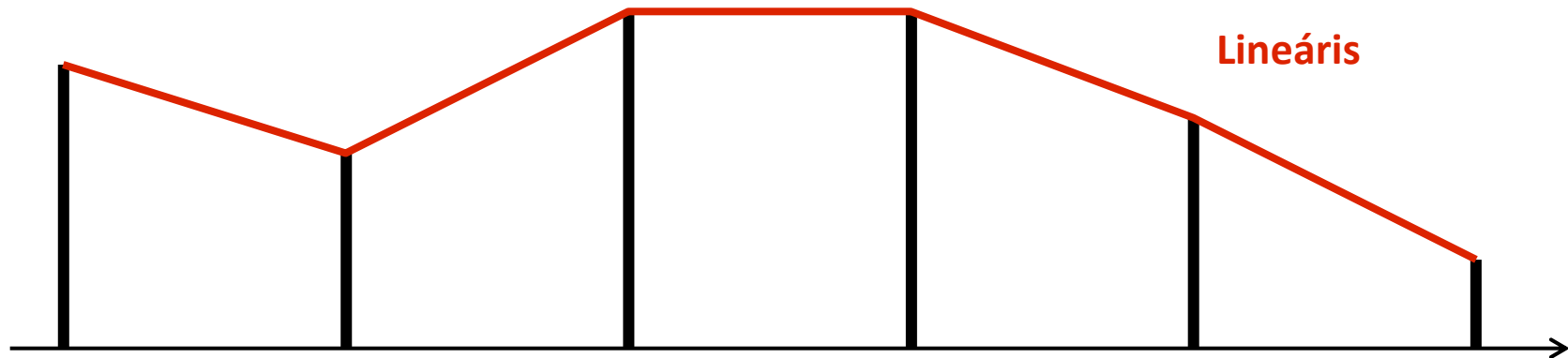
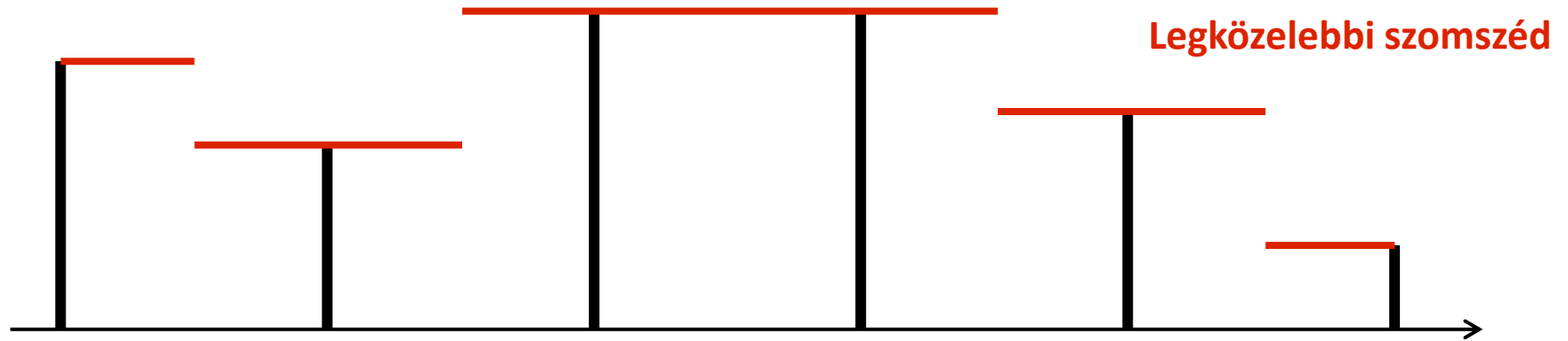
Különbség

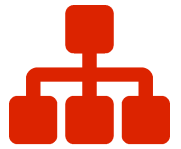


Háttérleválasztás



Interpoláció



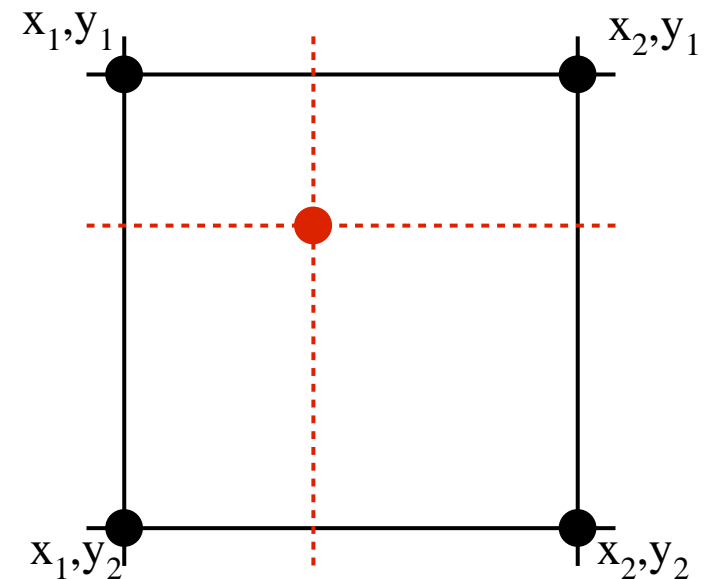


Bilineáris interpoláció

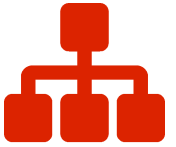
$$f(x, y_1) = \frac{x_2 - x}{x_2 - x_1} \cdot f(x_1, y_1) + \frac{x - x_1}{x_2 - x_1} \cdot f(x_2, y_1)$$

$$f(x, y_2) = \frac{x_2 - x}{x_2 - x_1} \cdot f(x_1, y_2) + \frac{x - x_1}{x_2 - x_1} \cdot f(x_2, y_2)$$

$$f(x, y) = \frac{y_2 - y}{y_2 - y_1} \cdot f(x, y_1) + \frac{y - y_1}{y_2 - y_1} \cdot f(x, y_2)$$



Biköbös interpoláció



$$f(x, y) = \sum_{i=0}^3 \sum_{j=0}^3 a_{ij} x^i y^j$$

$$\frac{\partial f(x, y)}{\partial x} = \sum_{i=1}^3 \sum_{j=0}^3 a_{ij} i x^{i-1} y^j$$

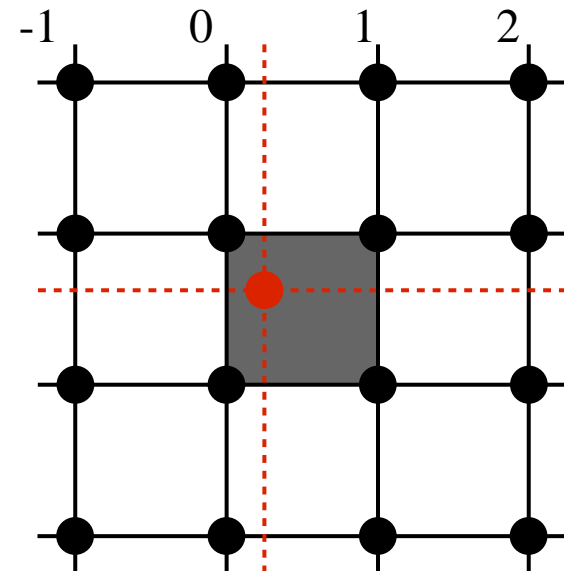
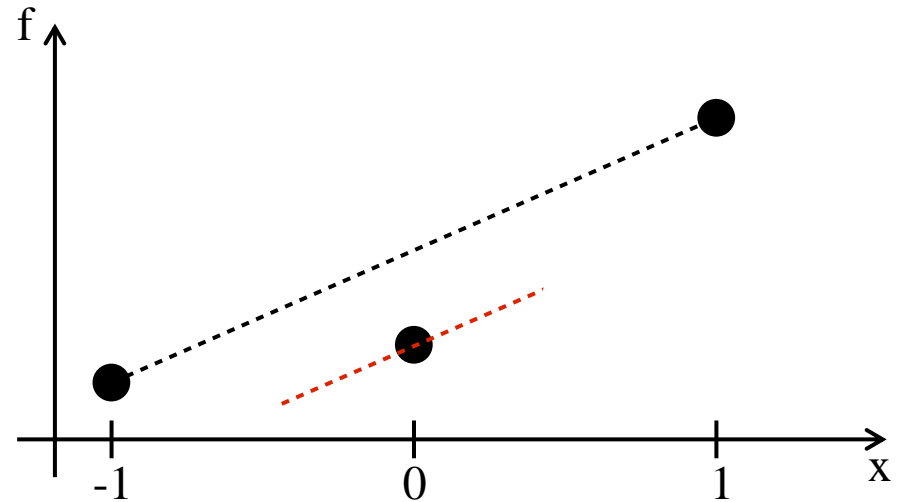
$$\frac{\partial f(x, y)}{\partial y} = \sum_{i=0}^3 \sum_{j=1}^3 a_{ij} x^i j y^{j-1}$$

$$\frac{\partial^2 f(x, y)}{\partial x \partial y} = \sum_{i=1}^3 \sum_{j=1}^3 a_{ij} i x^{i-1} j y^{j-1}$$

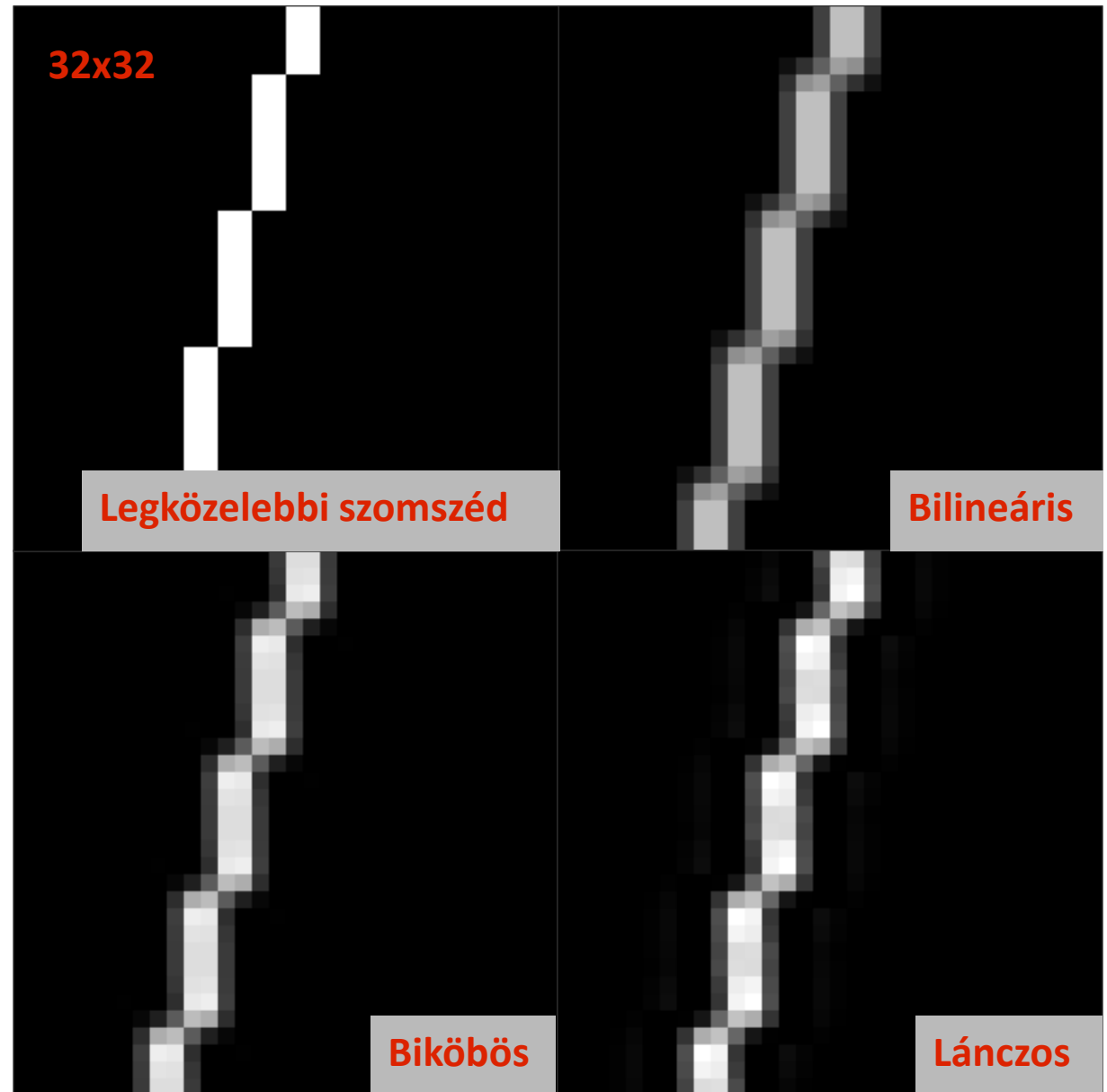
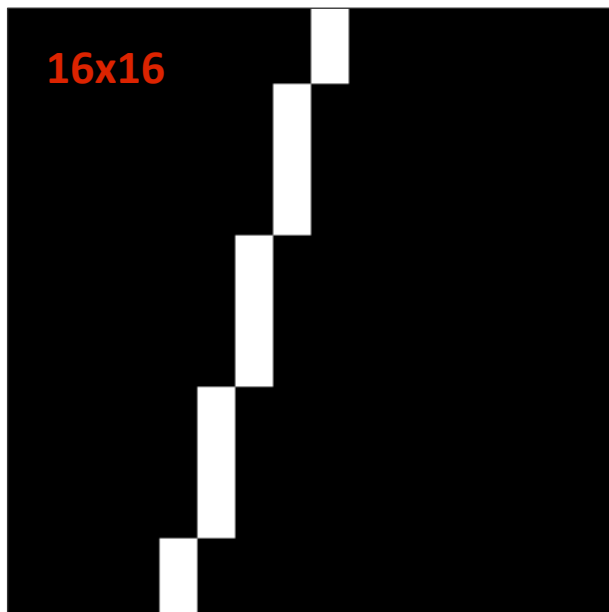
$$\frac{\partial f(x, y)}{\partial x} = \frac{f(x+1, y) - f(x-1, y)}{2}$$

$$\frac{\partial f(x, y)}{\partial y} = \frac{f(x, y+1) - f(x, y-1)}{2}$$

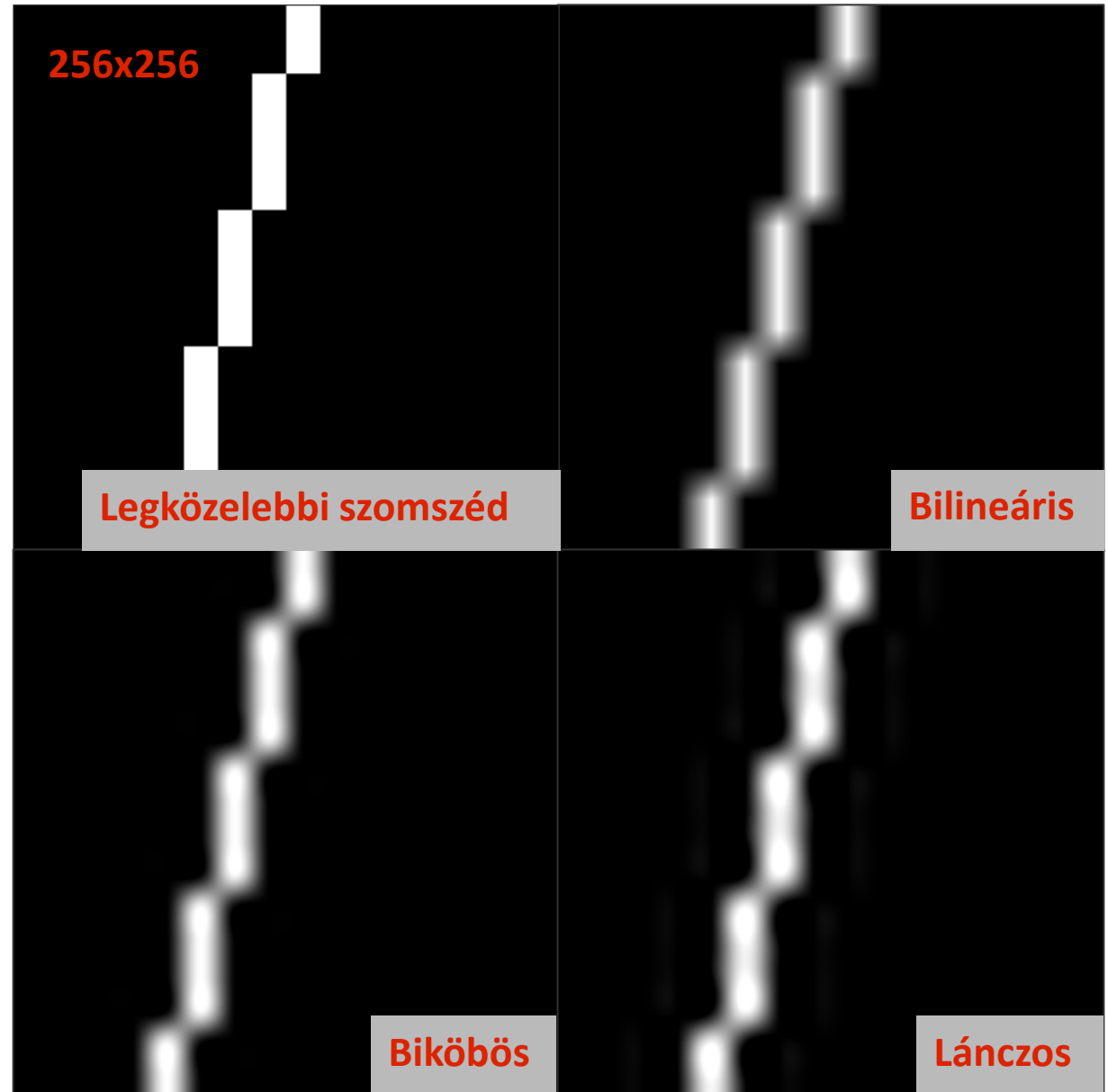
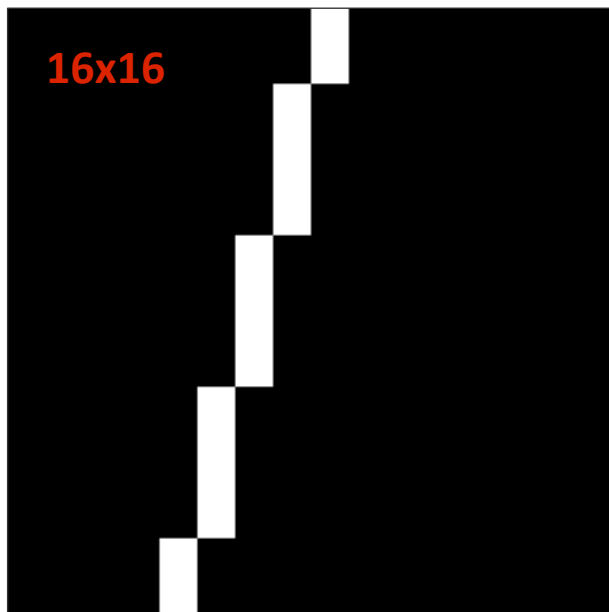
$$\frac{\partial^2 f(x, y)}{\partial x \partial y} = \frac{f(x+1, y+1) - f(x-1, y) - f(x, y-1) + f(x, y)}{4}$$



Interpoláció

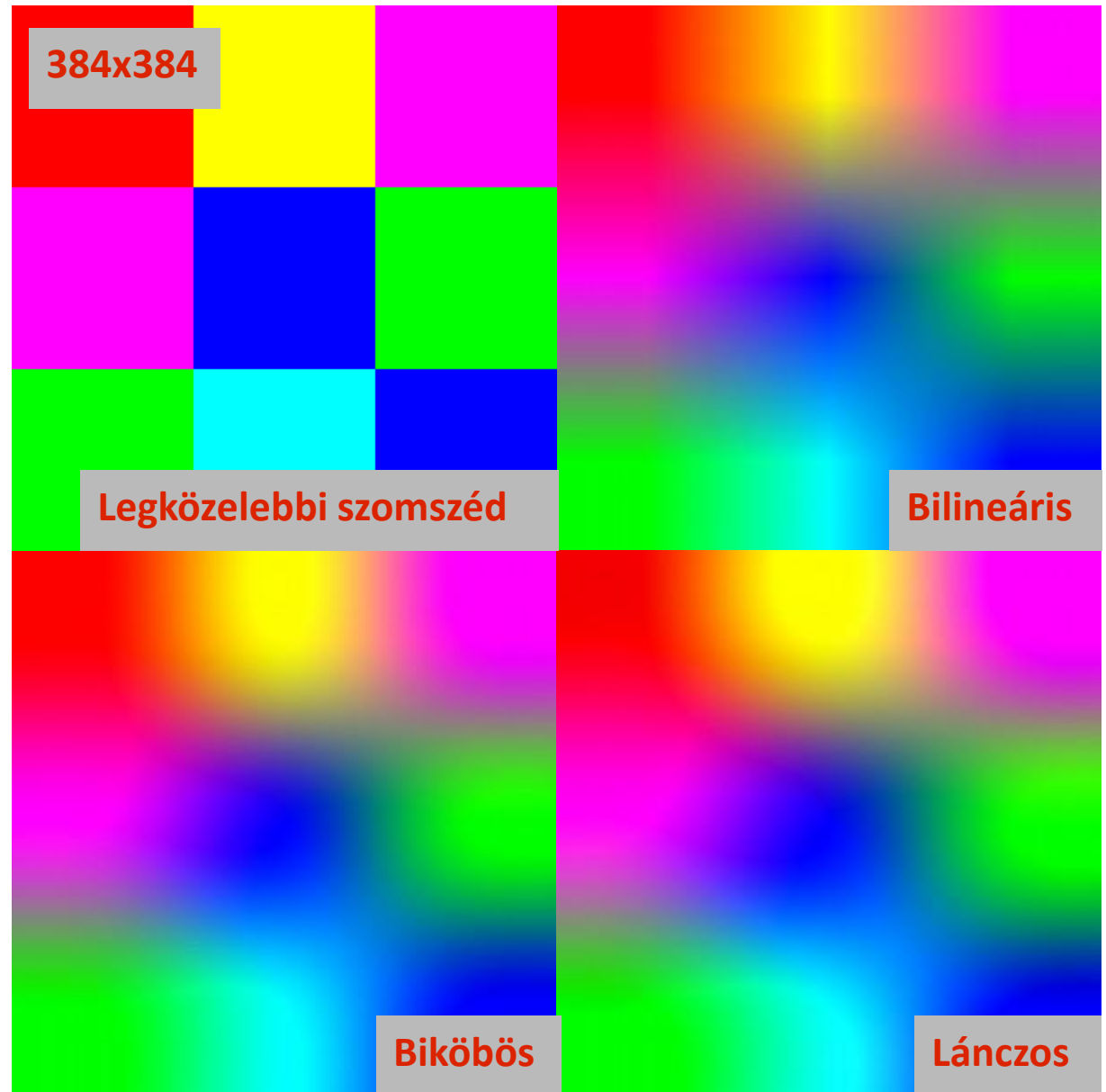
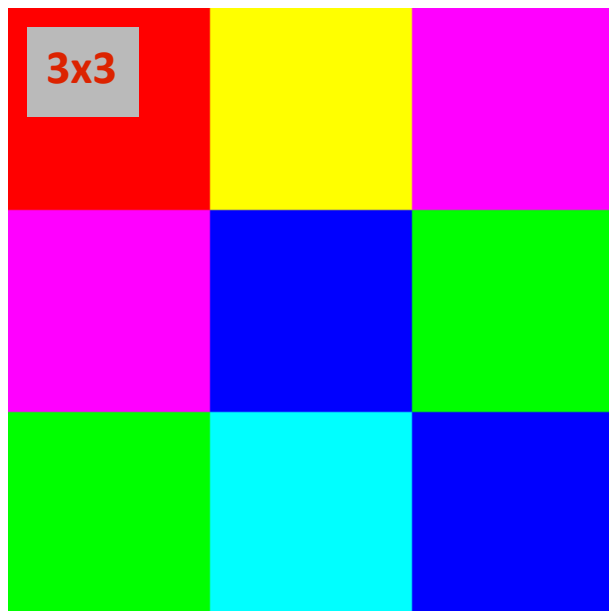


Interpoláció





Interpoláció



Komplex interpoláció



Legközelebbi szomszéd



Bilineáris

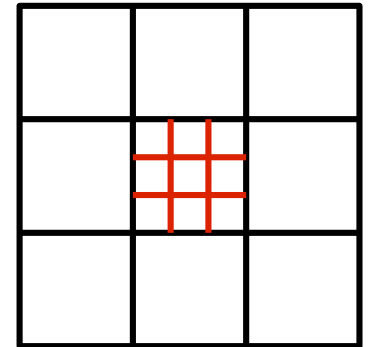


Görbe illesztés

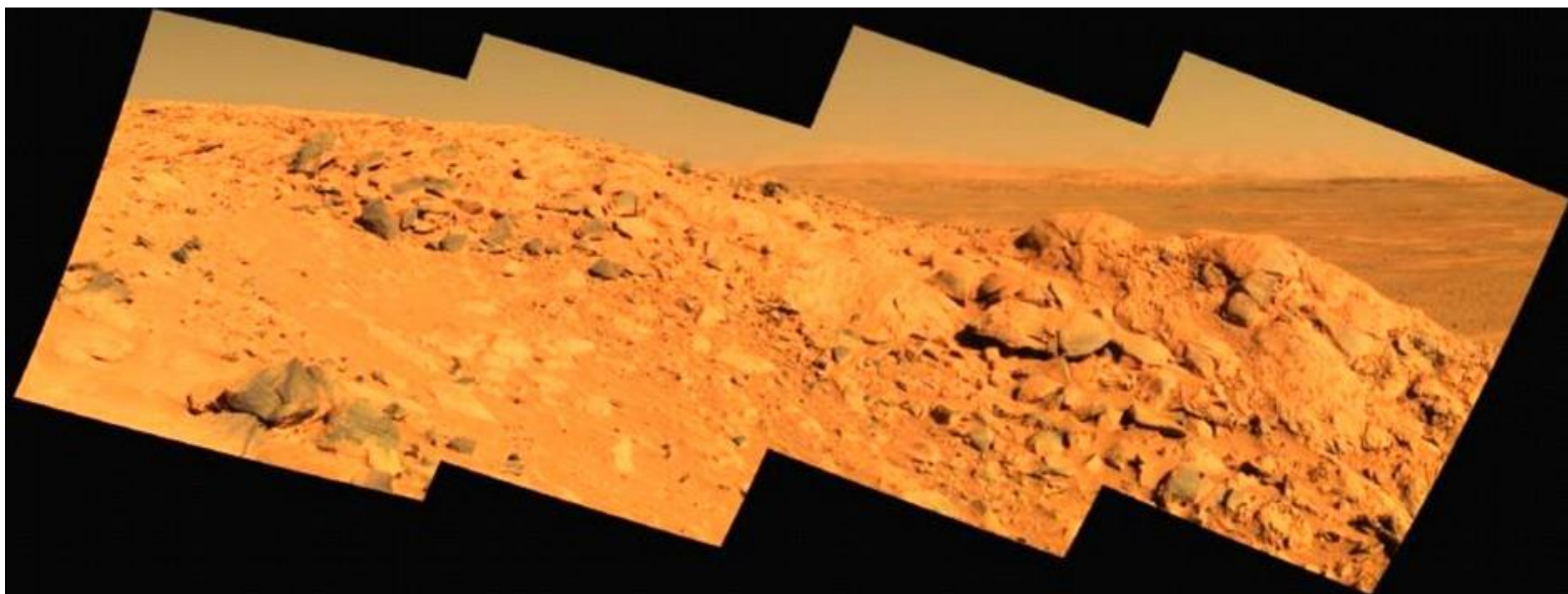


Fraktál

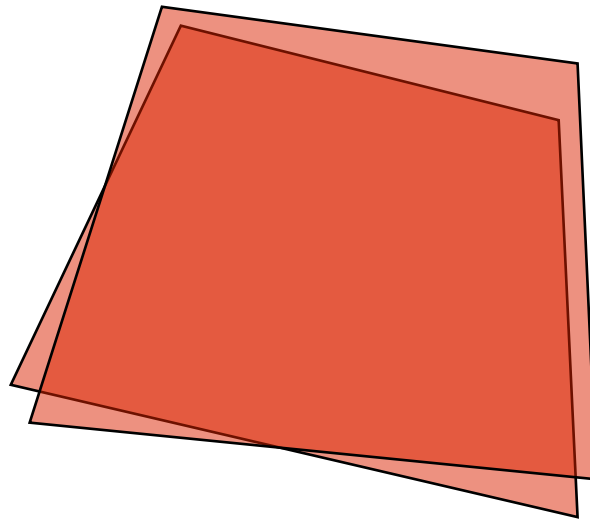
Scale2X, 3X, 4X



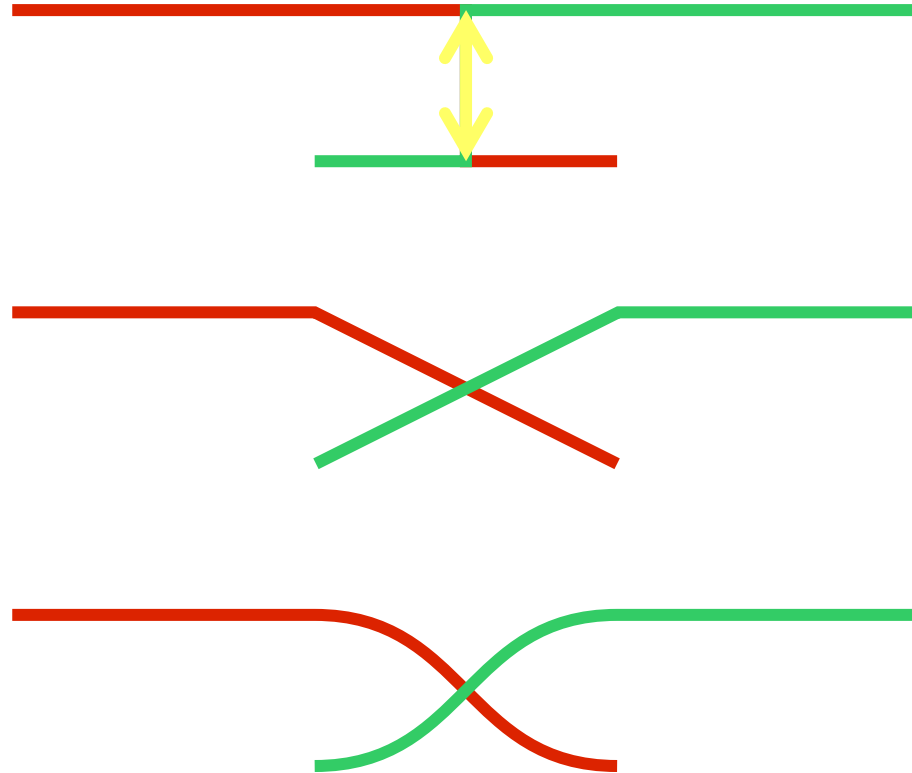
Illesztések



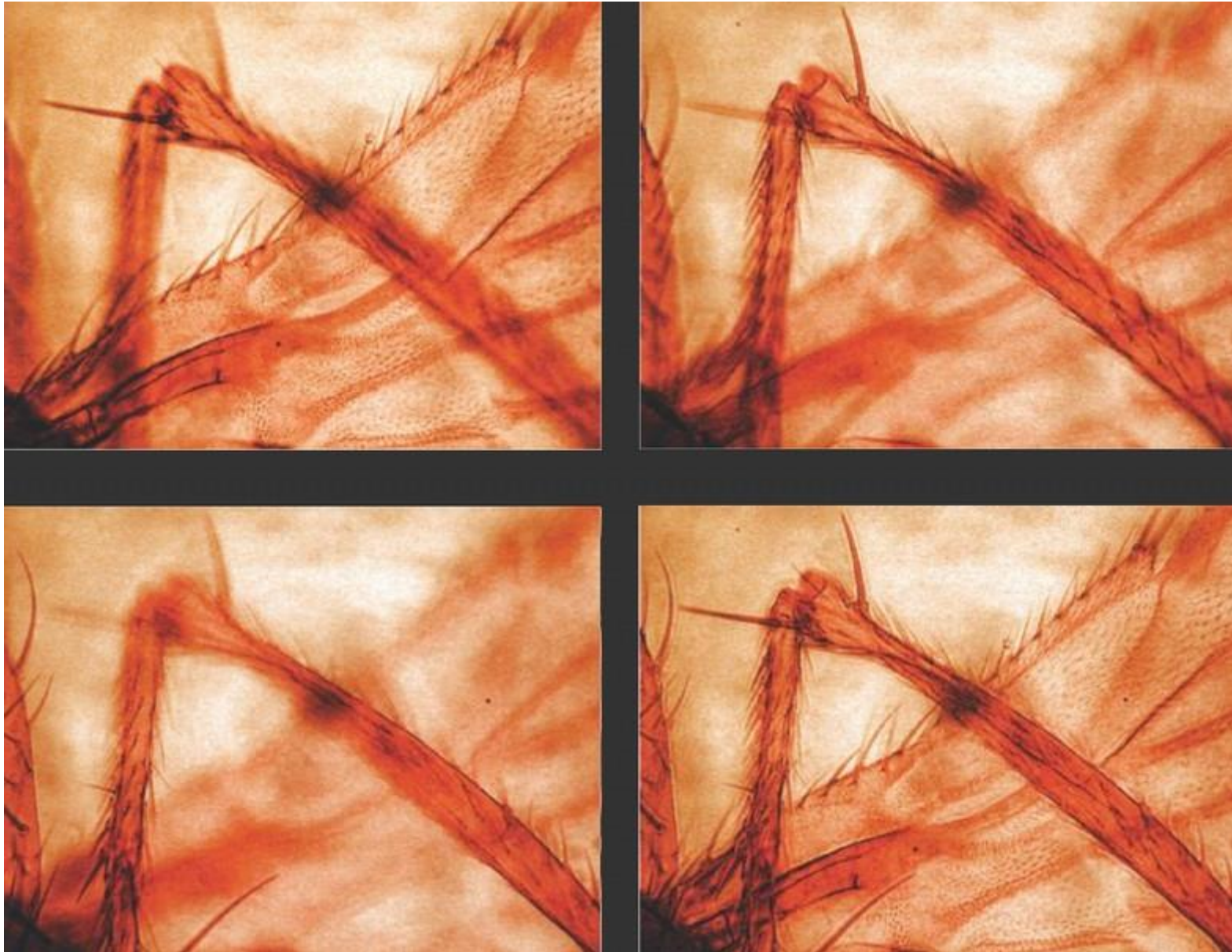
Átlapolódás



Átlapolódás



Kombináció – fókusz



Kombináció – világosság

