- Previous Lecture:
  - Image processing
- Today's Lecture:
  - More image manipulation
    - "Noise" filtering
    - Edge finding
- Announcements:
  - Prelim 2 tonight 7:30-9pm
    - Last names A-O: Phillips 101
    - Last names P-Z: Uris G01
  - Project 4 will be posted Friday

Example: color → black and white

Can "average" the three color values to get one gray value.

Averaging the RGB values to get a gray value


```
for  i= 1:m
   for j= 1:n
      M(i,j)= .3*R(i,j) + .59*G(i,j) + .11*B(i,j)
   end
end
```

scalar operation

Averaging the RGB values to get a gray value


```
M= .3*R + .59*G + .11*B
```

vectorized operation

Here are 2 ways to calculate the average. Are gray value matrices g and h the same given image data A?

```
for r= 1:nr
  for c= 1:nc
    g(r,c)= A(r,c,1)/3 + A(r,c,2)/3 ...
            A(r,c,3)/3;
    h(r,c)= ...
       ( A(r,c,1)+A(r,c,2)+A(r,c,3) )/3;
  end
end
```

A: yes B: no

showToGrayscale.m
(result is a 3-d array where the three layers are the same)

Matlab has a built-in function to convert from color to grayscale, resulting in a 2-d array:
B = rgb2gray(A)

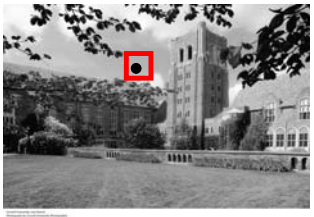
Dirt in the image!

Note how the "dirty pixels" look out of place

150	149	152	153	152	155
151	150	153	154	153	156
153	2	3	156	155	158
154	2	1	157	156	159
156	154	158	159	158	161
157	156	159	160	159	162

What to do with the dirty pixels?

Assign "typical" neighborhood gray values to "dirty pixels"

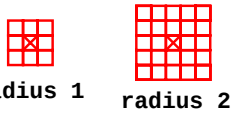


150	149	152	153	152	155
151	150	153	154	153	156
153	?	?	156	155	158
154	?	?	157	156	159
156	154	158	159	158	161
157	156	159	160	159	162

What are "typical neighborhood gray values"?

Median

Mean

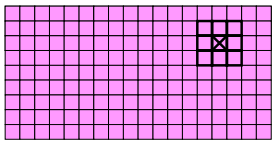


Median Filtering

- Visit each pixel
- Replace its gray value by the median of the gray values in the "neighborhood"

Using a radius 1 "neighborhood"

0
6
6
6
6 ← median
7
7
7
7



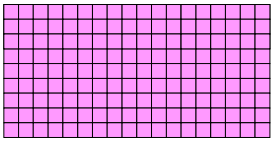
7	7	6
7	0	6
7	6	6

Before

7	7	6
7	6	6
7	6	6

After

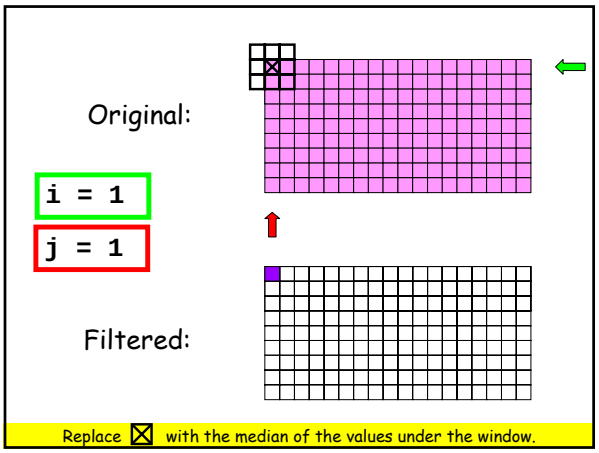
Visit every pixel; compute its new value.



m = 9

n = 18

```
for i=1:m
   for j=1:n
        Compute new gray value for pixel (i,j).
   end
end
```



What we need…

- (1) A function that computes the median value in a 2-dimensional array C:

```
m = medVal(C)
```

- (2) A function that builds the filtered image by using median values of radius r neighborhoods:

```
B = medFilter(A,r)
```


Computing the median

```
x : 21 89 36 28 19 88 43

x = sort(x)

x : 19 21 28 36 43 88 89

n = length(x);  % n = 7
m = ceil(n/2);  % m = 4
med = x(m);     % med = 36
```

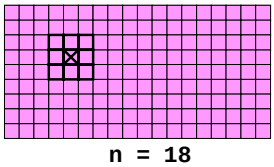
If n is even, then use : `med = x(m)/2 + x(m+1)/2`

Median of a 2D array

```
function  med = medVal(C)
[p,q] = size(C);
x = [];
for k=1:p
   x = [x C(k,:)];
end
%Compute median of x and assign to med
```

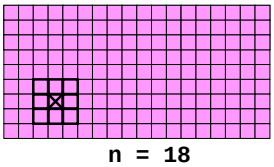
See `medVal.m`

Back to filtering…




```
for i=1:m
   for j=1:n
      Compute new gray value for pixel (i,j)
   end
end
```

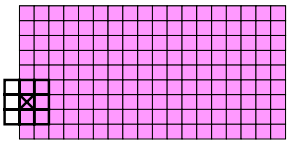

When window is inside…



New gray value for pixel (7,4) =

```
medVal( A(6:8,3:5) )
```

When window is partly outside…



m = 9

n = 18

New gray value for pixel (7,1) =

```
medVal( A(6:8,1:2) )
```

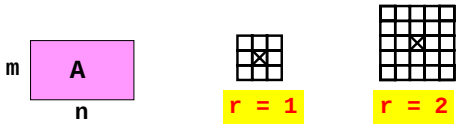


```
function B = medFilter(A,r)
% B from A via median filtering
% with radius r neighborhoods.

[m,n] = size(A);
B = uint8(zeros(m,n));
for i=1:m
   for j=1:n
      C = pixel (i,j) neighborhood
      B(i,j) = medVal(C);
   end
end
```


The Pixel (i,j) Neighborhood

```
iMin = max(1,i-r)
iMax = min(m,i+r)
jMin = max(1,j-r)
jMax = min(n,j+r)
C = A(iMin:iMax,jMin:jMax)
```



A

```
B = medianFilter(A,3)
```

Mean filter fails because the mean does not capture representative values.

150	149	152	153	152	155
151	150	153	154	153	156
153	2	3	156	155	158
154	2	1	157	156	159
156	154	158	159	158	161
157	156	159	160	159	162

```
85 86
87 88
```

mean-filtered values

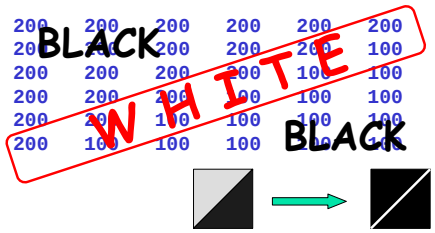
What is an Edge?

Near an edge, grayness values change abruptly

```
200  200  200  200  200  200
200  200  200  200  200  100
200  200  200  200  100  100
200  200  200  100  100  100
200  200  100  100  100  100
200  100  100  100  100  100
```

General plan for showing the edges in in image

- Identify the "edge pixels"
- Highlight the edge pixels
  - make edge pixels white; make everything else black



Rate-of-change example

90	81	65
62	60	59
56	57	58

Rate-of-change at middle pixel is 30

Be careful! In "uint8 arithmetic"
57 - 60 is 0


```
function Edges(jpgIn,jpgOut,tau)
% jpgOut is the "edge diagram" of image jpgIn.
% At each pixel, if   rate-of-change > tau
% then the pixel is considered to be on an edge.

A = rgb2gray(imread(jpgIn));
[m,n] = size(A);
B = uint8(zeros(m,n));
for i = 1:m
  for j = 1:n
    Neighbors = A(max(1,i-1):min(i+1,m), ...
                  max(1,j-1):min(j+1,n));
    B(i,j)=max(max(double(Neighbors) - double(A(i,j))));



  end
end
```

Built-in function to convert to grayscale. Returns a 2-d array.

The Rate-of-Change-Array

Suppose **A** is an image array with integer values between 0 and 255

Let **B(i,j)** be the maximum value in

```
| A(max(1,i-1):min(m,i+1),...      |
|   max(1,j-1):min(n,j+1))  - A(i,j) |
```

Neighborhood of A(i,j)

Recipe for rate-of-change B(i,j)

```
% The 3-by-3 subarray that includes
% A(i,j) and its 8 neighbors
Neighbors = A(i-1:i+1,j-1:j+1);
% Subtract A(i,j) from each entry
Diff= double(Neighbors)-double(A(i,j));
% Compute largest value in each column
colMax = max(Diff);
% Compute the max of the column max's
B(i,j) = max(colMax);
```


"Edge pixels" are now identified; display them with maximum brightness (255)

A

1	1	1	1	1	1
1	1	1	1	1	1
1	1	1	1	90	90
1	1	1	90	90	90
1	1	90	90	90	90
1	1	90	90	90	90

```
if B(i,j) > tau
    B(i,j) = 255;
end
```

B(i,j)

0	0	0	0	0	0
0	0	0	89	89	89
0	0	89	89	0	0
0	89	89	0	0	0
0	89	0	0	0	0
0	89	0	0	0	0

0	0	0	0	0	0
0	0	0	255	255	255
0	0	255	255	0	0
0	255	255	0	0	0
0	255	0	0	0	0
0	255	0	0	0	0