

5/21.

Image processing 3.

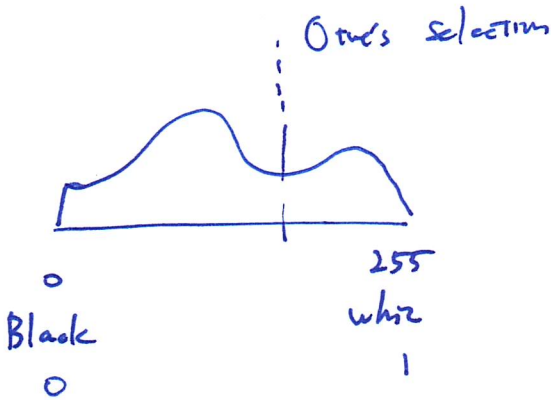
이러쿤 : 축 임라 이프

일제영 :

장구권 :

양양심 : 관연동

연이 북. :



All 0 ← | → All 1

o rgb2ind (rgb → 인덱스 이미지)

no dither : 원본이미지의 가장가까운 색으로 mapping

ind → $\begin{bmatrix} 0 \\ 1 \\ 2 \end{bmatrix}$ 3가지 nColors=3

map → 3x3. 0 → selected R, G, B
1 → " "
2 → " "

o Entropy : $E = \text{entropyfilt}(G, \text{nhood})$

↑
Gray Image

↑
 $\begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$ ones (3,3)
or
true (fsize)

entropy filter.

imshow (RGB 구분)
Cray
B/W
imagesc

Entropy 값은 크지 8개 cell 라 비교. → 3×3 평균값.
corner 는 symmetric padding.
(거울 반사.)

n x n matrix
를 클라 이미지로
변환
|
셀가웃과 범위를
관계하여 칼라.
range 설정

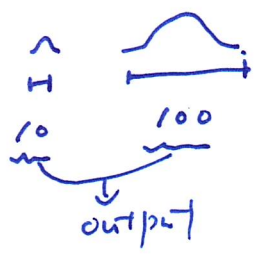
$$\text{Entropy} \equiv -\sum(p_i \cdot \log_2(p_i))$$

↓
unit 8 값을 변환.

↑
normalized
histogram
(평균, 분산)

$$\begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = 128 \text{ 개}$$

◦ Range filter → range 큰 \Rightarrow n hood [3 by 3] or [5 by 5]



◦ Std filt. → standard deviation \Rightarrow $\frac{1}{\sqrt{2}}$ \Rightarrow $\frac{1}{\sqrt{2}}$

◦ Gradient [F_X, F_Y] = gradient (F_i)
 행렬 F_i의 2차원 위치를 가질 때 X, Y 성분 변함.
 $F_X = \partial F_i / \partial x$, $F_Y = \partial F_i / \partial y$

$$\text{cov}(A, B) = \frac{1}{N-1} \sum_{i=1}^N (A_i - \mu_A) * (B_i - \mu_B)$$

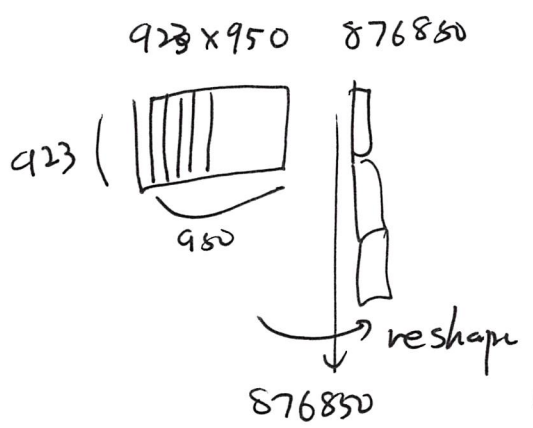
$$= \frac{1}{999} \sum_{i=1}^{999} (R_i - \mu_{R.A}) * (G_i - \mu_{G.A})$$

~~cov(A, B)~~

$$\begin{bmatrix} \text{cov}(R, R) & \text{cov}(R, G) & \text{cov}(R, B) \\ & \text{cov}(G, G) & \text{cov}(G, B) \\ & & \text{cov}(B, B) \end{bmatrix}$$

◦ cat \Rightarrow concatenate. 배열 결합 3개의 N by M $\rightarrow N \times M \times 3$ 변함

◦ reshape (smoothimg, nPix, 3) \Rightarrow 876850 x 3 \downarrow 2차원 가능

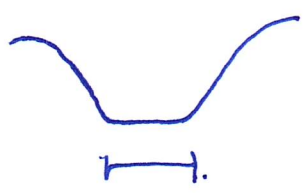


imgPix = 876850 x 3
 roiPix = "
 roiDx = 28172 x 1
 roiPy = " x 3

myMean = 1 x 3.
 myStd = max (std (roiPix))
 \downarrow 1 x 3
 1 x 1
 mahDist = 876850 x 1

reshape. $n \times m \times 3 \rightarrow k \times 3$

◦ `imextendedmin` : Regional minima are connected components of pixels with a constant intensity value, whose external boundary pixels all have higher value.



◦ `edge(S, 'canny')`

◦ `bwmorph(B3, 'skel', Inf)`

- shrink,
- spur
- clean
- clean
- drag..

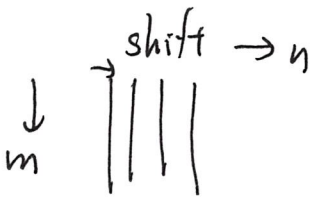
◦ `imcomplement` $1 \rightarrow 0, 0 \rightarrow 1$

`bwlabel(c) = [L numCC]`
 ↓
 [size] 65724
 ↓
 component
 component
 ↓
 [841x992]

component $\Rightarrow 1$
 edge $\Rightarrow 0$



◦ `imbothat` : bottom-hat filtering.



$$\cos\left(\frac{18\pi}{256}n\right)$$

$$\cos\left(\frac{50\pi}{256}n\right)$$

$$\cos\left(\frac{50\pi}{256}m\right)$$

$$u=0, \quad v=\frac{18\pi}{256}$$

$$u=0$$

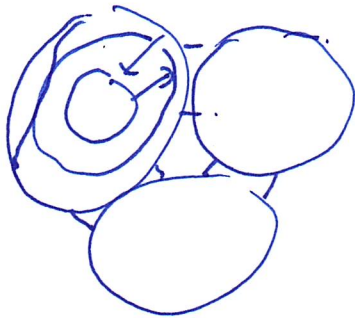
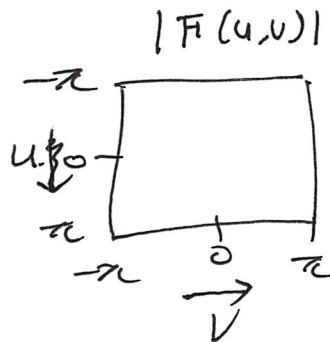
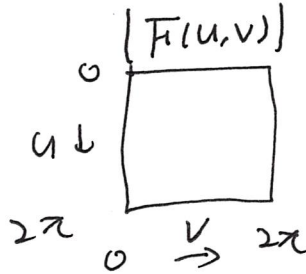
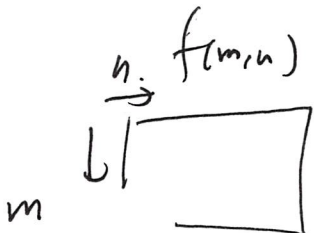
$$v=\frac{50\pi}{256}$$

$$u=\frac{50\pi}{256}, \quad v=0$$



$$\cos\left(\frac{50\pi}{256}n\right) \cos\left(\frac{18\pi}{256}m\right)$$

$$u=\frac{18\pi}{256}, \quad v=\frac{50\pi}{256}$$



wavelength λ

frequency k

$$e^{\pm i\alpha} = \cos \alpha \pm i \sin \alpha$$

$$V(x) = a_1 \cos(k_1 x)$$

$$a_2 \cos(k_2 x)$$

$$k_1 = \frac{2\pi}{\lambda}$$

$$k_2 = \frac{2\pi \cdot 2}{\lambda}$$

$$\vdots$$

$$k_n = \frac{2\pi n}{\lambda}$$

$$\cos x = \frac{1}{2}(e^{ix} + e^{-ix})$$

$$\sin x = \frac{1}{2i}(e^{ix} - e^{-ix})$$

$n < 1$ resolution

$n > 1$ detail

$k \downarrow$

$k \uparrow$