

CS334: Digital Imaging and Multimedia

Image Histograms

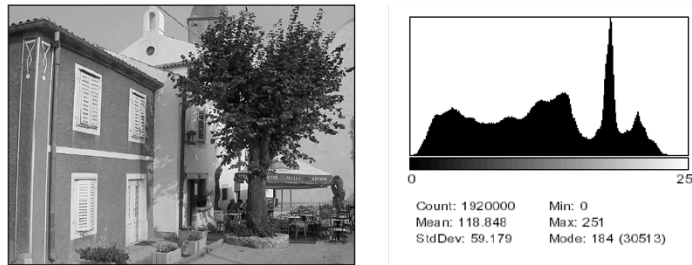
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Image Histograms

- Histograms are used to depict image statistics in an easily interpreted visual format
- Useful during image capturing: now already in digital cameras
- Used to improve the visual appearance of an image
- Can also be used to determine what type of processing has been applied to an image.

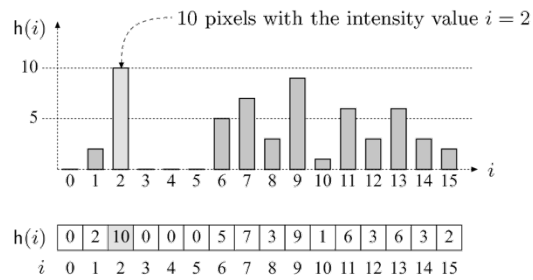


- Image histogram: describes the frequency of the intensity values that occur in an image

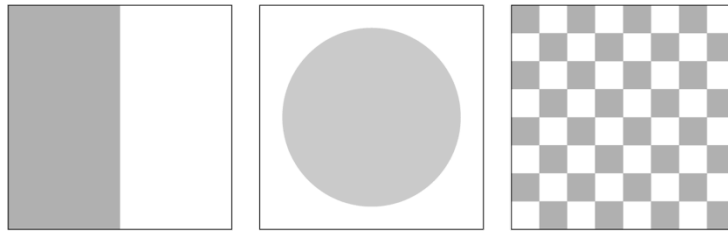


$h(i)$ = the *number* of pixels in I with the intensity value i

$$h(i) = \text{card}\{(u, v) \mid I(u, v) = i\}$$

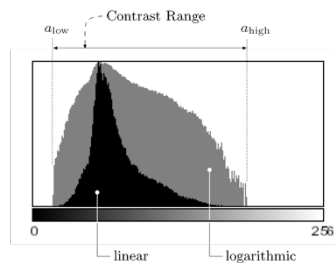


- Histograms don't encode information about the spatial arrangement of pixels in the image
- We cannot reconstruct an image given only its histogram

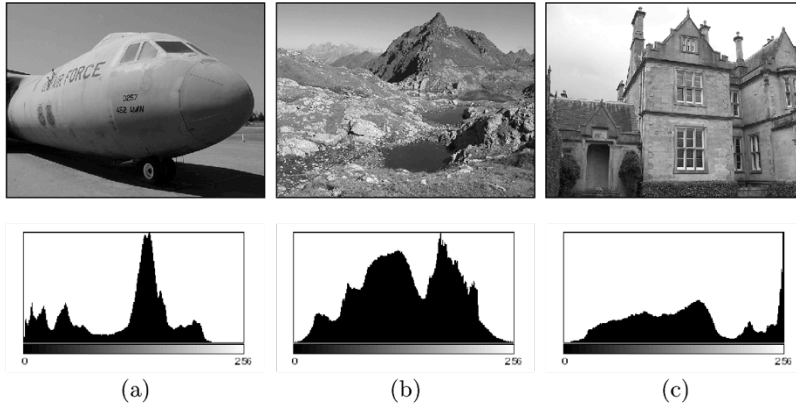


Interpreting Histograms

- Histograms depicts problems that originate during image acquisition
 - Exposure, contrast, dynamic range
- Histograms can be used to detect a wide range of image defects: saturation, spikes and gaps, impact of image compression

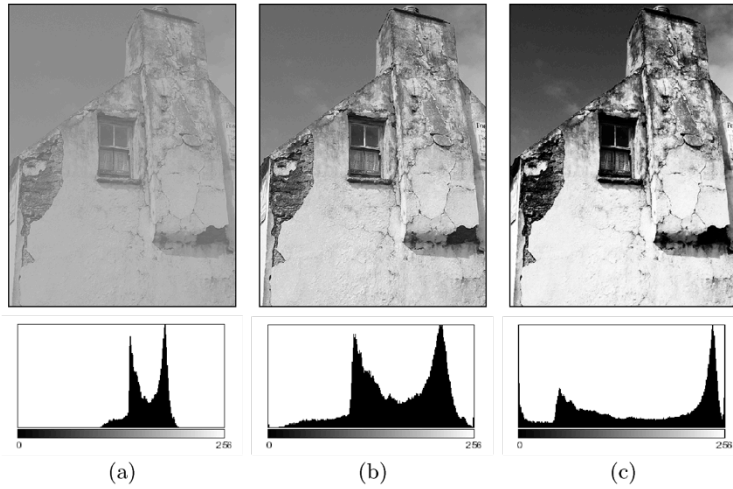


Histograms and Exposure



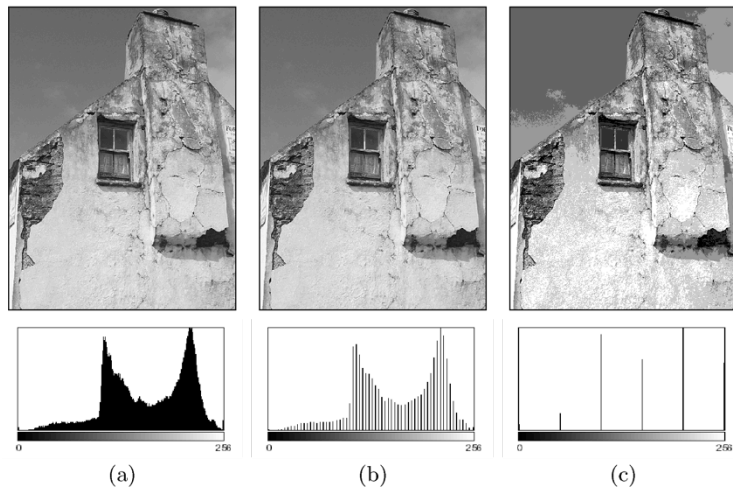


Histogram and Contrast



Contrast: the range of intensity values effectively used within an image, low contrast, normal contrast, high contrast

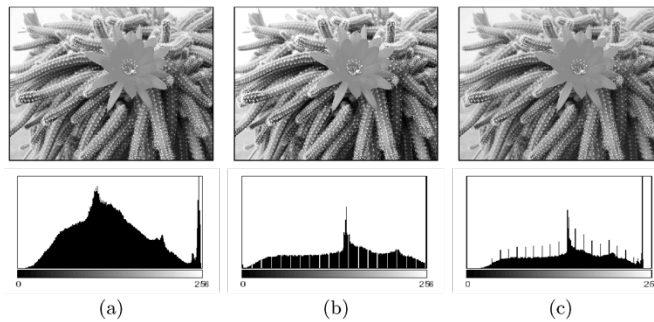
Dynamic Range



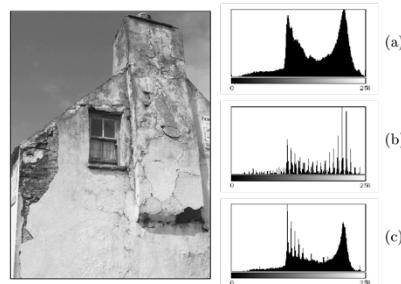
Dynamic Range: the number of distinct pixel value in an image

Detecting Image Defects

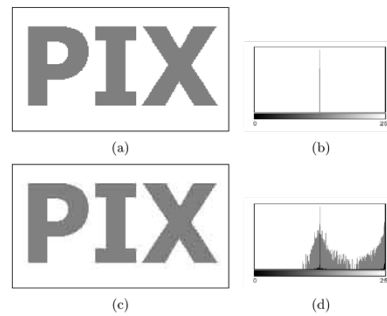
- There is no ideal or optimal histogram shape. It depends on the image and on the application
- Image Defects:
 - Saturation: the illumination values lying outside of the sensor's range are mapped to its maximum or minimum values: spike at the tails
 - Spikes and Gaps in manipulated images. Why?
 - Impact of image compression



- Histograms show the impacts of image compression
- Ex: in GIF compression, the dynamic range is reduced to only few intensities (quantization)



- Ex: JPEG compression on a line graphics.



Computing Histograms

```

1 public class Compute_Histogram implements PlugInFilter {
2
3     public int setup(String arg, ImagePlus img) {
4         return DOES_8G + NO_CHANGES;
5     }
6
7     public void run(ImageProcessor ip) {
8         int[] H = new int[256]; // histogram array
9         int w = ip.getWidth();
10        int h = ip.getHeight();
11
12        for (int v = 0; v < h; v++) {
13            for (int u = 0; u < w; u++) {
14                int i = ip.getPixel(u,v);
15                H[i] = H[i] + 1;
16            }
17        }
18        ... //histogram H[] can now be used
19    }
20
21 } // end of class Compute_Histogram

```

- Histograms of images with more than 8 bits:

- Binning

$$h(j) = \text{card} \{(u, v) \mid a_j \leq I(u, v) < a_{j+1}\} \quad \text{for } 0 \leq j < B$$

$$a_j = j \cdot \frac{K}{B} = j \cdot k_B$$

- B: number of bins

- Ex: B=256 for 14 bit image

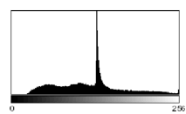
K=16384, bin width = 64

$h(0)$	←	$0 \leq I(u, v) < 64$
$h(1)$	←	$64 \leq I(u, v) < 128$
$h(2)$	←	$128 \leq I(u, v) < 192$
\vdots		\vdots
$h(j)$	←	$a_j \leq I(u, v) < a_{j+1}$
\vdots		\vdots
$h(255)$	←	$16320 \leq I(u, v) < 16384$

Color Image Histograms



(a)



(b) h_{Lum}



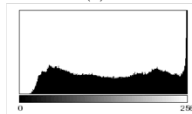
(c) R



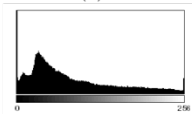
(d) G



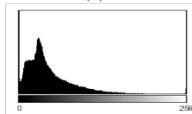
(e) B



(f) h_R



(g) h_G



(h) h_B

Color Image Histograms

- For color images, two kind of histograms:
 - Intensity histogram
 - Individual Color Channel Histograms
- Both provides useful information about lighting, contrast, dynamic range and saturation effects for individual color components
- They provide no information about the actual color distribution!

Cumulative Histograms

$$H(i) = \sum_{j=0}^i h(j) \quad \text{for } 0 \leq i < K$$

$$H(i) = \begin{cases} h(0) & \text{for } i = 0 \\ H(i-1) + h(i) & \text{for } 0 < i < K \end{cases}$$

$$H(K-1) = \sum_{j=0}^{K-1} h(j) = M \cdot N$$

