



Basic Concept of Digital Images

Luca Guarnera, Ph.D.

Research Fellow

luca.guarnera@unict.it

University of Catania

Dipartimento di Matematica e Informatica



The images ...

- We are surrounded by images...
- The eye interprets the image by making **color**, **motion**, and **depth** become real additional dimensions to the initial information.
- Digital images are sampled to be represented by a finite number of samples...



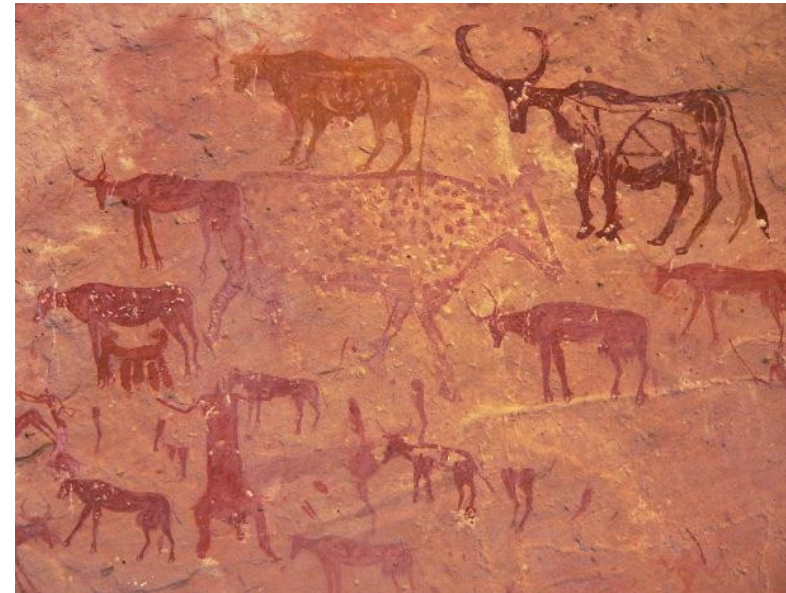
Digital Images

Cultural role of images

“A picture is worth a thousand words...”



“The language of images has belonged to man since his origins, written language has only belonged to him for a few millennia”



Visual communication is the most immediate and effective form of communication



But what we see does not always accurately represent or describe those scenes!



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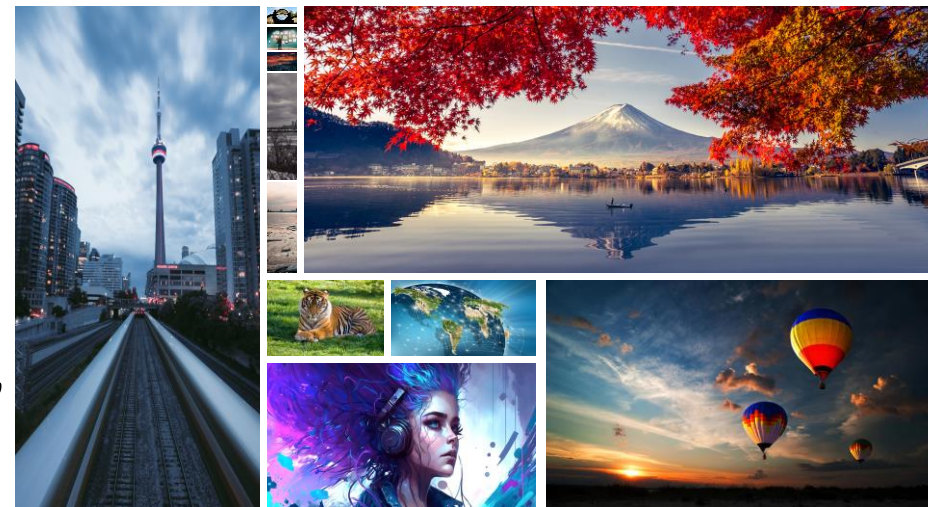


We have to be careful how media content is used!

Cultural role of images

“A picture is worth a thousand words...”

«... Except it takes up more space! »



First non-digital photography

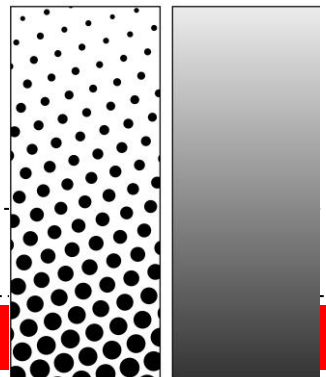
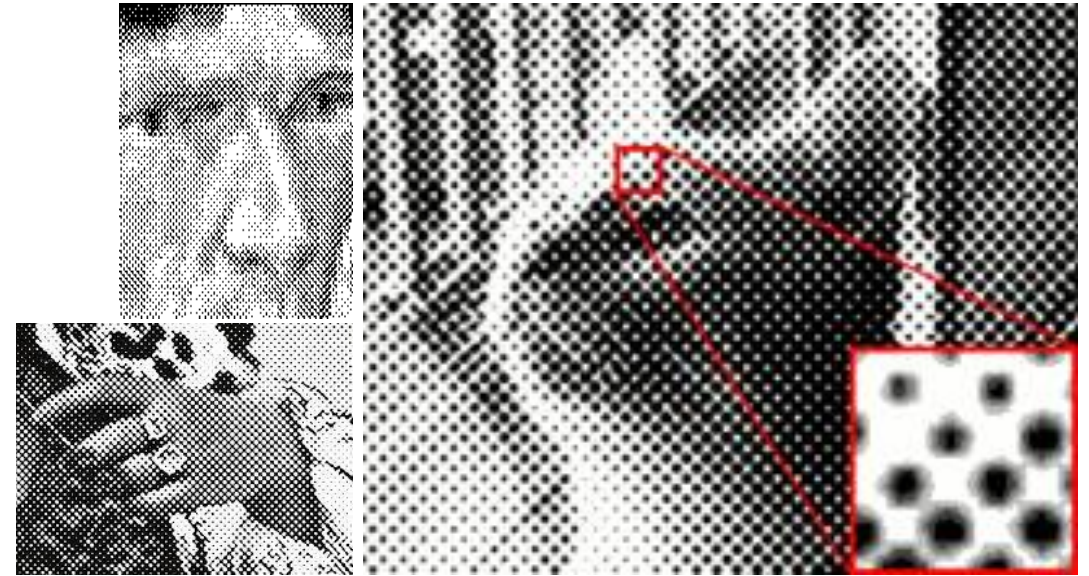
- Here is the first photographic document in history (1827).
- The subject is occasional: a roof visible from the window of the author, Joseph Nicéphore Niépce (1765-1833). It was titled «View from a window of the Gras at Saint-Loup-de-Varenne» (or more briefly «View from the window at Le Gras»).
- The heliographic plate he prepared was "exposed" for 8 hours.

<https://en.wikipedia.org/wiki/Heliography>



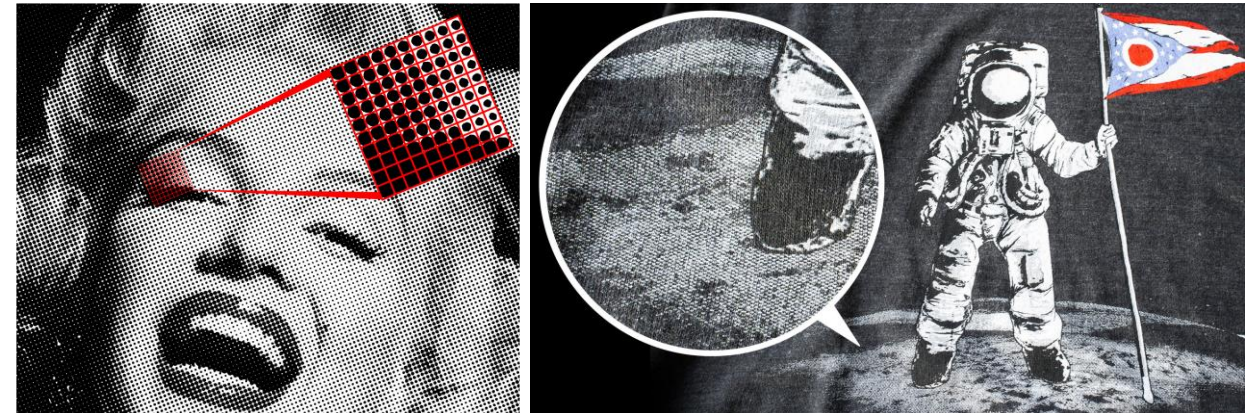
A little history of digital images

- The first application of digital images occurs in newspaper prints.
- In 1920 an image was transmitted via cable between New York and London in order to appear in a newspaper.
- The transmission protocol is specific to the image and the result is **printed in halftoning** by special printers.



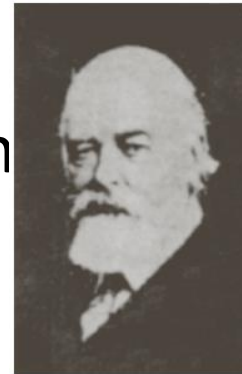
Left: Halftone dots. Right: Example of how the human eye would see the dots from a sufficient distance.

<https://en.wikipedia.org/wiki/Halftone>



A little history of digital images

- Halftoning printing has been used for many years.
- In 1922 the type of printing changed and up to 5 levels of gray could be obtained.
- In 1929 the levels of gray became 15



The first processing of a digital image

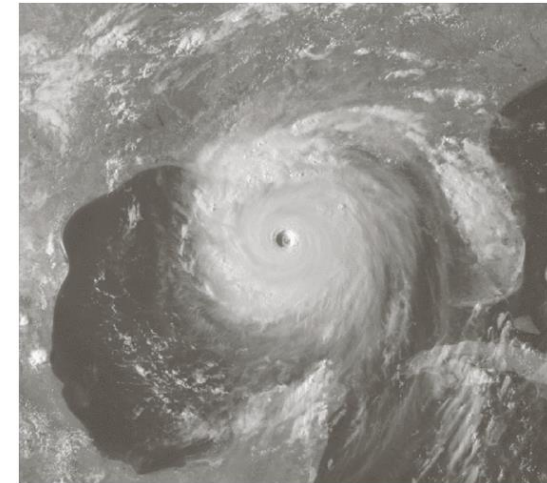
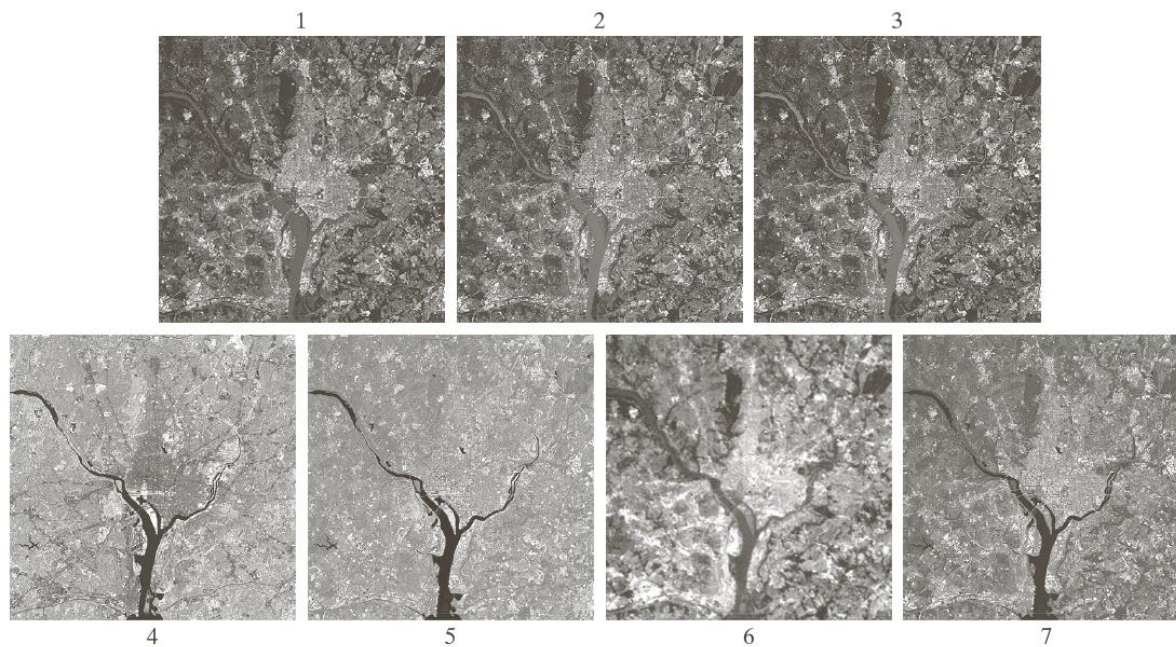
- The first time an image was processed by computer was in 1964, when a NASA computer received and processed an image of the moon and corrected some optical distortions.



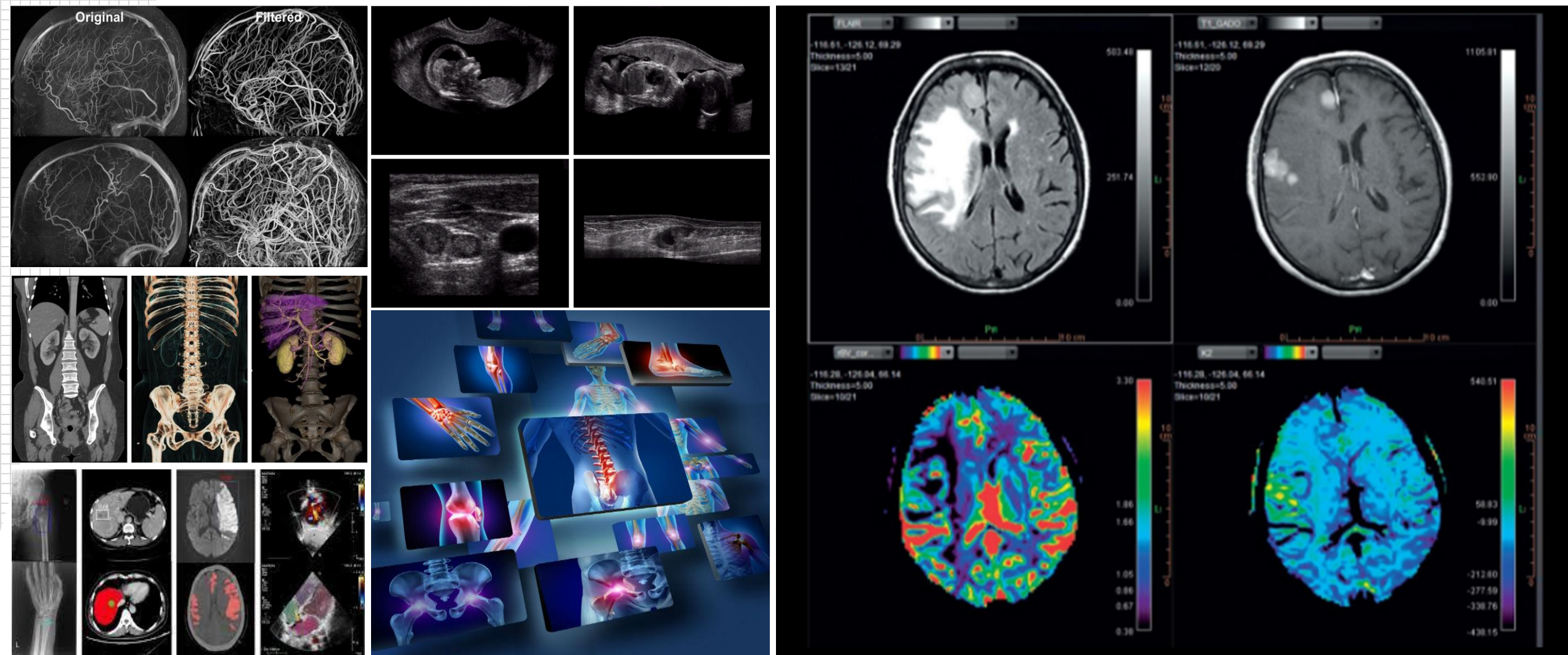
What is the purpose of processing a digital image?



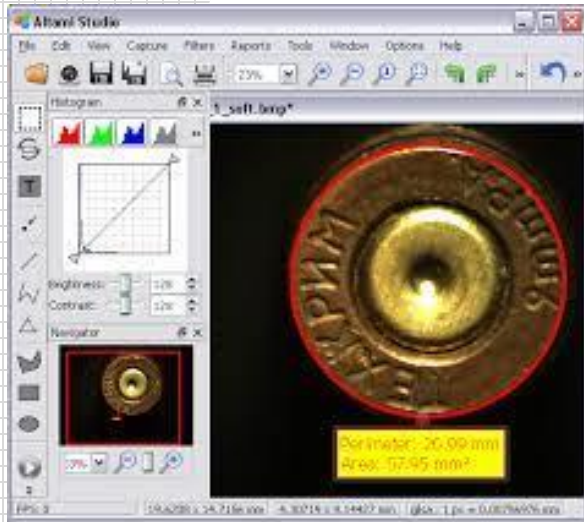
From the satellite



Medical



Forensics



For cultural heritage

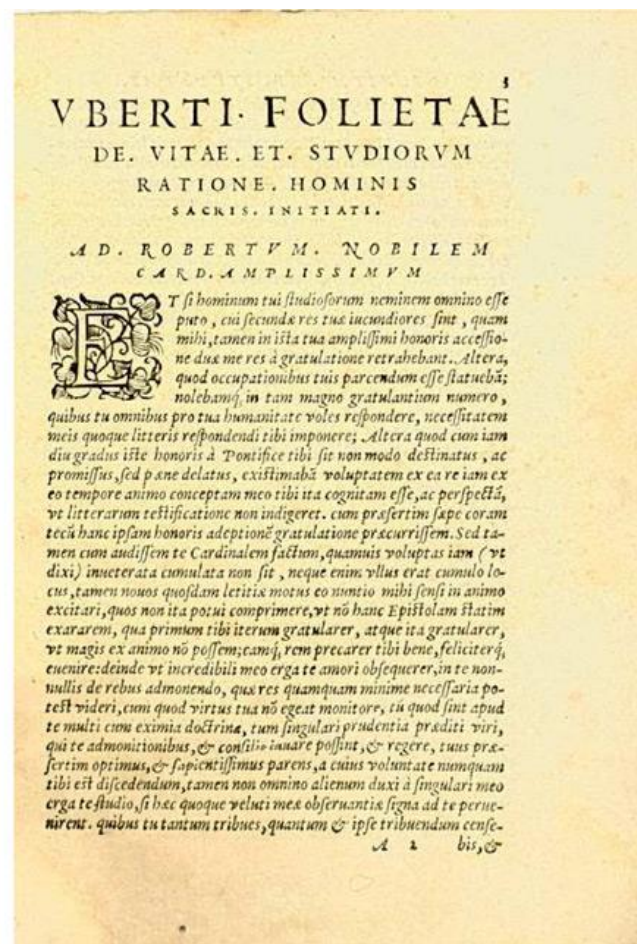
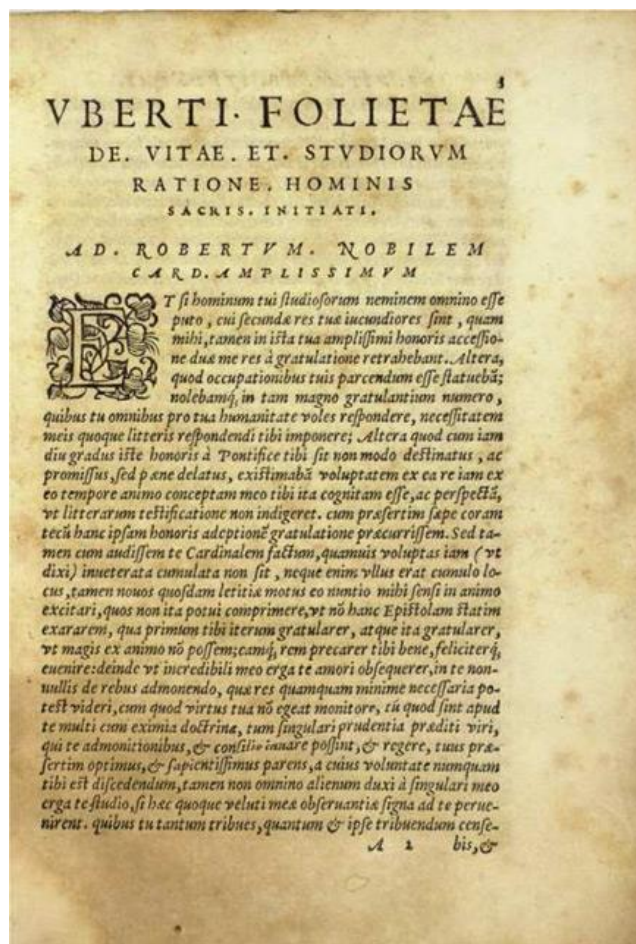


Image representation



```

5 self.names = ...
6 self.name2index = dict(zip(self.names, range(len(self.names))))
7 self.ndims = ndims
8 self.featurefile = os.path.join(datadir, "feature.bin")
9 print "[BigFile] %d features, %d dimensions" % (len(self.names), self.ndims)
10 print "    binary: %s" % self.featurefile
11 print "    txt: %s" % idfile
12
13 def read(self, requested, isname=True):
14     if isname:
15         index_name_array = [(self.name2index[x], x) for x in requested]
16     else:
17         assert(min(requested) > 0 and max(requested) < len(self.names))
18         index_name_array = [(self.name2index[x], self.names[x]) for x in requested]
19         index_name_array.sort()
20     return index_name_array

```

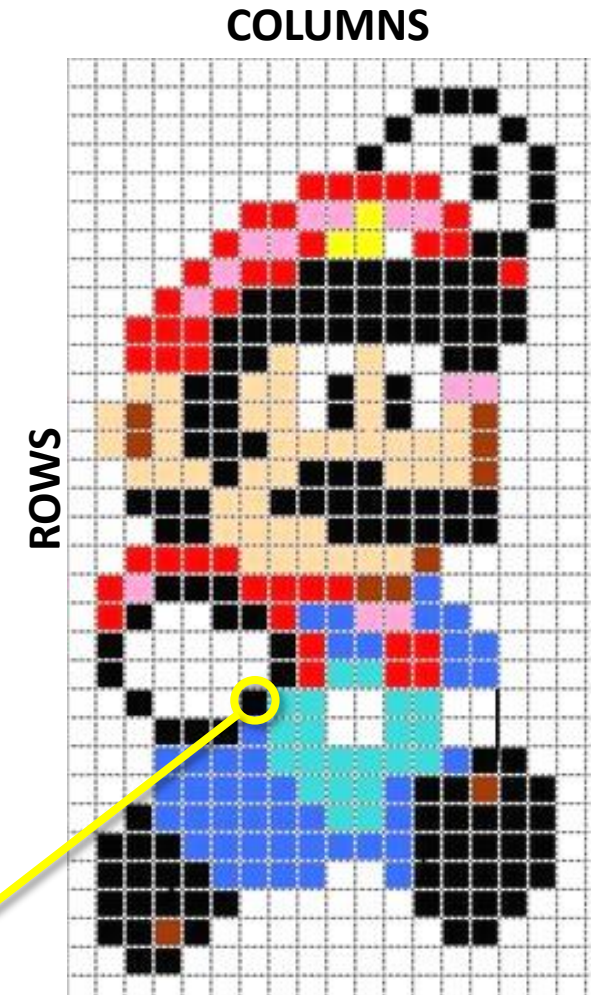
What is a digital image?

Definizione

A monochromatic digital image is a matrix $I = f(x,y)$ of discrete values of light intensity (gray levels), consisting of $M*N$ **pixels** (picture elements, sometimes called pel), each of which has a value belonging to the interval $[0, L-1]$ L being the possible levels of intensity (or gray levels).

All the operations that can be done on matrices can be done on an image

Pixel (PICTURE ELEMENT)



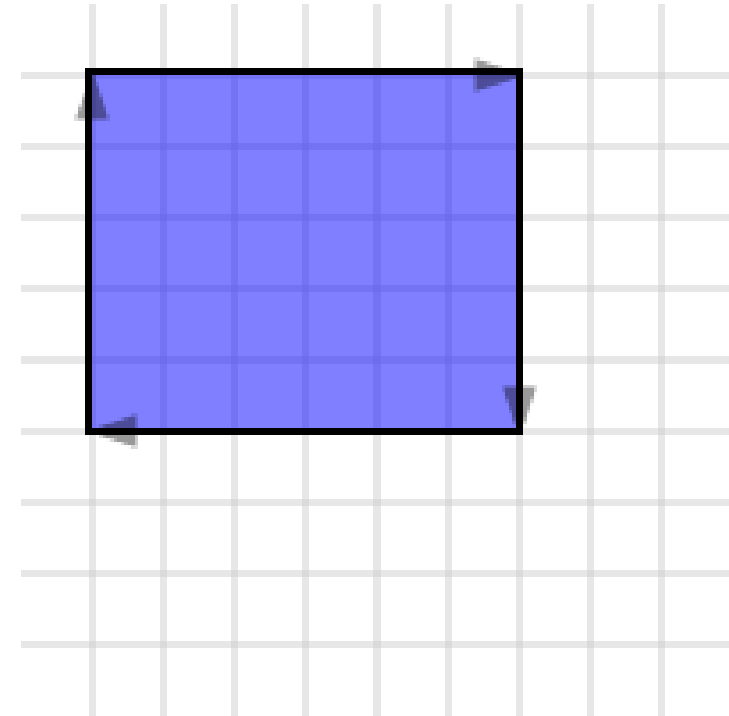
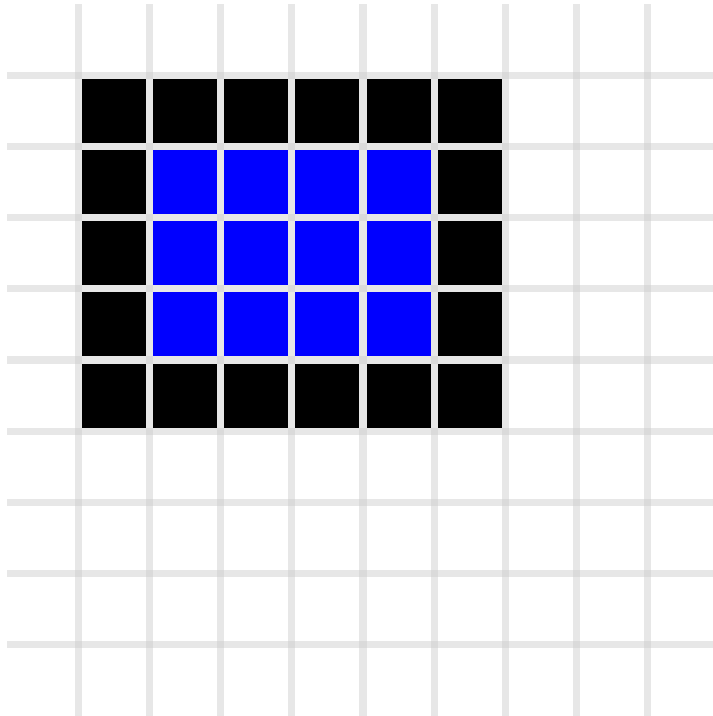
Discretization

- In theory the value of $f(x,y)$ is a real number, but to produce a digital image we need discrete values.
- This transition from continuous to discrete is done by the operations of sampling and quantization.
- The XY plane in which the coordinates of the image lie is called the **SPATIAL DOMAIN** and the **x,y variables** are called the spatial variables or **spatial coordinates**.

Vector and Raster Images



Vector Formats



Vector Graphics

- In vector graphics, an image is described as a series of geometric shapes.
- Rather than a "finite" series of pixels, a vector image viewer receives information on how to draw the image on the DISPLAY DEVICE in a specific reference system.
- Vector images can be printed with special tools (plotters)



Comparison

Raster

Pro

Photorealism

Web-based standards

Cons:

No semantic description.

Large size



Vector

Pro

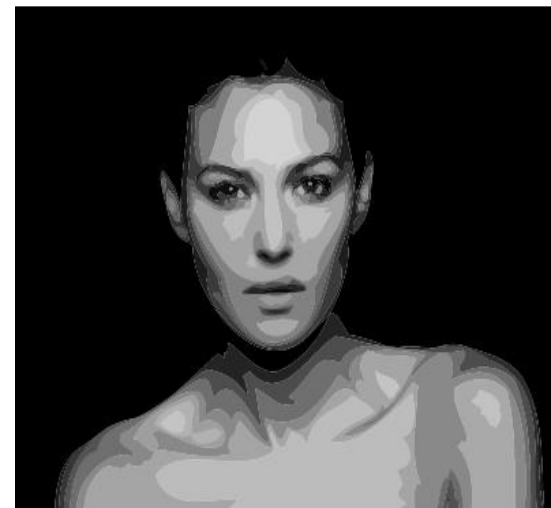
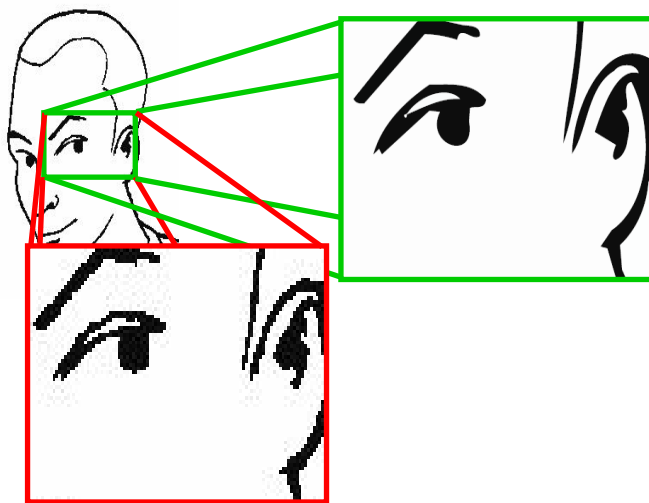
*Transformations on the plane
are simple (Zooming,
Scaling, Rotating)*

Cons:

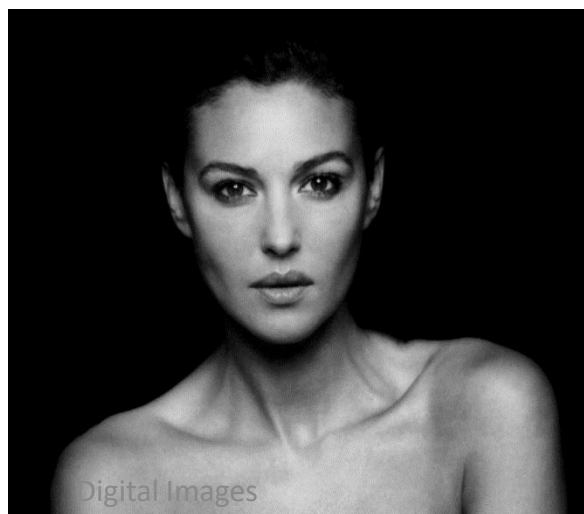
Not photorealistic

Proprietary vector formats





Vettoriale



Raster

Un esempio concreto di scalabilità



Cat

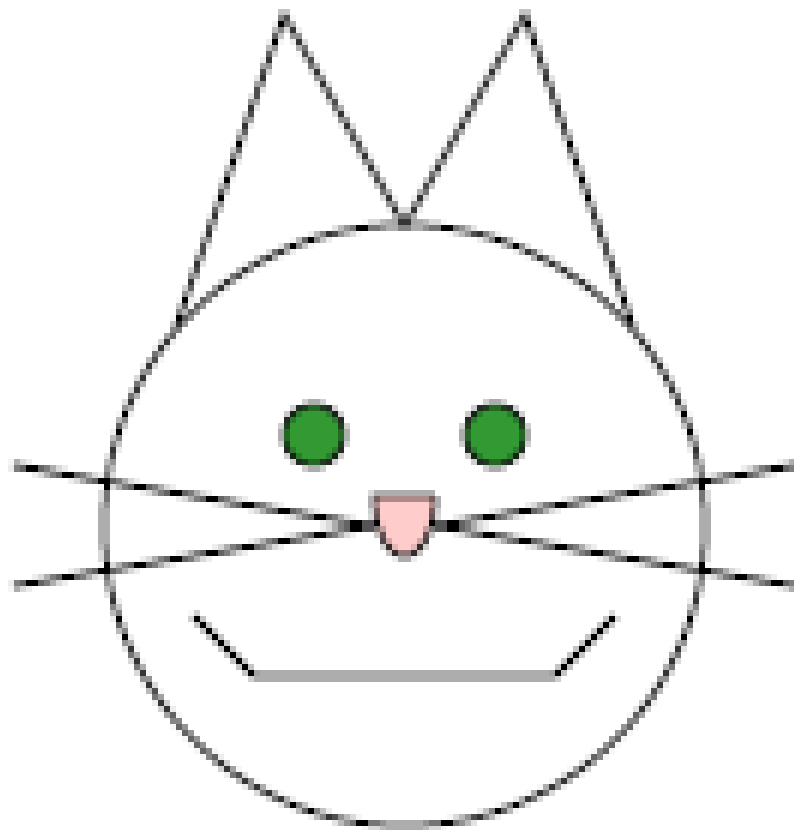
Raster
(140x170)



Cat

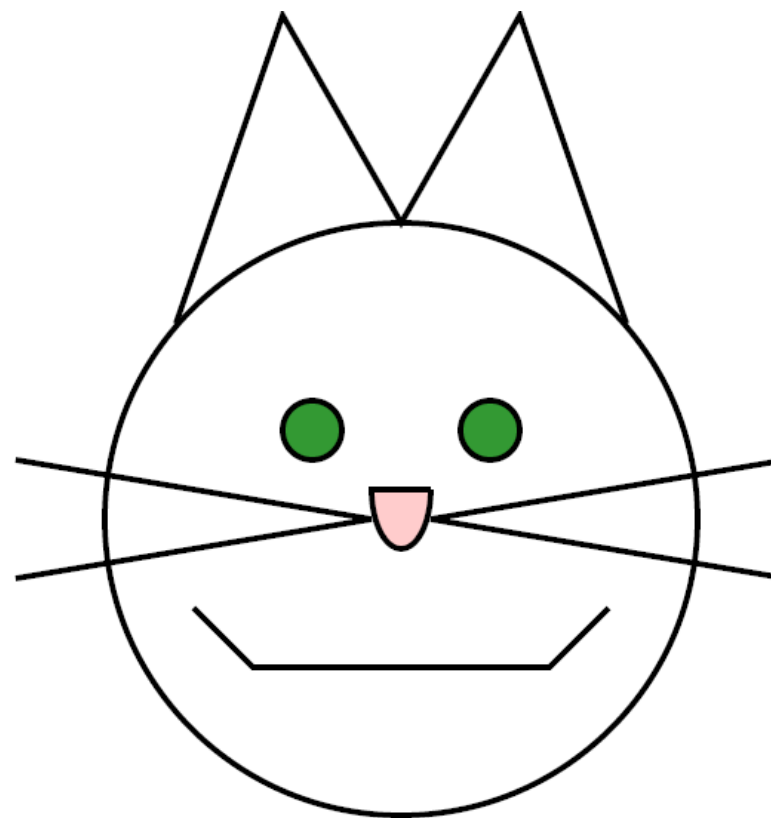
Vector
(140x170)

Raster 2x



Cat

Vector 2x



Cat

Vectorialisation



Q=1	19,330	0,976
Q=2	20,178	1,343
Q=4	21,016	1,753
Q=8	21,975	2,251
Q=16	22,670	3,097
Q=32	23,461	4,064
Q=64	24,326	5,693
Q=128	25,180	7,660
Q=256	26,058	10,430
Q=512	26,852	14,169
Q=1024	27,596	19,281
Q=2048	28,174	26,703
Q=4096	28,768	37,641
Q=8192	29,320	53,429

The visual perceived accuracy increases as the Q parameter increase.

Vectorialisation



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Vectorialisation



	PSNR	bpp
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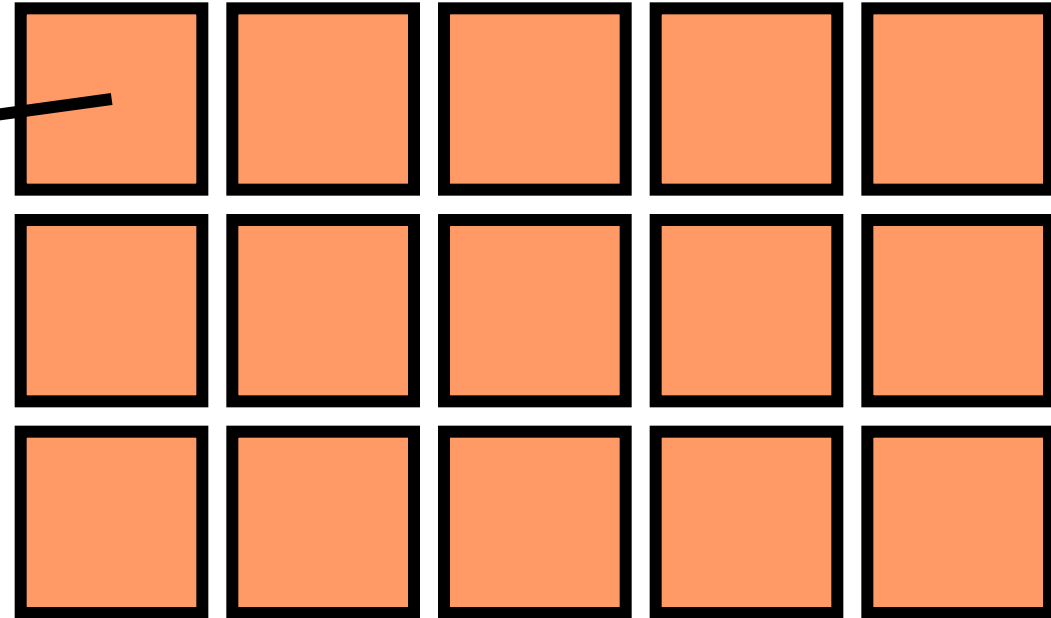
Representations and Types of Images



PIXEL

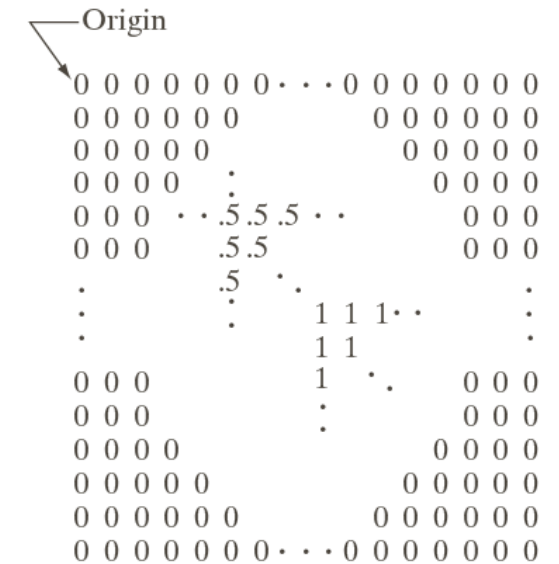
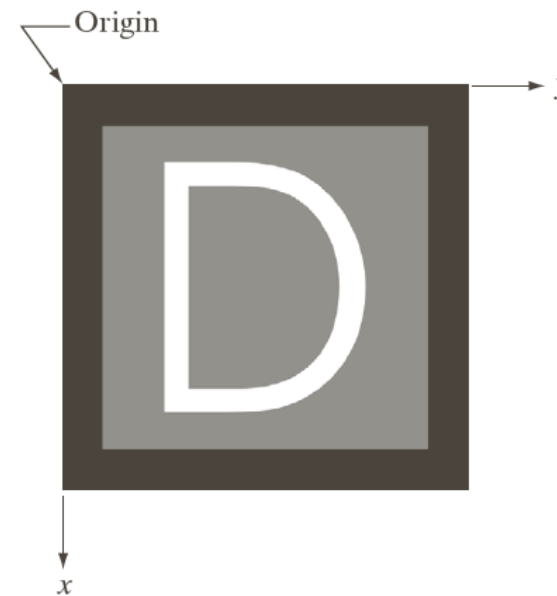
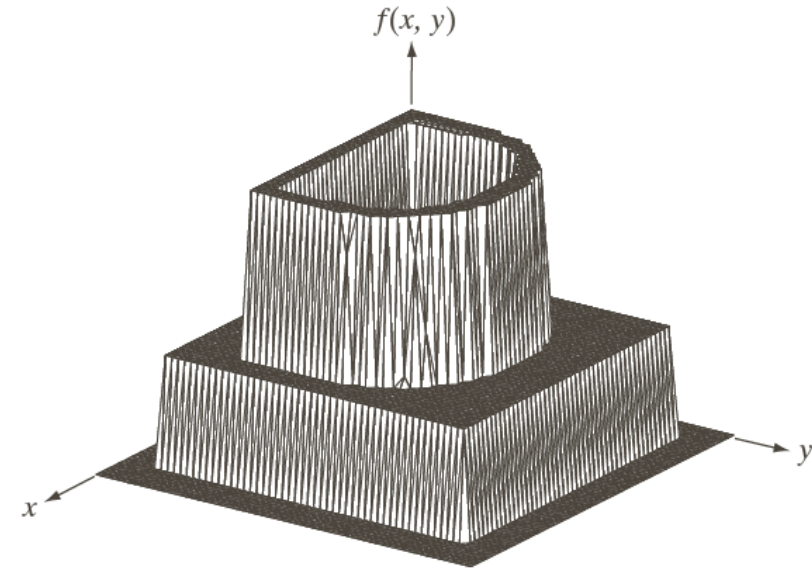
The quantized value
measured by each sensor
becomes a

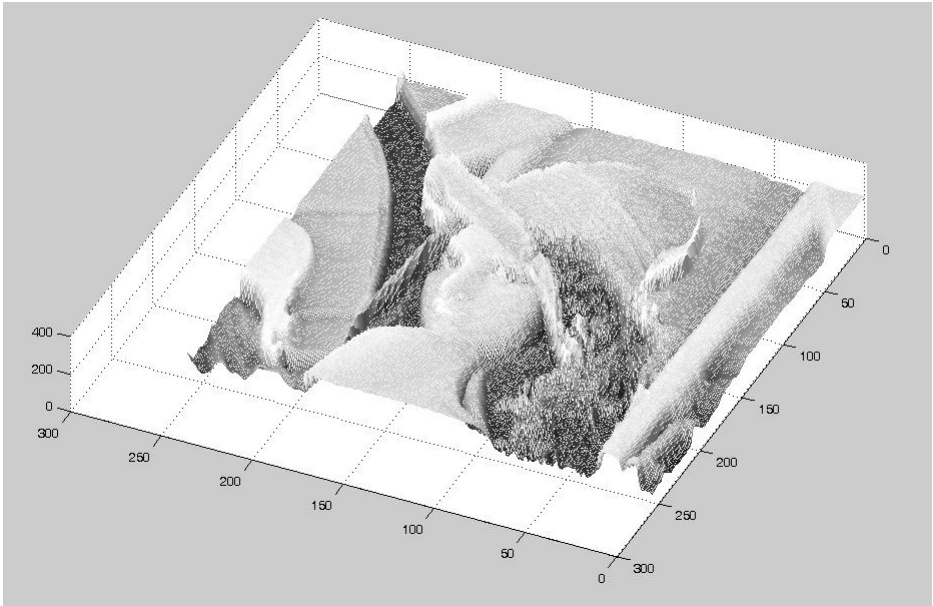
PICTURE ELEMENT =
PIXEL of the image



- Digital images are thus represented by matrix of pixels (called **bitmap**) stored in a specific format (Jpeg, Gif, Window Bitmap, PNG, Tiff) in compressed form.

XY Cartesian coordinate system is structured as shown in the figures





Digital Images

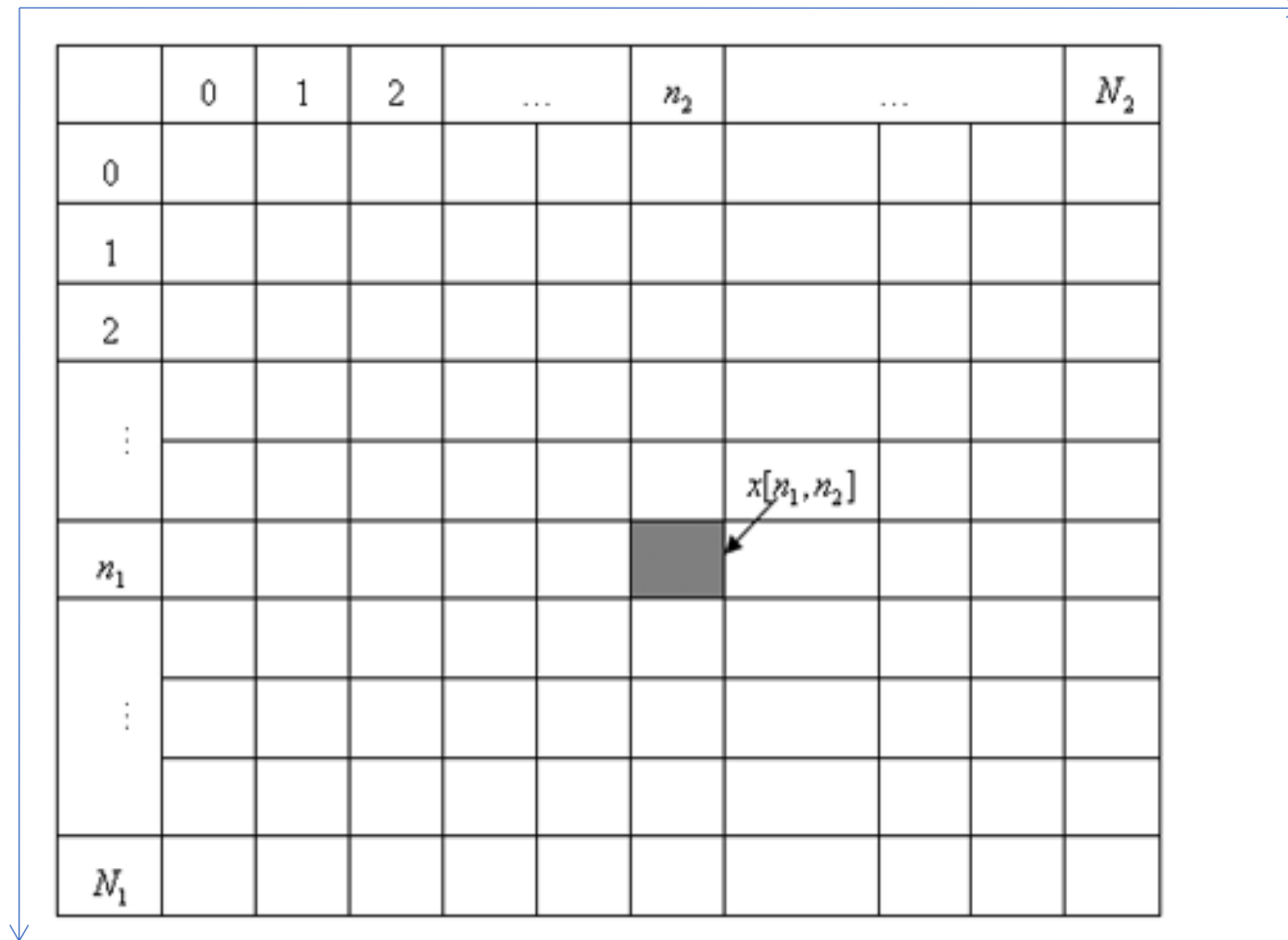
Command Window						
File	Edit	Debug	Desktop	Window	Help	
103	94	70	121	207	198	
67	77	117	186	195	191	
117	135	171	193	188	190	
129	142	155	154	170	163	
91	106	120	115	120	117	
82	94	111	106	95	99	
109	113	121	117	121	127	
117	123	126	125	133	140	
138	141	140	141	146	149	
146	147	145	151	146	145	
143	144	142	143	139	142	
144	145	143	144	143	145	
147	148	146	145	146	147	
149	149	145	144	148	147	
148	147	142	141	145	143	
149	148	143	141	142	140	
148	147	140	138	138	136	
145	145	139	137	138	136	
140	138	137	137	135	132	
fx 137	137	137	138	134	132	

Note

- It is important to remember that conventionally the first element of the matrix is always the top left element.
- The right axis is oriented from top to bottom; the top axis is oriented from left to right.



Image Representation



	0	1	2	...	n_2	...	N_2
0							
1							
2							
$\vdots$							
n_1							
$\vdots$							
N_1							

Types of images - **Black and white**

- **1 bit per pixel**
- At position (i,j) there will be either value **0** or value **1**



Gray levels



Types of images - Greyscale

- **8 bit per pixel**
- At position (i,j) there will be a value between $[0, 255]$

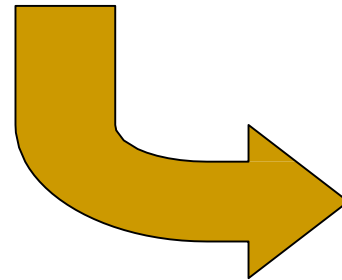


Types of images – Color (e.g. **RGB**)

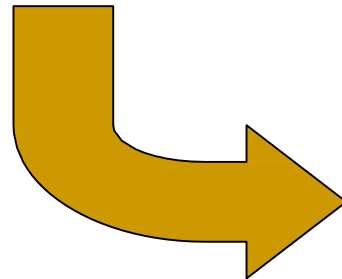
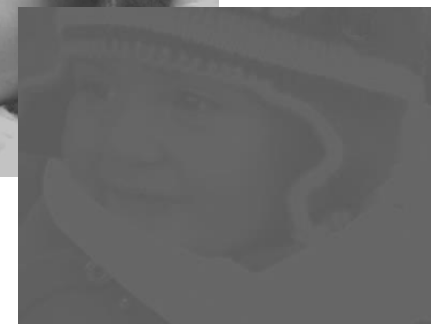
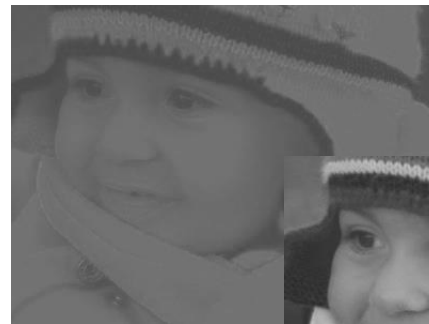
- **8 bit per canale**. Since there are 3 channels I will have **24 bit**
- At position **(i,j)** there will be a triplet of the type **(x, y, z)** with x, y, z taking values between **[0, 255]**



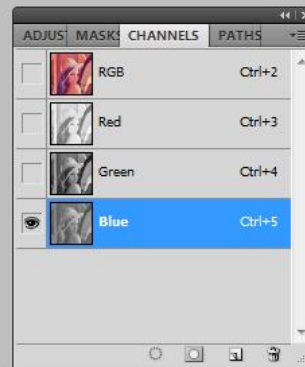
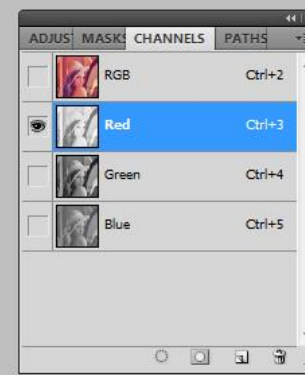
RGB image



RGB images: actually ...



Lena



Digital Images

Operations on Images and Matrices



Operations on Images and Matrices

- A raster digital image can be represented by a matrix;
- All the operations that can be done on matrices can be done on an image.
- Such operations do not necessarily make logical sense. For example, what does it mean to multiply two images from a visual point of view?
- What is the range of values after such operations?



Product

- WARNING: The row-by-column product rule applies to matrices, whereas in image processing it is used to do the dot product between two matrices, that is, the **point-to-point product** of the **corresponding elements**.

row-by-column
product rule

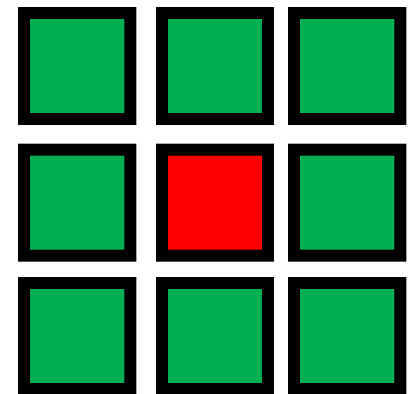
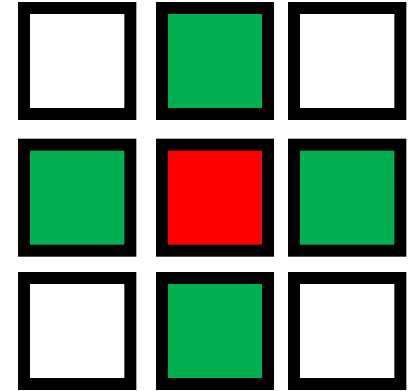
$$\begin{bmatrix} 1 & 0 & 2 \\ -1 & 3 & 1 \end{bmatrix} \times \begin{bmatrix} 3 & 1 \\ 2 & 1 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} (1 \times 3 + 0 \times 2 + 2 \times 1) & (1 \times 1 + 0 \times 1 + 2 \times 0) \\ (-1 \times 3 + 3 \times 2 + 1 \times 1) & (-1 \times 1 + 3 \times 1 + 1 \times 0) \end{bmatrix} = \begin{bmatrix} 5 & 1 \\ 4 & 2 \end{bmatrix}$$

Image product

$$\begin{bmatrix} 1 & 2 \\ 3 & -1 \end{bmatrix} \cdot \begin{bmatrix} -3 & 0 \\ 1 & 4 \end{bmatrix} = \begin{bmatrix} -3 & 0 \\ 3 & -4 \end{bmatrix}$$

Neighborhood N_p

- The 4 connected neighbors of a given pixel are those to its left and right and those above and below it.
- Neighbors 8 connected are those 4 connected to which the 4 diagonal pixels are added.



Affine operations

Transformation Name	Affine Matrix, T	Coordinate Equations	Example
Identity	$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$\begin{aligned} x &= v \\ y &= w \end{aligned}$	
Scaling	$\begin{bmatrix} c_x & 0 & 0 \\ 0 & c_y & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$\begin{aligned} x &= c_x v \\ y &= c_y w \end{aligned}$	
Rotation	$\begin{bmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$\begin{aligned} x &= v \cos \theta - w \sin \theta \\ y &= v \sin \theta + w \cos \theta \end{aligned}$	
Translation	$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ t_x & t_y & 1 \end{bmatrix}$	$\begin{aligned} x &= v + t_x \\ y &= w + t_y \end{aligned}$	
Shear (vertical)	$\begin{bmatrix} 1 & 0 & 0 \\ s_v & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$\begin{aligned} x &= v + s_v w \\ y &= w \end{aligned}$	
Shear (horizontal)	$\begin{bmatrix} 1 & s_h & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$	$\begin{aligned} x &= v \\ y &= s_h v + w \end{aligned}$	

Forward mapping

- Where (v,w) is the input pixel, (x,y) the output pixel and T the affine matrix.
- To obtain the value

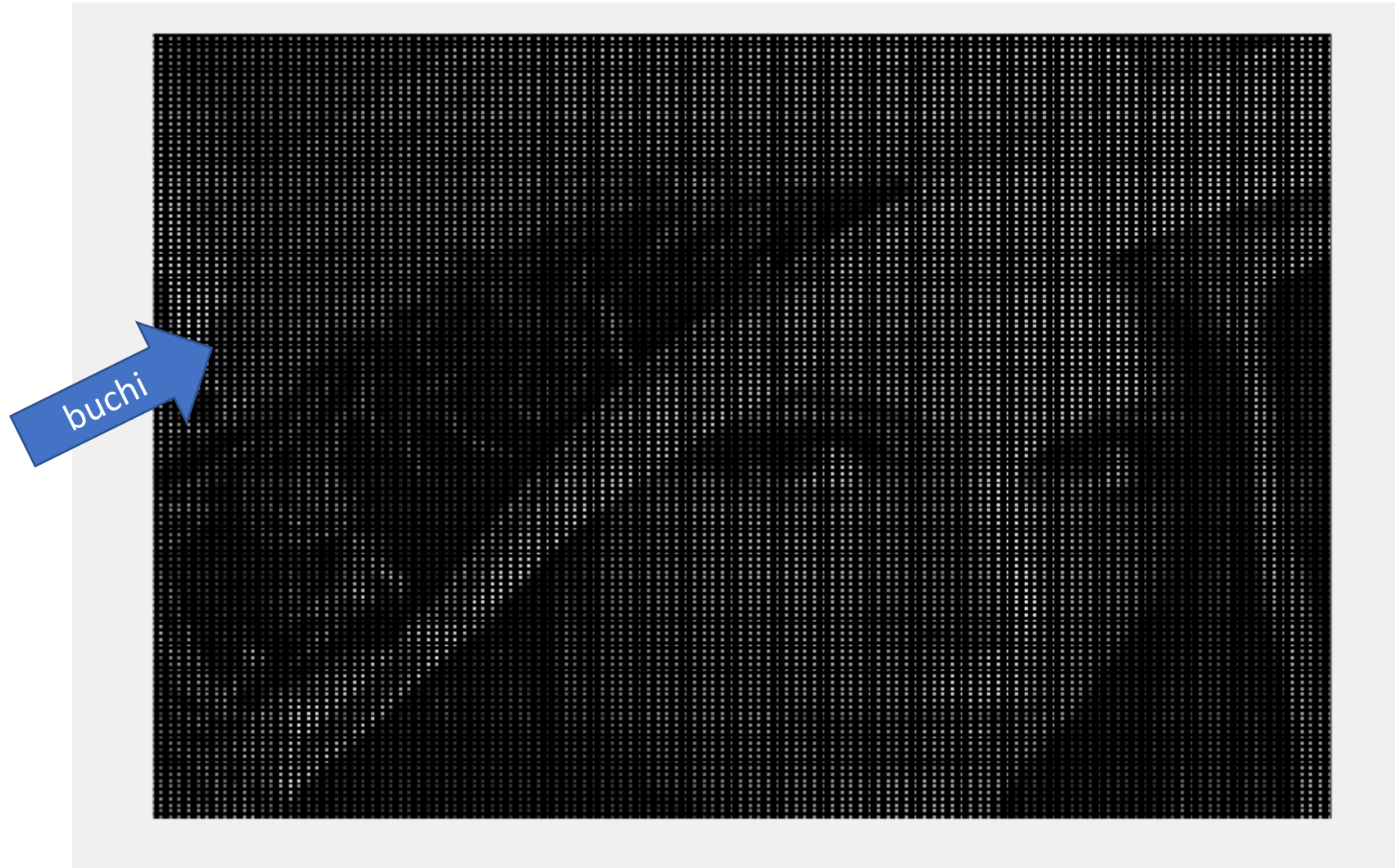
$$[x \ y \ 1] = [v \ w \ 1] * T$$

- In this case, the input image is scrolled and for each pixel (v,w) the position of the new image (x,y) is calculated

Forward mapping (rotation)



Forward mapping (scaling)



Forward mapping *Vs* Inverse mapping

- **Forward mapping**

- In this case, the input image is scrolled and for each pixel (v,w) the position of the new image (x,y) is calculated

- **Inverse mapping**

- Visits the spatial positions of the output pixels (x,y) and for each of them calculates the corresponding coordinates in the input image (an inverse formula occurs)



Inverse mapping

- Visits the spatial positions of the output pixels (x,y) and for each of them calculates the corresponding coordinates in the input image (an inverse formula occurs)
- Obviously

$$[v \ w \ 1] = [x \ y \ 1] * inversa(T)$$

Combinations

- Moreover, affine transformations can be combined with each other simply by multiplying the corresponding T matrices.

```
theta=38;
```

```
tx=40;
```

```
ty=23;
```

```
cx=2;
```

```
cy=2;
```

```
Tr=[cosd(theta) sind(theta) 0; -sind(theta) cosd(theta) 0; 0 0 1];
```

```
Tt=[1 0 0; 0 1 0; tx ty 1];
```

```
Ts=[cx 0 0 ; 0 cy 0; 0 0 1];
```

```
T=Tr*Tt*Ts;
```



Interpolation Operation



Unassigned values

Replication

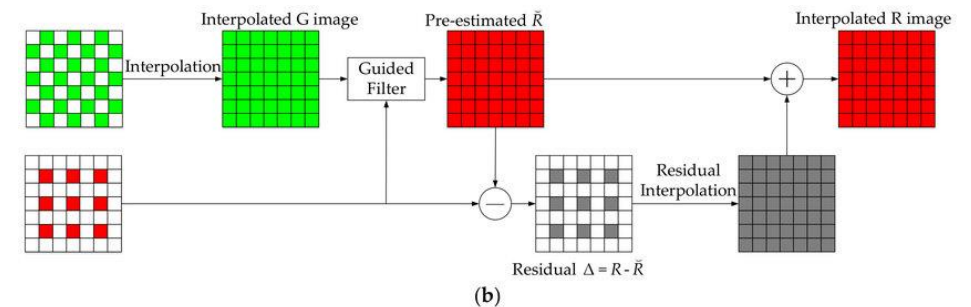
Interpolation

- In the course of the transformations, there may be pixel values that are never identified by the formulas.

2	2	5	5
2	2	5	5
2	2	5	5
2	2	5	5

2	3	4	5
2	3	4	5
2	3	4	5
2	3	4	5

- An interpolation process is applied for them.



Interpolation

- In general, interpolation is the process that starting from real data estimates the unknown data.

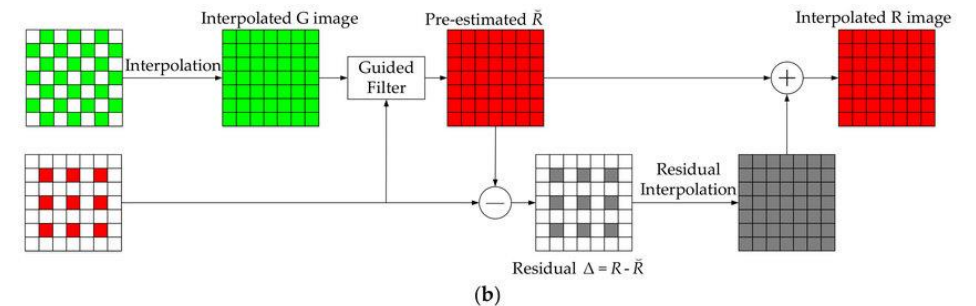
Replication

Interpolation

2	2	5	5
2	2	5	5
2	2	5	5
2	2	5	5

2	3	4	5
2	3	4	5
2	3	4	5
2	3	4	5

- Interpolation does not result in an improvement in image quality as if it "regains" the missing values but only makes an estimate of the unknown values.

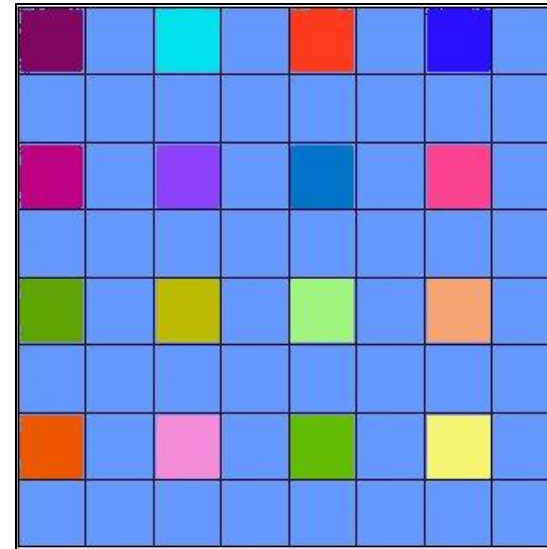
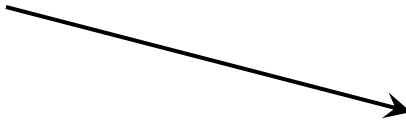
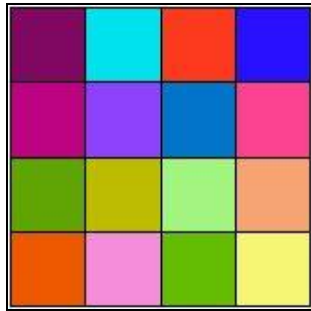


Zooming in

- Interpolation is also performed in zooming processes.
- A $2\times$ zooming means that the size of the image is doubled. If I have an $m \times n$ image it will become $2m \times 2n$. Which means that the total number of pixels will be quadrupled!
- Zooming can be done differently for individual dimensions. For example, one could double the number of rows and triple the number of columns. In this case, our interpolation algorithms will be more complicated.



Zooming in (2x)

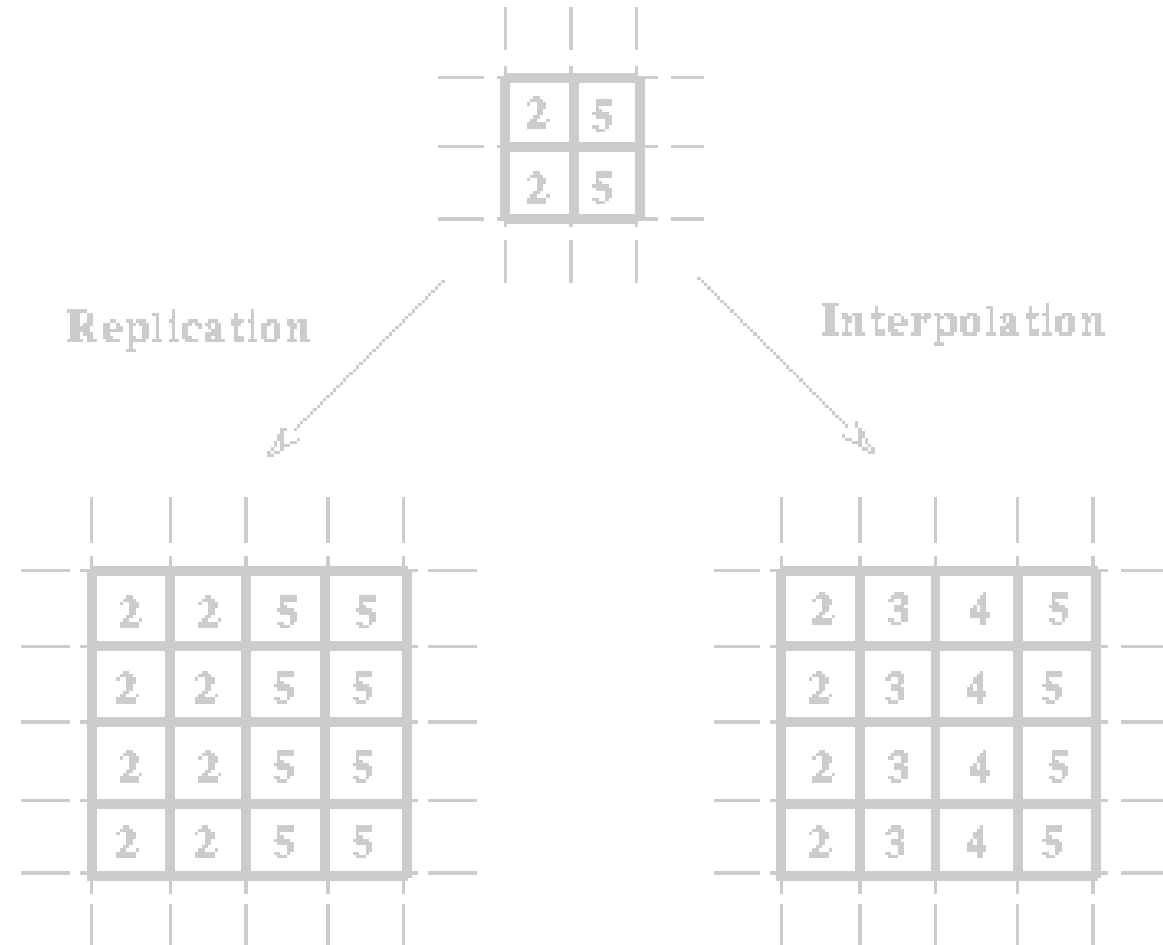


After placing the already known values, it is necessary to estimate the values in the empty areas.

Various types of interpolation

There are several types of interpolation:

- Nearest neighbor (or replication)
- Bilinear
- Bicubic
- Others ...



Replication Interpolation



(a)

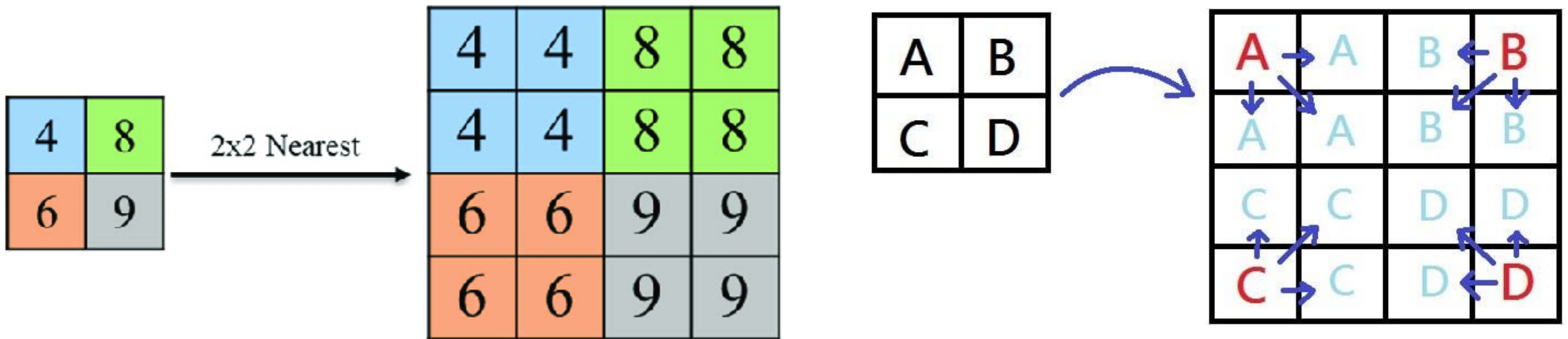


Digital Images

(b)

Replication o nearest neighbor

- This method assigns to each new position the intensity of the nearest pixel in the original image.
- This approach is very simple but introduces artifacts such as distortions along the sides of the objects represented in the image.



Replication o nearest neighbor

- The main problem with this approach (called "**Pixelization**") consists in the occurrence of **block artifacts**.



- To remove remove Pixelization, so-called "adaptive adaptive" operators can be used (e.g. **Bicubic Interpolation**)

Bilinear Interpolation



(a)



(b)

Bilinear Interpolation

- In bilinear interpolation, the four nearest pixels are used to estimate the intensity to be assigned to each new position. Suppose that (x, y) are the coordinates of the position to be assigned an intensity value and that $v(x, y)$ equals the intensity value. For bilinear interpolation, the assigned value is obtained by the equation

$$v(x, y) = a_0 + a_1x + a_2y + a_3xy$$

Where the four coefficients are determined from the four equations in the four unknowns obtainable using the four pixels closest to the point (x, y) .

- Bilinear interpolation produces better results than replication with a modest increase in computational complexity.



Bilinear Interpolation

- The value assigned to the new spatial positions is given by a linear combination of the gray levels of the four nearest pixels.
- For example, suppose we need to determine the value of pixel $x(1/2, 1/2)$, then we will need to interpolate the levels assigned to pixels $x(0, 0)$, $x(0, 1)$, $x(1, 0)$ and $x(1, 1)$ by solving the following system of equations:

- $$\begin{cases} v(0, 0) = a_0 \\ v(0, 1) = a_0 + a_1 \\ v(1, 0) = a_0 + a_2 \\ v(1, 1) = a_0 + a_1 + a_2 + a_3 \end{cases} \Rightarrow \begin{cases} a_0 = v(0, 0) \\ a_1 = v(1, 0) - v(0, 0) \\ a_2 = v(0, 1) - v(0, 0) \\ a_3 = v(0, 0) - v(0, 1) - v(1, 0) + v(1, 1) \end{cases}$$

- Then,

- $$v\left(\frac{1}{2}, \frac{1}{2}\right) = a_0 + \frac{a_1}{2} + \frac{a_2}{2} + \frac{a_3}{2} = v(0,0) + \frac{v(1,0)-v(0,0)}{2} + \frac{v(0,1)-v(0,0)}{2} + \frac{v(0,0)-v(0,1)-v(1,0)+v(1,1)}{4} = \frac{v(0,0)+v(0,1)+v(1,0)+v(1,1)}{4}$$

- Note how the central value is obtained precisely as a weighted average of the four neighboring pixels, just as happens in linear interpolation (order 1 interpolation) in the one-dimensional case.



Bicubic Interpolation



(a)



(b)

Bicubic Interpolation

- Bicubic interpolation uses the sixteen pixels closest to the point. The intensity value assigned to the point (x, y) is obtained through the equation

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

- Where the sixteen coefficients are determined from sixteen equations in sixteen unknowns that can be written using the sixteen points closest to (x, y).
- Generally, bicubic interpolation preserves details better than bilinear interpolation. Bicubic interpolation is the standard technique used in commercial editing programs such as Adobe Photoshop and Corel Photopaint.



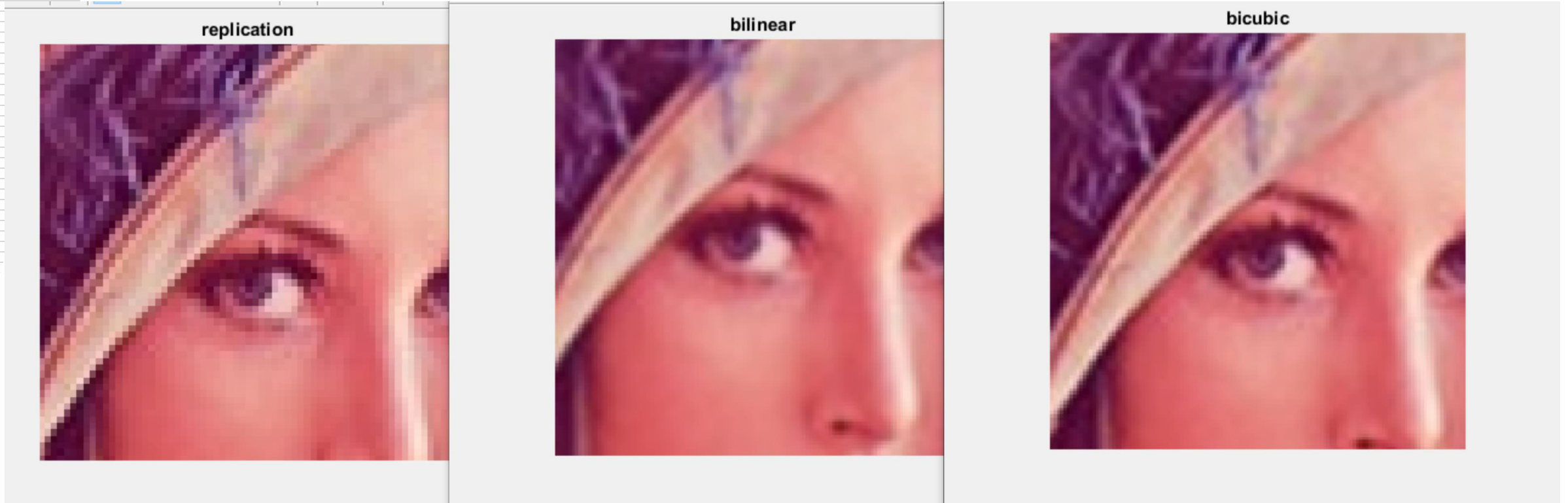
Bicubic Interpolation

- Missing pixels are calculated using a local average, making use of an approximation with one or more cubic functions.



- The main problem with this approach concerns the fact that **images appear blurred**

Replication, Bilinear and Bicubic - Example



What to do at the edges?

One problem is with edges: how to interpolate to edges?

POSSIBLE SOLUTIONS:

- Do nothing
- Interpolating with the values present even if they are fewer in number than those used for other pixels.



In the implementation ...

One problem is with edges: how to interpolate to edges?

POSSIBLE SOLUTIONS:

- a) Interpolating only the central areas of the image
- b) Assume that all around the image there is 0
- c) Add a row at the beginning equal to the previous rows, a row at the end equal to the last row, a column at the beginning equal to the starting column, and a column at the end equal to the ending column.



Consider only the central areas of the image.

- In this case, the values at the edges are not calculated

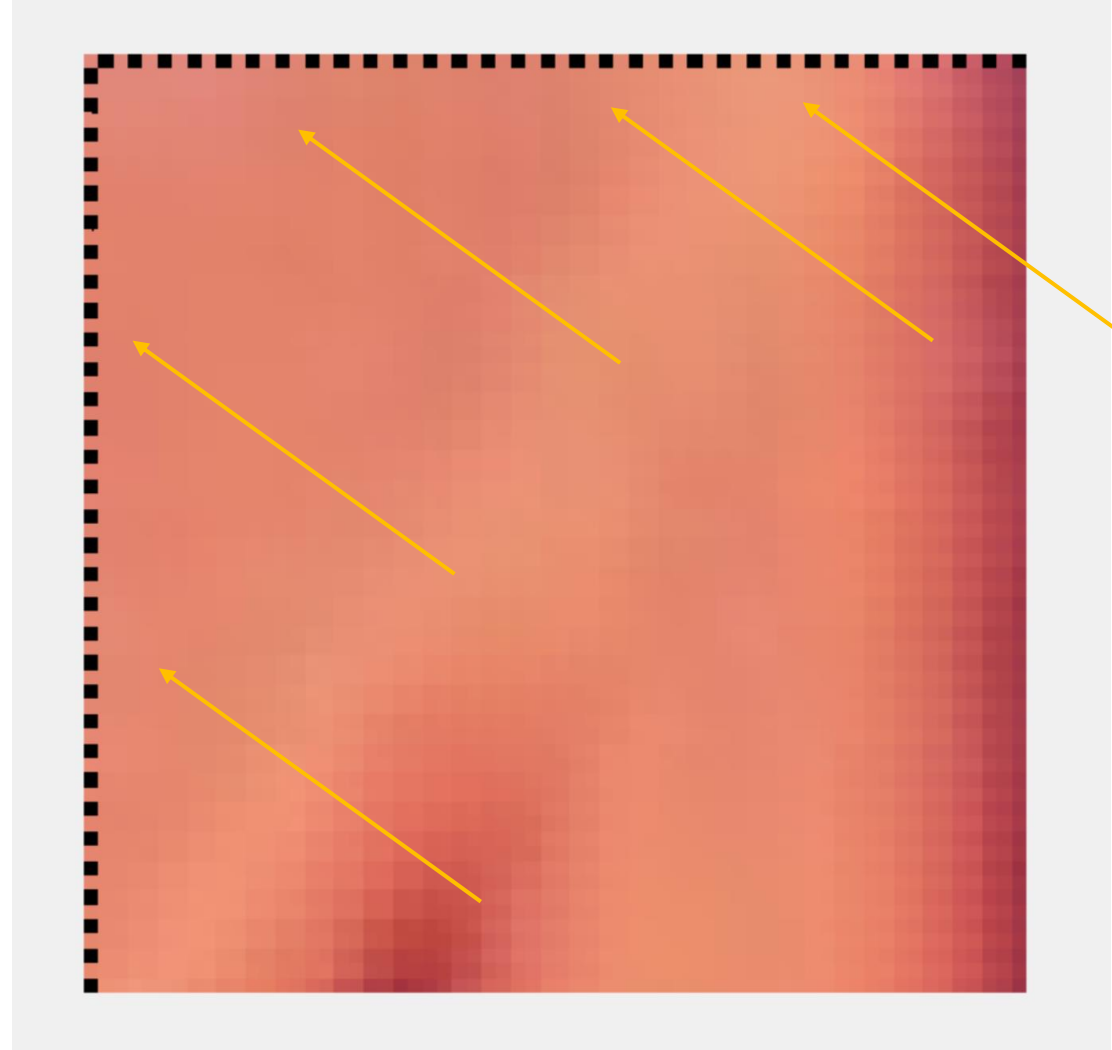
input

1	2	3
4	5	6
7	8	9

output

1	1.5	2	2.5	3	
2.5	3	3.5	4	4.5	
4	4.5	5	5.5	6	
5.5	6	6.5	7	7.5	
7	7.5	8	8.5	9	

The problem



Digital Images

After doing the calculations replicate the last rows and columns

- In this case to do the calculations we replicate the values in the "isolated" rows and columns

input

1	2	3
4	5	6
7	8	9

output

1	1.5	2	2.5	3	3
2.5	3	3.5	4	4.5	4.5
4	4.5	5	5.5	6	6
5.5	6	6.5	7	7.5	7.5
7	7.5	8	8.5	9	9
7	7.5	8	8.5	9	9

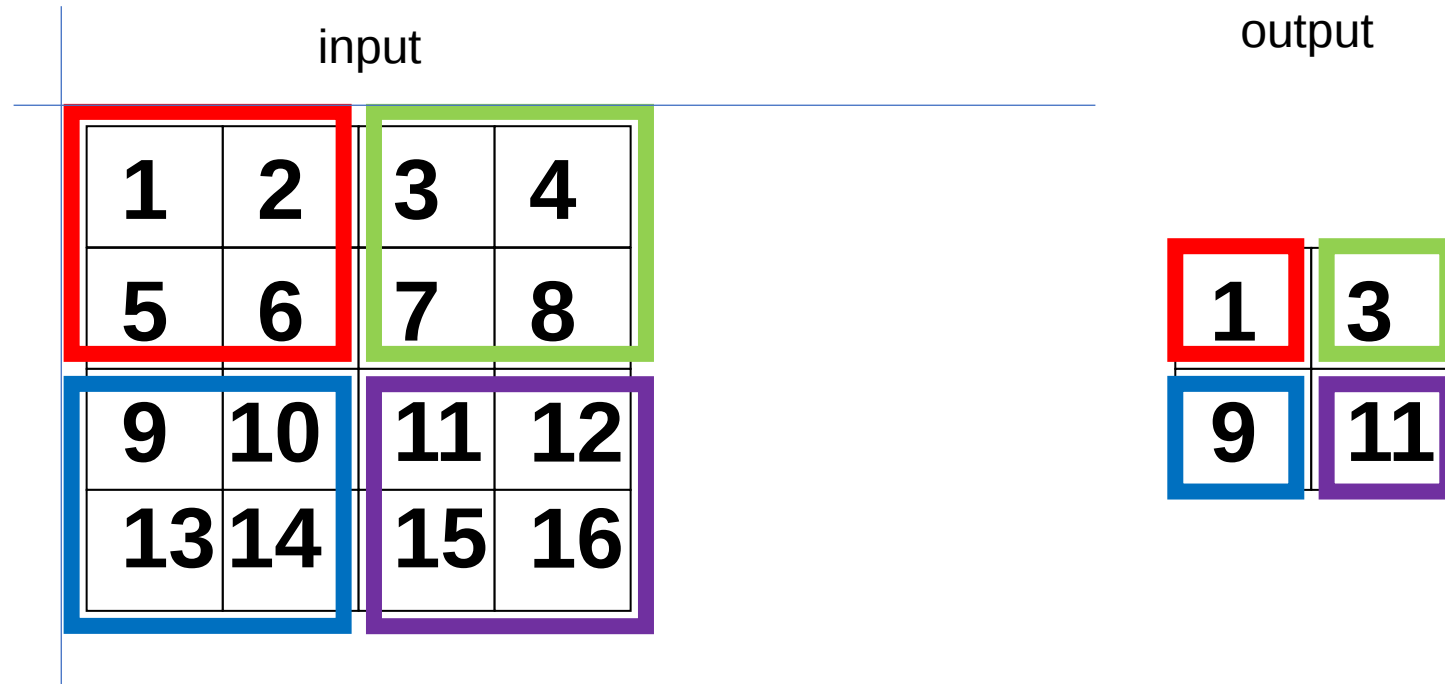
Zooming out

- If zooming is done with a number less than 1, you get an image smaller than the original.
- If I reduce an image, I have a process called "decimation."
- Given an $m \times n$ image with a zooming out of 0.5 you will get an $m/2 \times n/2$ image.



Decimation: method 1

- Every four pixels one is chosen.



Decimation: method 2

- Of four pixels, the average value is calculated.

input

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

output

3	5
11	13

Estimating the quality of an algorithm

- **MSE: (Mean Square Error)** this parameter is used to estimate the mean square error between two images; the lower this index is, the smaller the difference between the images.
- **PSNR: (Peak Signal to NoiseRatio)** parameter to measure the quality of a compressed image compared to the original, it depends on the difference between the encoded image and the original image. The higher its value, the greater the "similarity" to the original.

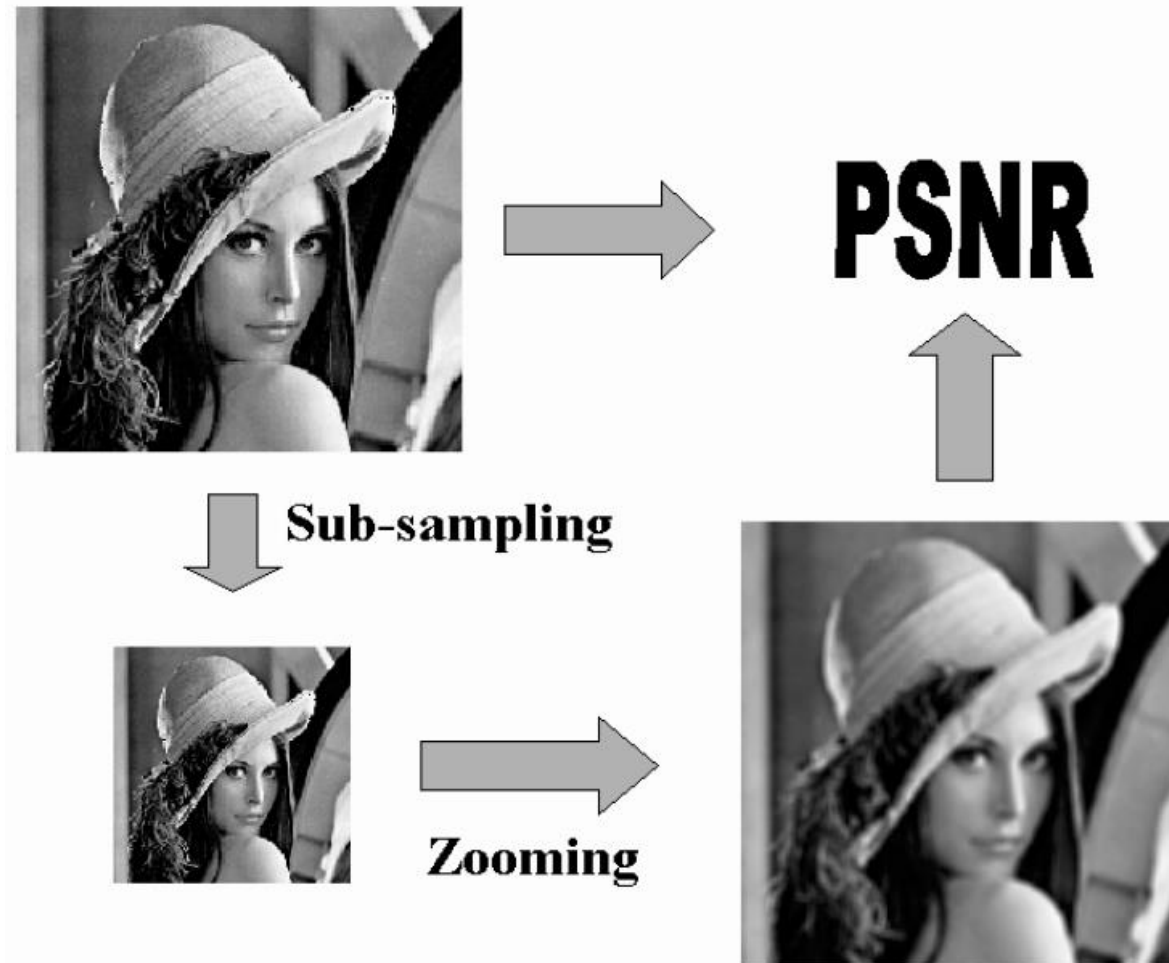


PSNR (Peak Signal to Noise Ratio)

- It is a full reference technique.
- To calculate it, it is necessary to have both the image to be evaluated I' (MxN) and an optimal version of it I (MxN).
- PSNR **is not the best parameter** for evaluating the quality of an interpolation algorithm, but **it is the most widely used**.



Scheme for the calculation of PSNR in the case of zooming



Digital Images

PSNR: formule

- To calculate the PSNR we need the MSE (Mean Square Error):

$$MSE = \frac{1}{MN} \sum_{x=1}^M \sum_{y=1}^N [I'(x, y) - I(x, y)]^2$$

- The PSNR is calculated by one of the following formulas (they are equivalent):

$$PSNR = -10 \log_{10} \frac{MSE}{S^2} \quad PSNR = 20 \log_{10} \left(\frac{S}{\sqrt{MSE}} \right), \quad PSNR = 10 \log_{10} \left(\frac{S^2}{MSE} \right)$$

S is the maximum pixel value (usually 255),

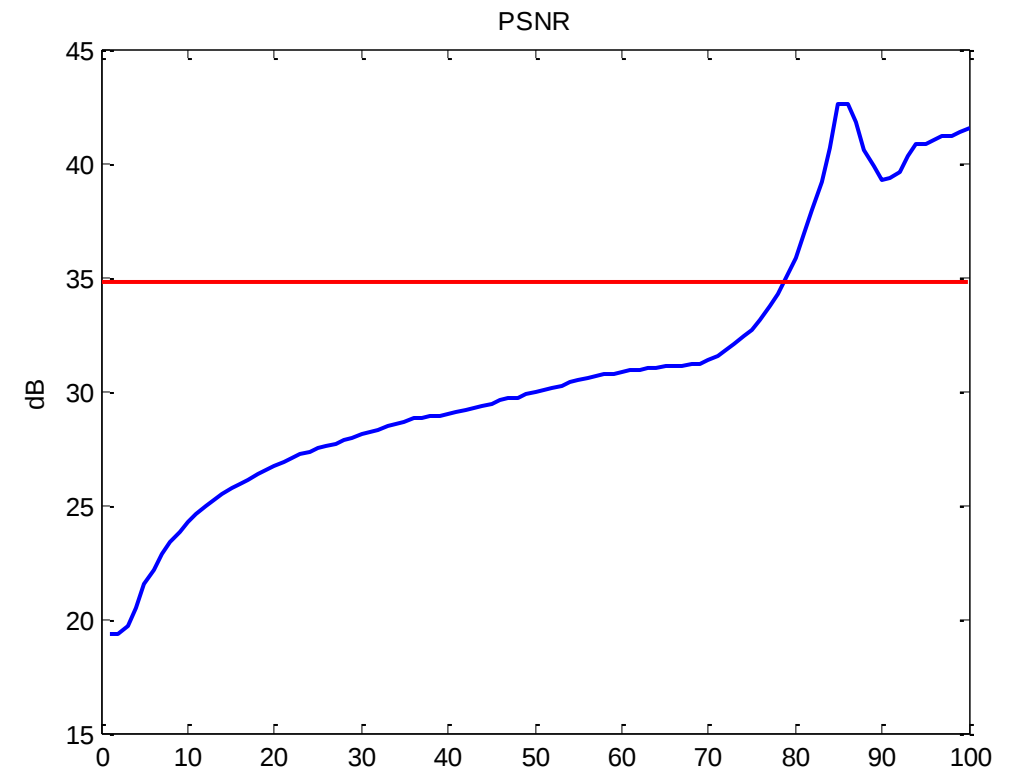
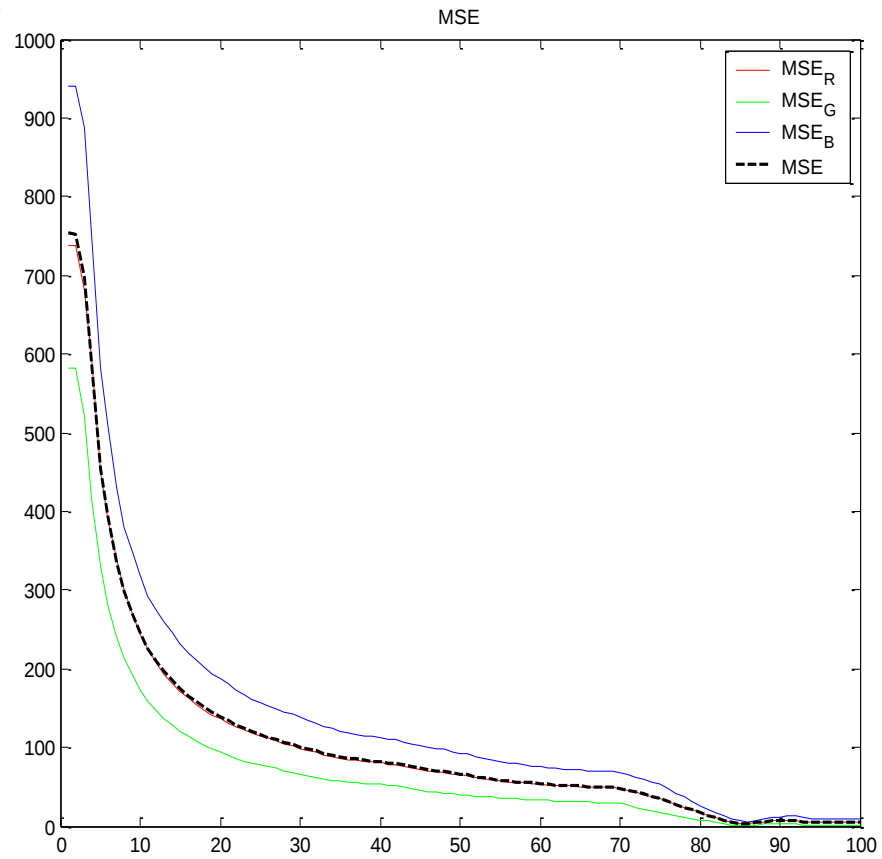
MSE e PSNR

MSE and PSNR are widely used because they are simple to calculate, however, they do not always give a result faithful to that given by the human visual system. Indeed:

- The sensitivity of the HVS system to errors may be different for different types of errors, and may also vary according to the visual context. This difference cannot be adequately captured by the MSE.
- Two distorted images can have very different types of errors while having the same MSE.
- Both metrics are also strongly affected by "imperceptible" spatial movements (translations, rotations, flipping of rows and/columns)

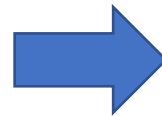


PSNR vs MSE

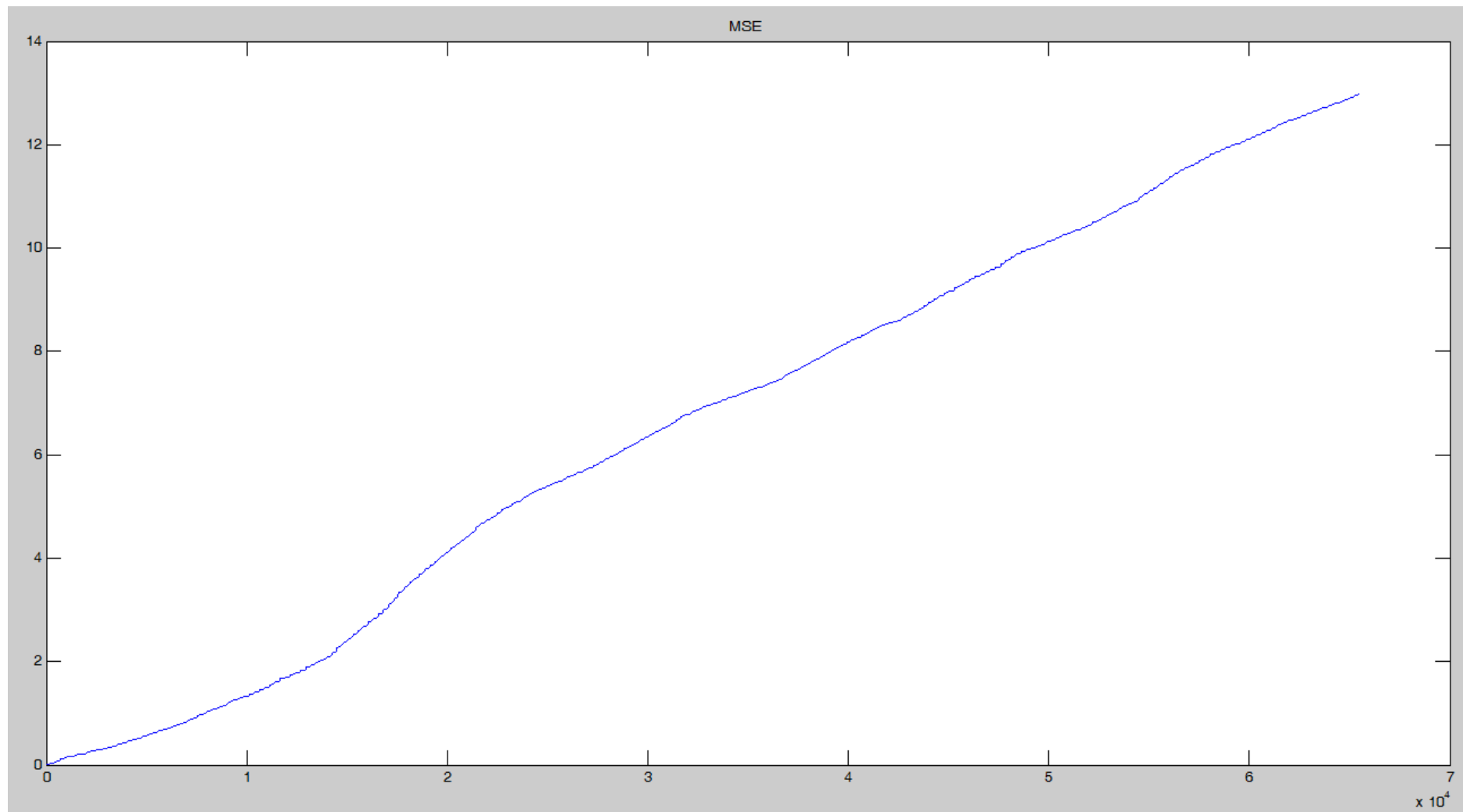


Graphical trend

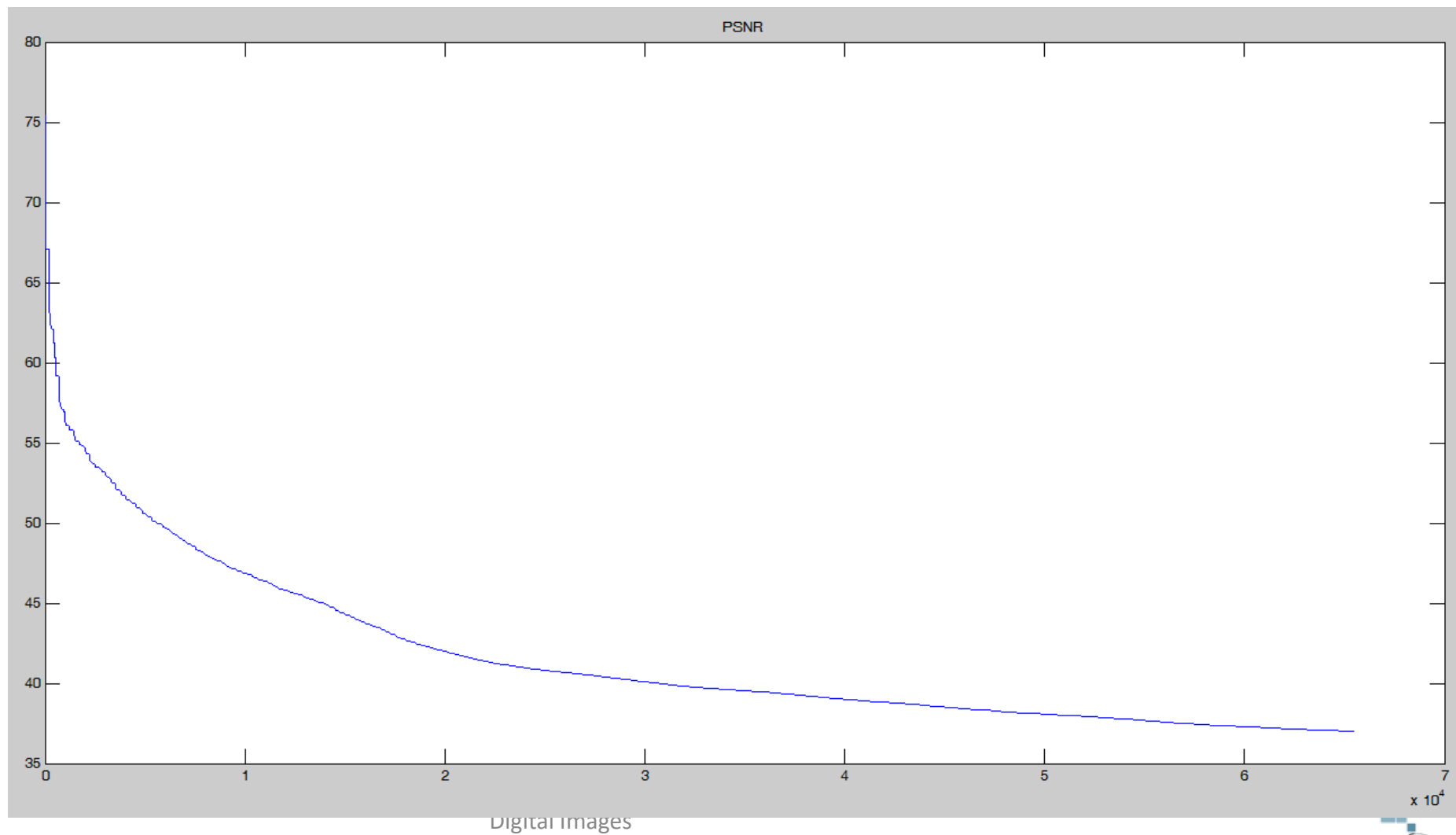
- Here is how the PSNR and MSE varies if we randomly vary the pixels of an image.
- Each time a pixel varies I calculate the PSNR and MSE.



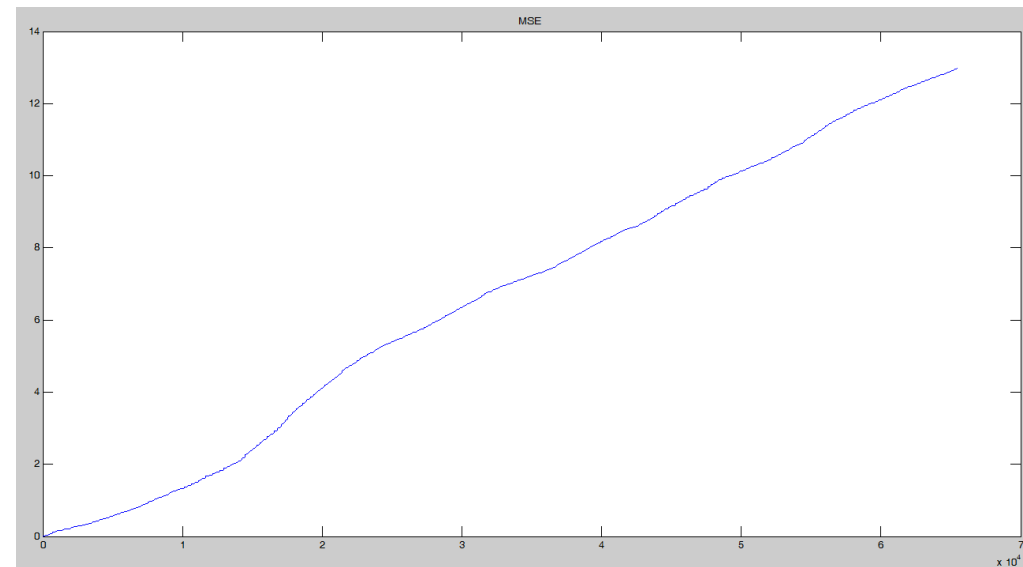
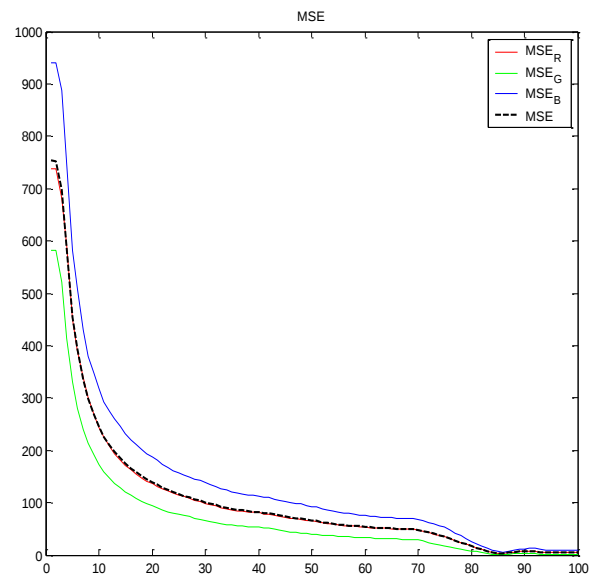
MSE



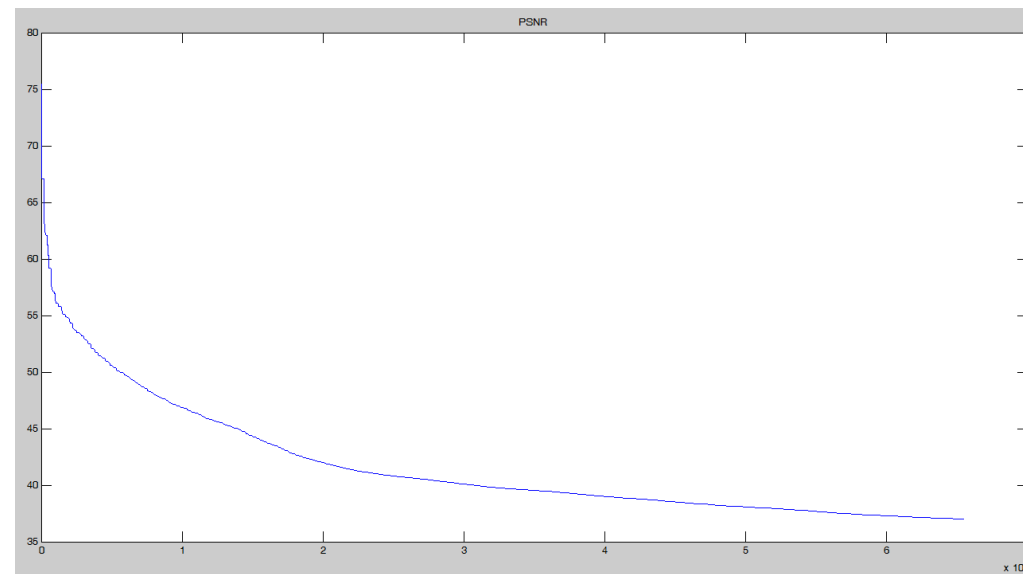
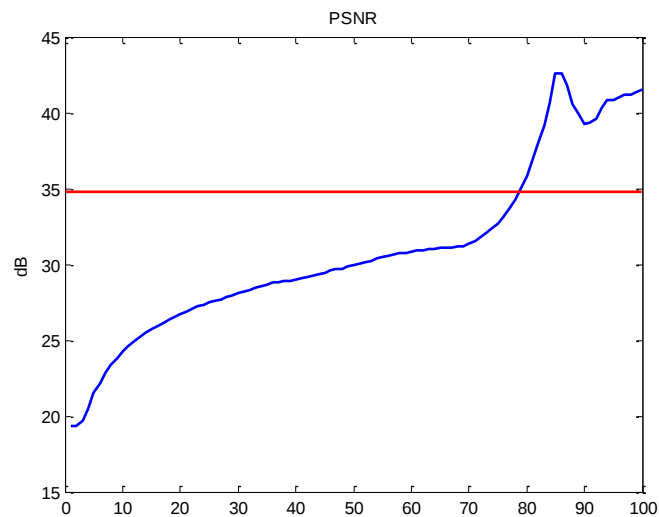
PSNR



MSE



PSNR





Basic Concept of Digital Images

Luca Guarnera, Ph.D.

Research Fellow

luca.guarnera@unict.it

University of Catania

Dipartimento di Matematica e Informatica

