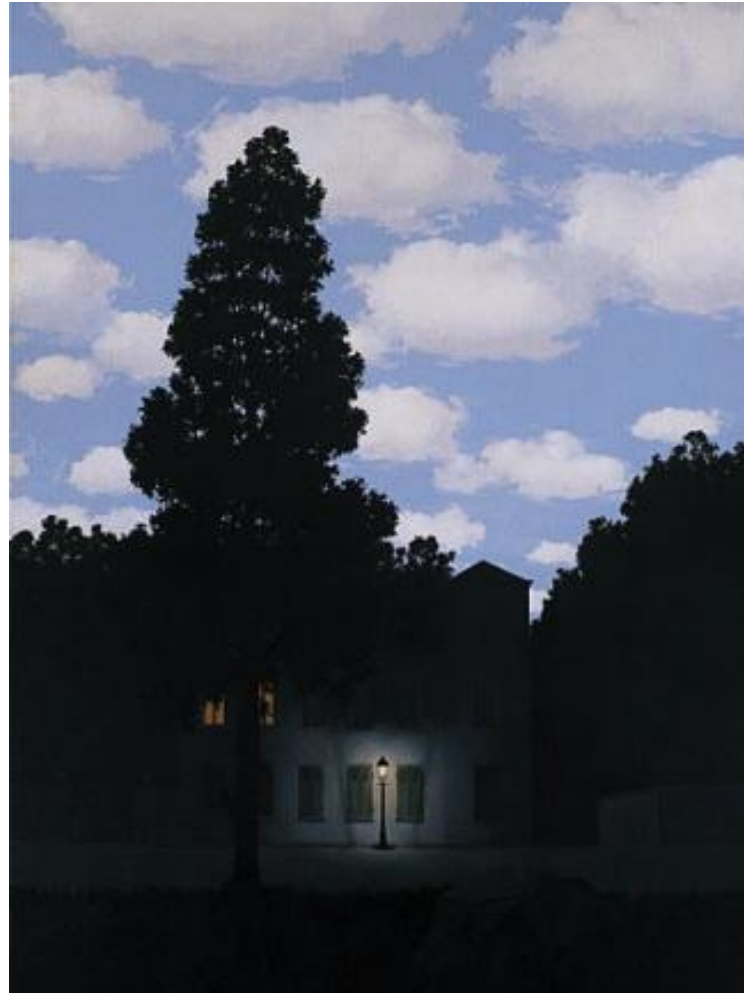


Histograms and Color Balancing



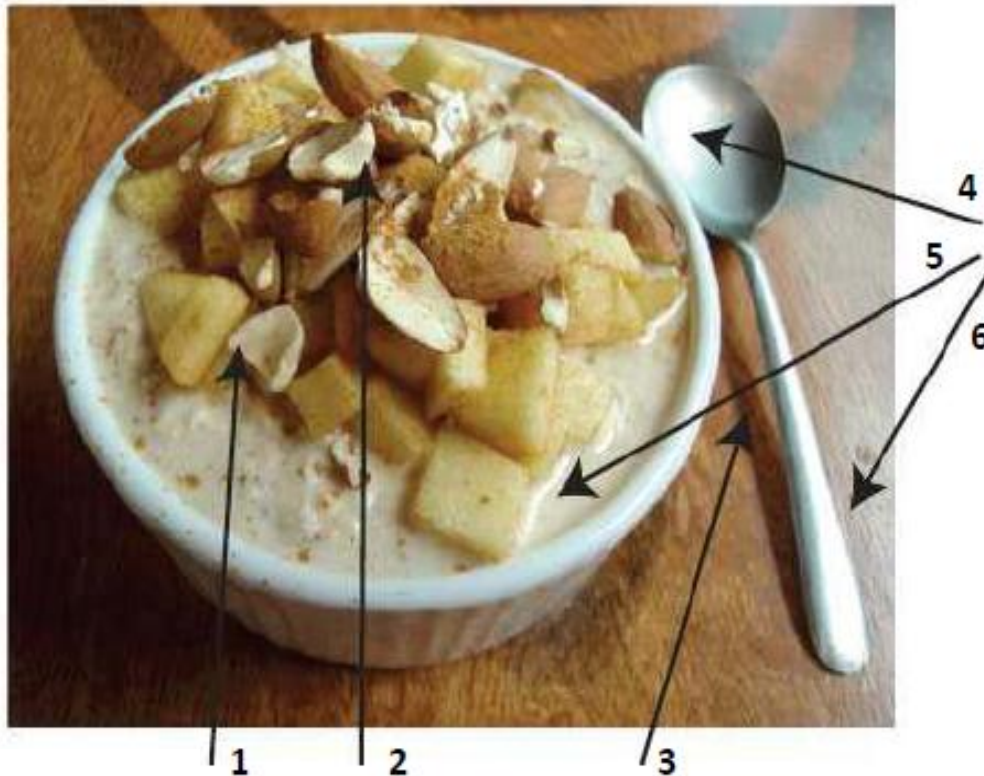
"Empire of Light",
Magritte

Computational Photography
Derek Hoiem, University of Illinois

Administrative stuff

- Project 1: due Monday
 - Part I: Hybrid Image
 - Part II: Enhance Contrast/Color

Review of last class

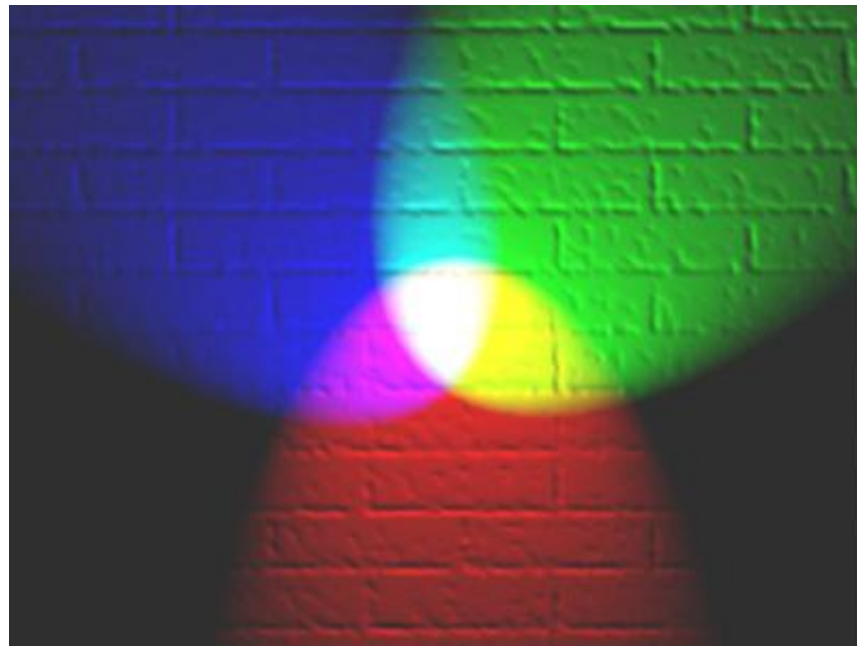


- A. For each of the arrows in the above image, name the reasons the pixel near the end of the arrow has its brightness value and explain very briefly. The arrow pointing to milk is pointing to the thin bright line at the edge of the piece of apple; the arrow pointing to the spoon handle is pointing to the bright area on the handle.

Possible factors: albedo, shadows, texture, specularities, curvature, lighting direction

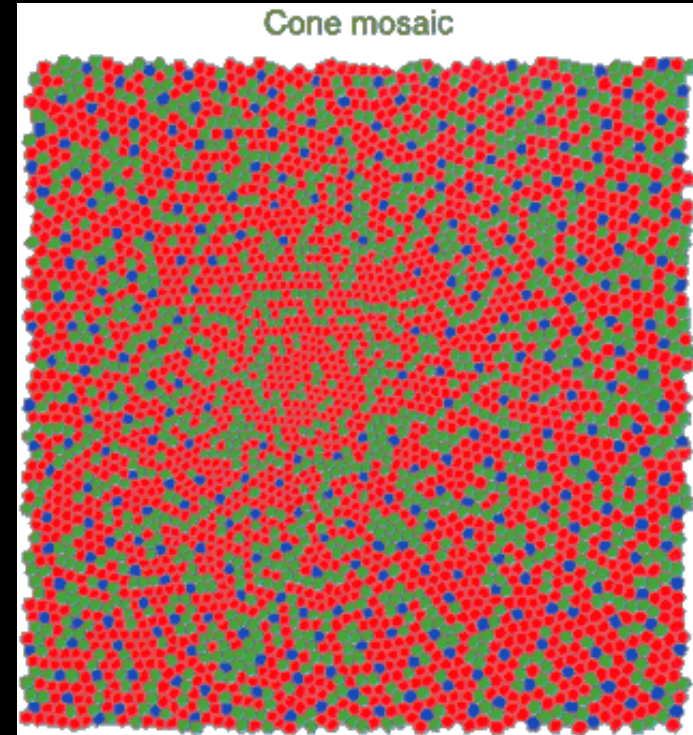
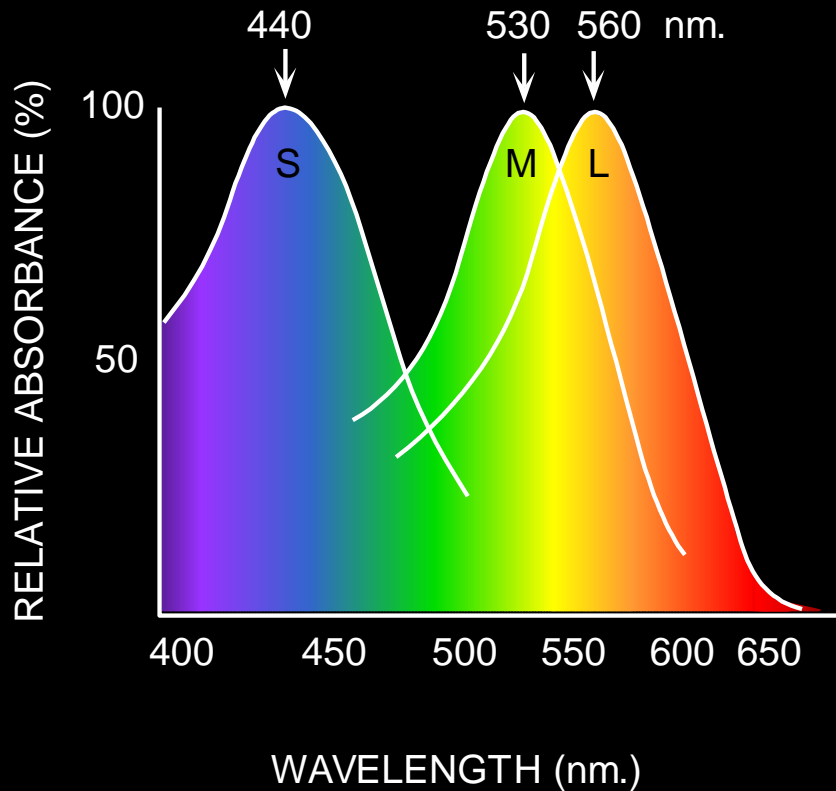
Today's class

- How can we represent color?
- How do we adjust the intensity of an image to improve contrast, aesthetics?



Physiology of Color Vision

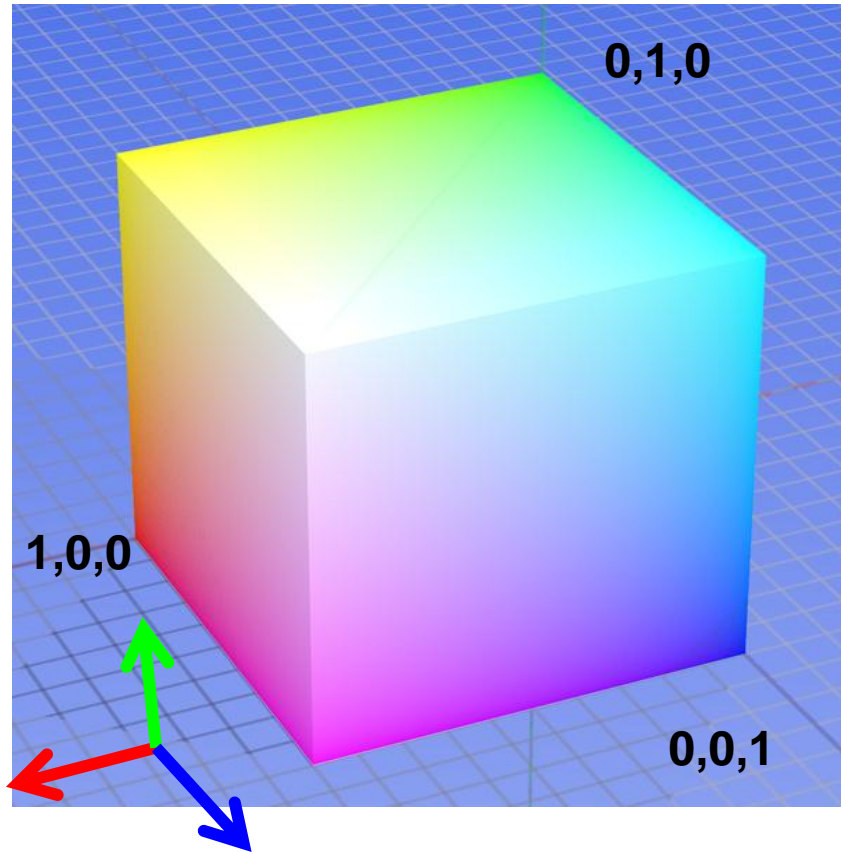
Three kinds of cones:



- Why are M and L cones so close?
- Why are there 3?

Color spaces: RGB

Default color space



Some drawbacks

- Strongly correlated channels
- Non-perceptual



R
(G=0,B=0)

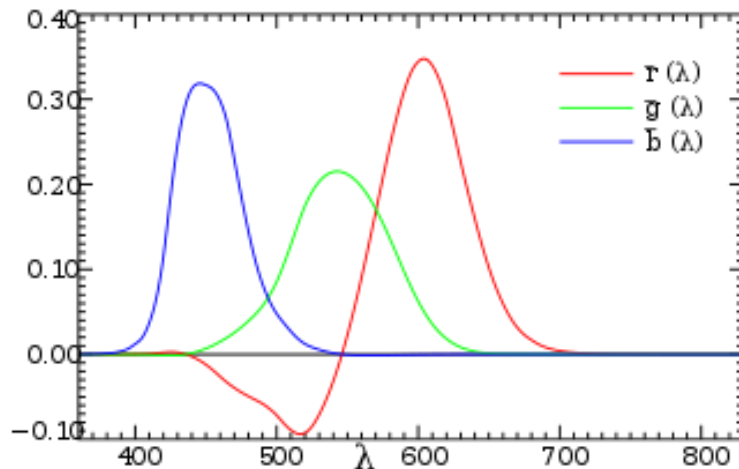


G
(R=0,B=0)

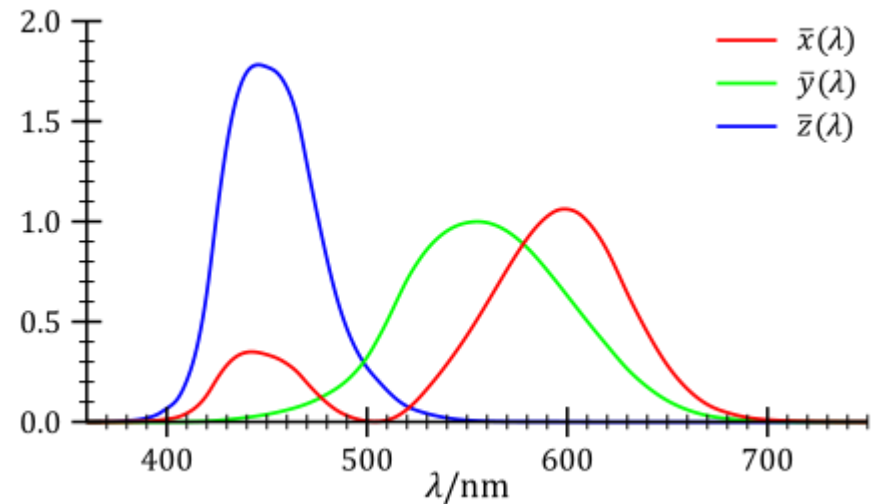


B
(R=0,G=0)

Trichromacy and CIE-XYZ



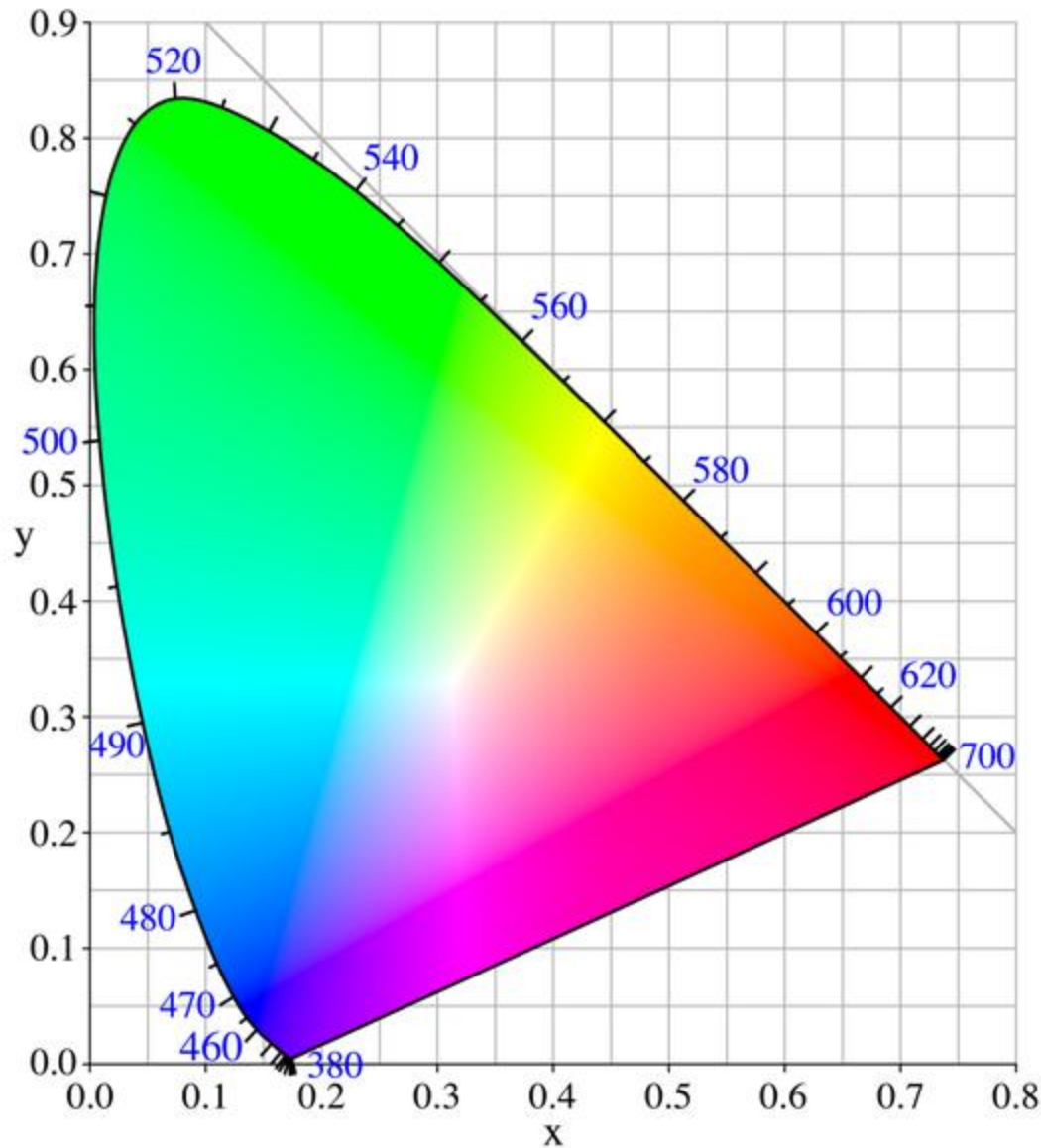
Perceptual equivalents with RGB



Perceptual equivalents with CIE-XYZ

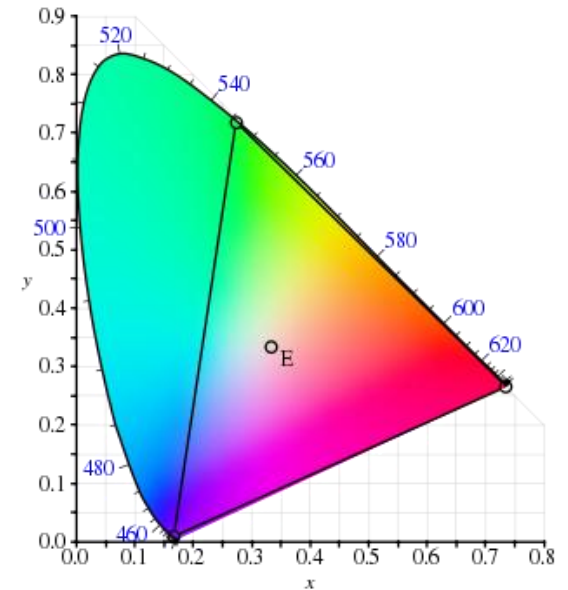
$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \frac{1}{0.17697} \begin{bmatrix} 0.49 & 0.31 & 0.20 \\ 0.17697 & 0.81240 & 0.01063 \\ 0.00 & 0.01 & 0.99 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

Color Space: CIE-XYZ



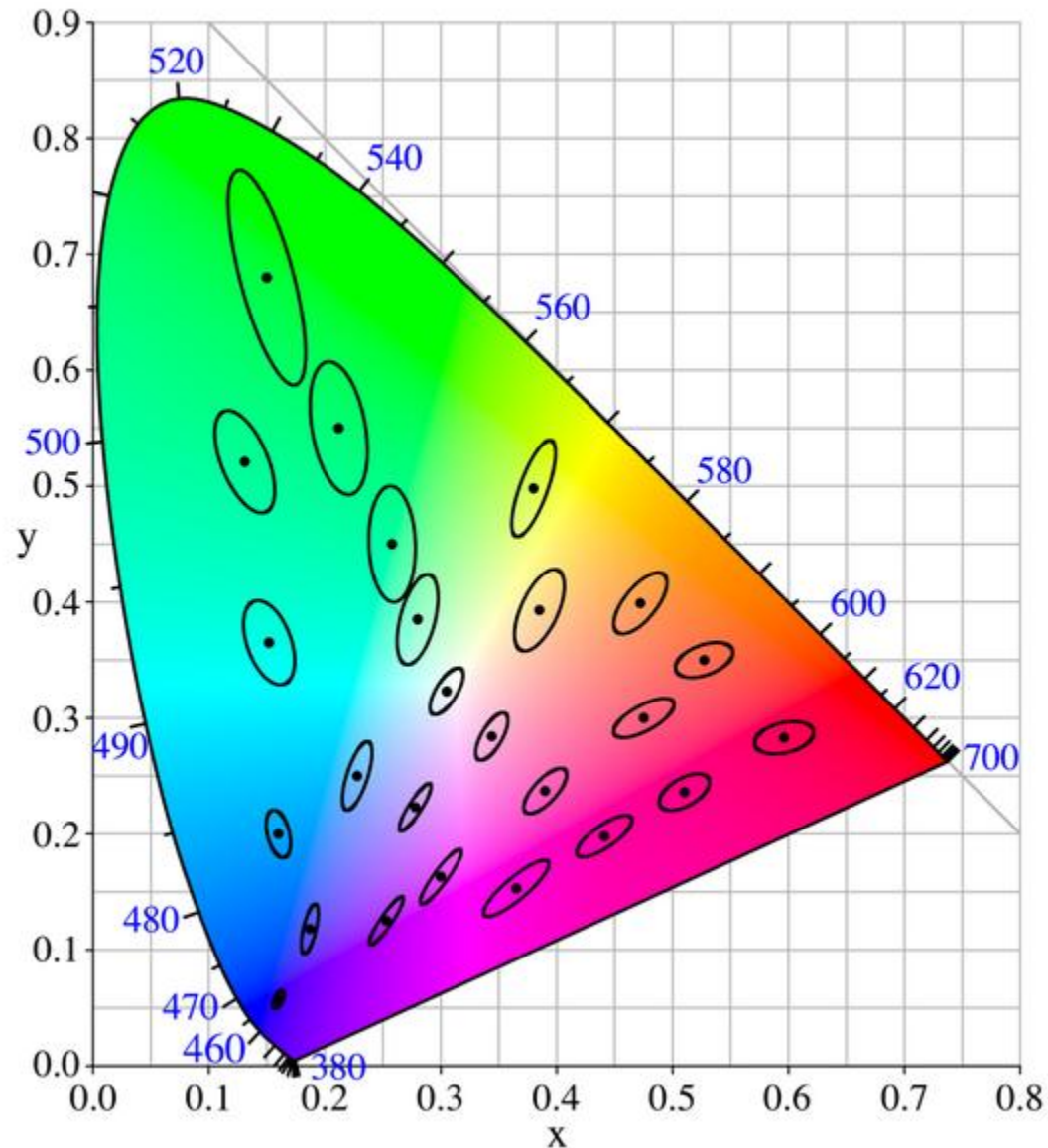
$$x = \frac{X}{X + Y + Z}$$

$$y = \frac{Y}{X + Y + Z}$$



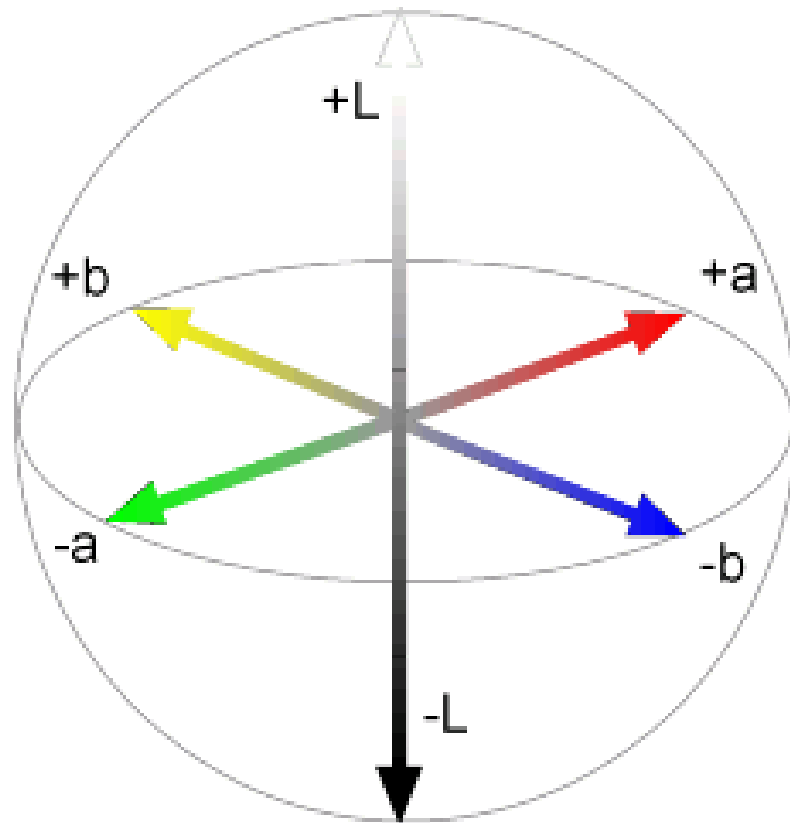
RGB portion is in triangle

Perceptual uniformity



Color spaces: CIE L*a*b*

“Perceptually uniform” color space



Luminance = brightness
Chrominance = color



L
(a=0,b=0)



a
(L=65,b=0)



b
(L=65,a=0)

If you had to choose, would you rather go without luminance or chrominance?

If you had to choose, would you rather go
without **luminance** or chrominance?

Most information in intensity



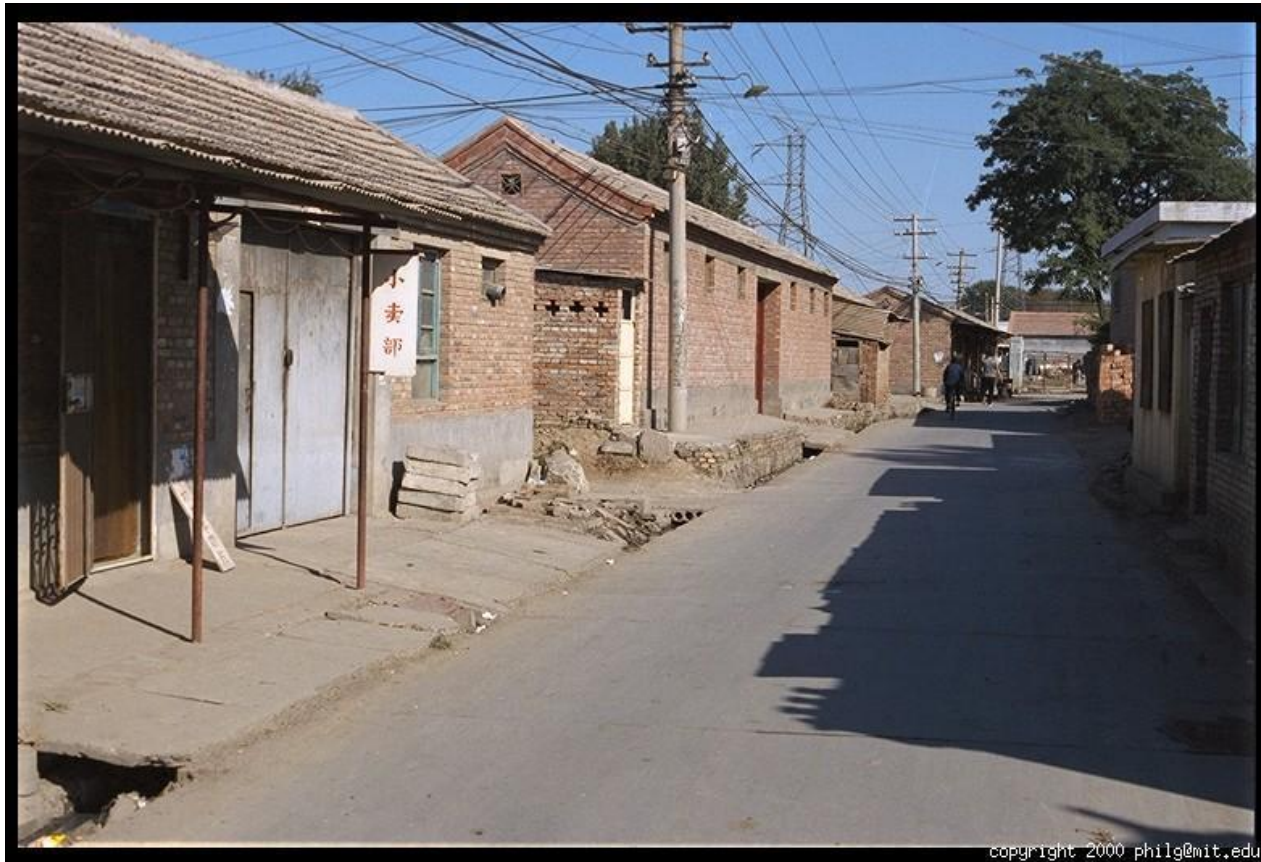
Only color shown – constant intensity

Most information in intensity



Only intensity shown – constant color

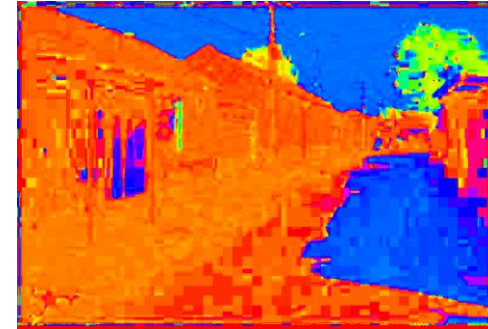
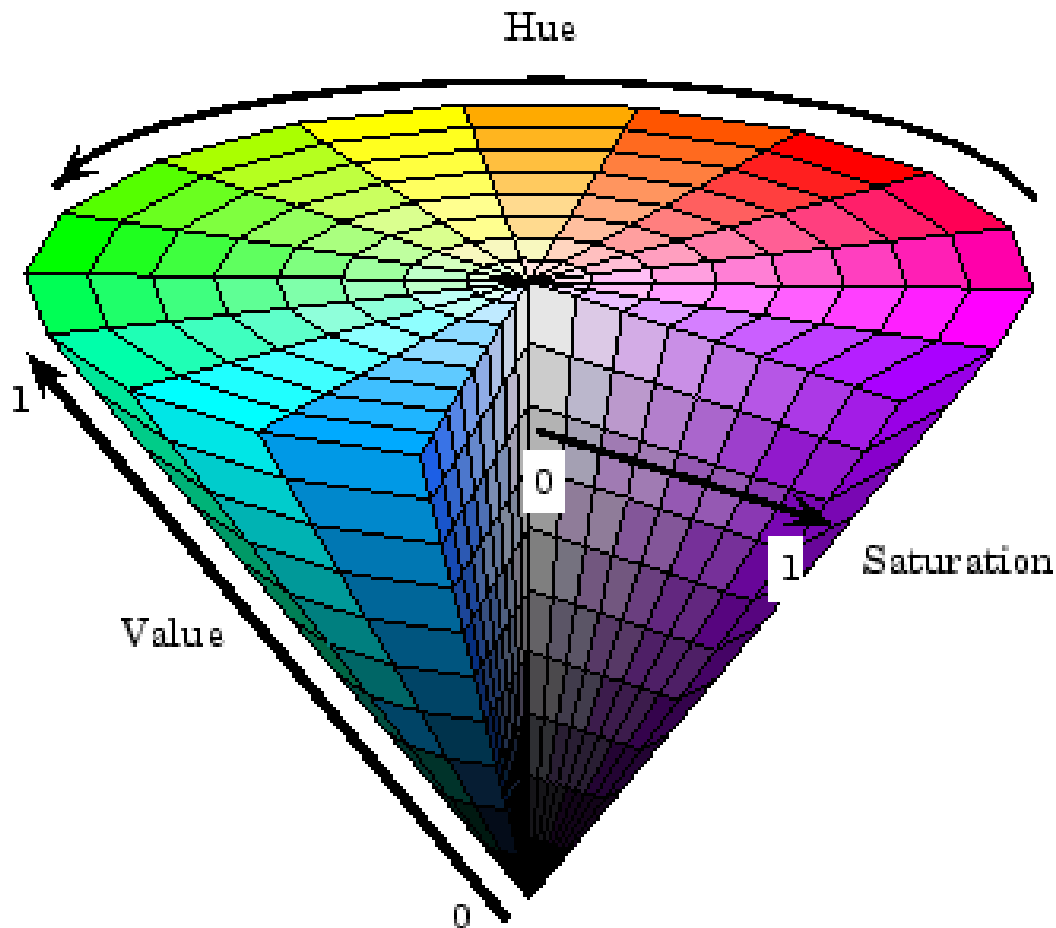
Most information in intensity



Original image

Color spaces: HSV

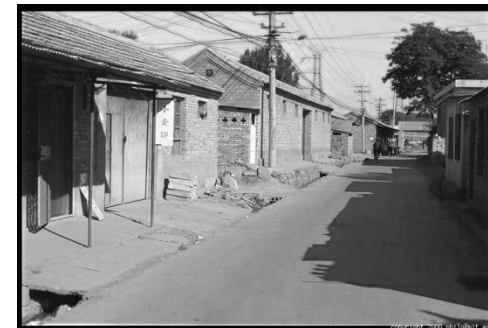
Intuitive color space



H
(S=1,V=1)



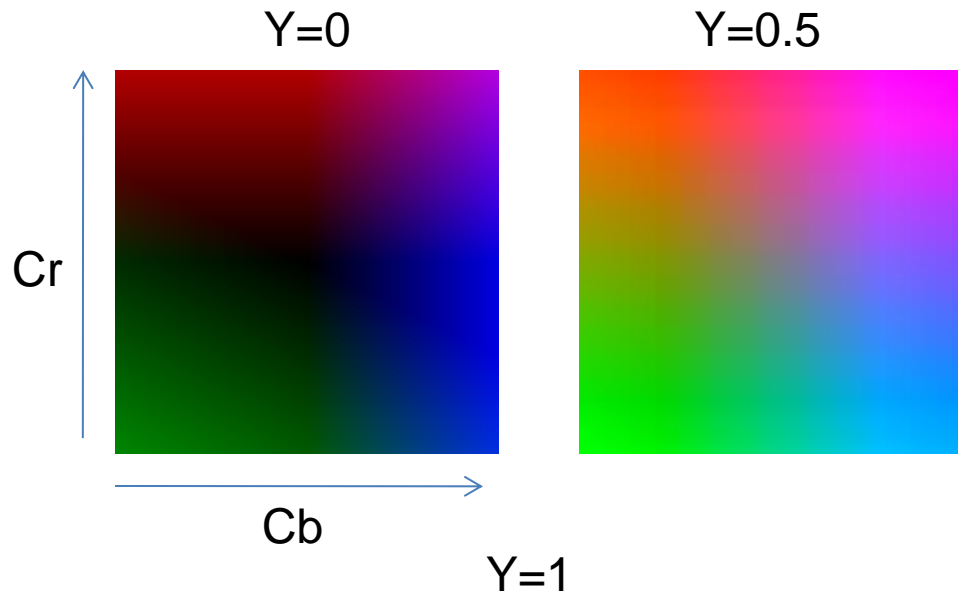
S
(H=1,V=1)



V
(H=1,S=0)

Color spaces: YCbCr

Fast to compute, good for compression, used by TV



$$Y' = 16 + \frac{65.738 \cdot R'_D}{256} + \frac{129.057 \cdot G'_D}{256} + \frac{25.064 \cdot B'_D}{256}$$

$$C_B = 128 + \frac{-37.945 \cdot R'_D}{256} - \frac{74.494 \cdot G'_D}{256} + \frac{112.439 \cdot B'_D}{256}$$

$$C_R = 128 + \frac{112.439 \cdot R'_D}{256} - \frac{94.154 \cdot G'_D}{256} - \frac{18.285 \cdot B'_D}{256}$$



Y
(Cb=0.5,Cr=0.5)



Cb
(Y=0.5,Cr=0.5)



Cr
(Y=0.5,Cb=0.5)

Contrast enhancement



Color balancing



Important ideas

- Typical images are gray on average; this can be used to detect distortions
- Larger differences are more visible, so using the full intensity range improves visibility
- It's often easier to work in a non-RGB color space

Color balancing via linear adjustment

- Simple idea: multiply R, G, and B values by separate constants

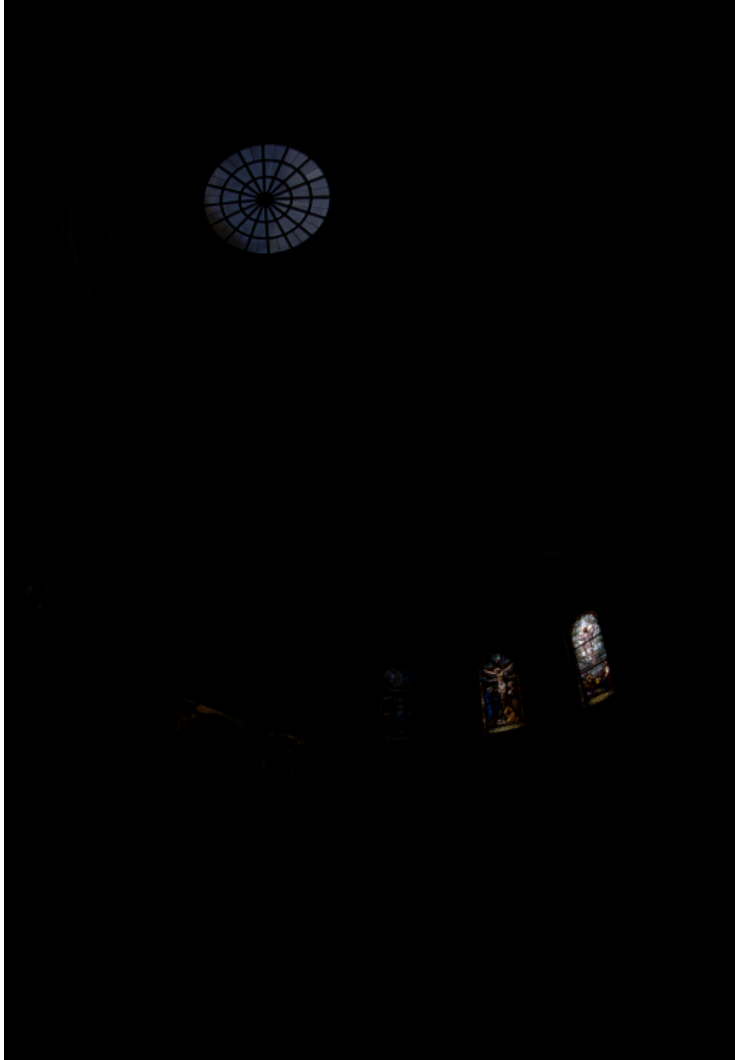
$$\begin{bmatrix} \tilde{r} \\ \tilde{g} \\ \tilde{b} \end{bmatrix} = \begin{bmatrix} \alpha_r & 0 & 0 \\ 0 & \alpha_g & 0 \\ 0 & 0 & \alpha_b \end{bmatrix} \begin{bmatrix} r \\ g \\ b \end{bmatrix}$$

- How to choose the constants?
 - “Gray world” assumption: average value should be gray
 - White balancing: choose a reference as the white or gray color
 - Better to balance in camera’s RGB (linear) than display RGB (non-linear)

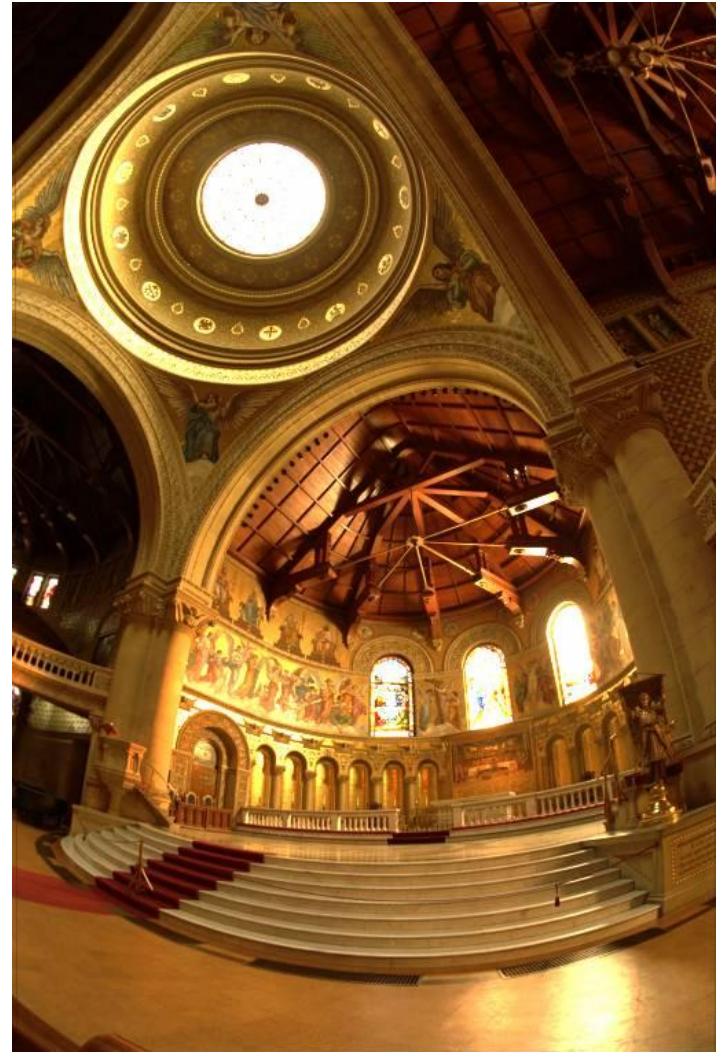
Tone Mapping

- Typical problem: compress values from a high range to a smaller range
 - E.g., camera captures 12-bit linear intensity and needs to compress to 8 bits

Example: Linear display of HDR



Scaled for brightest pixels

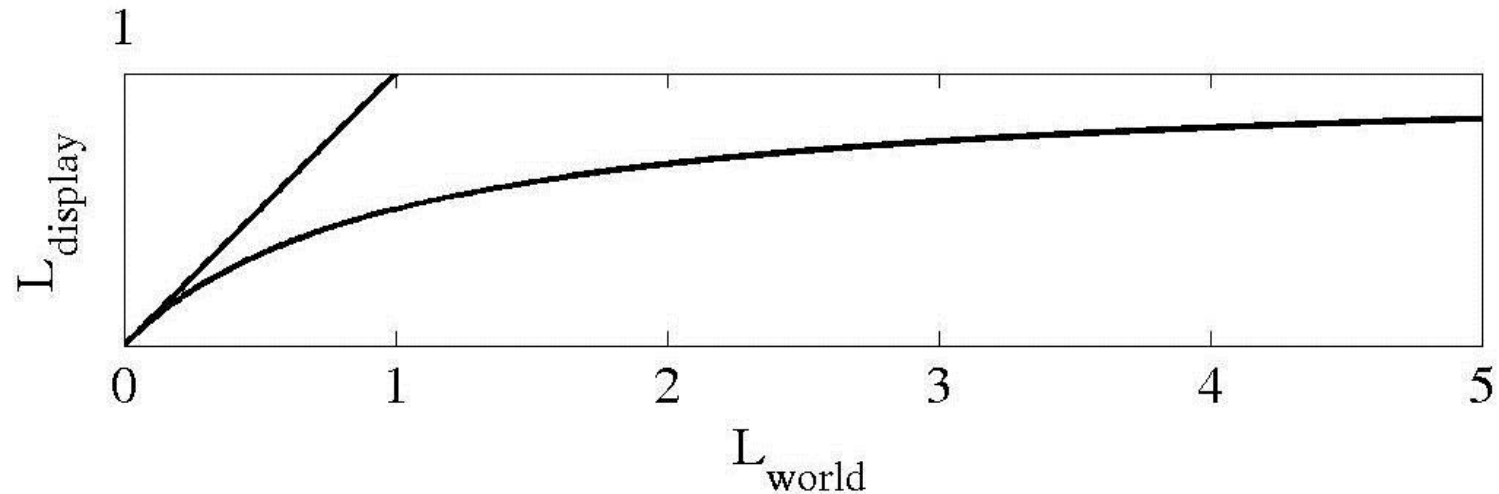


Scaled for darkest pixels

Global operator (Reinhart et al.)

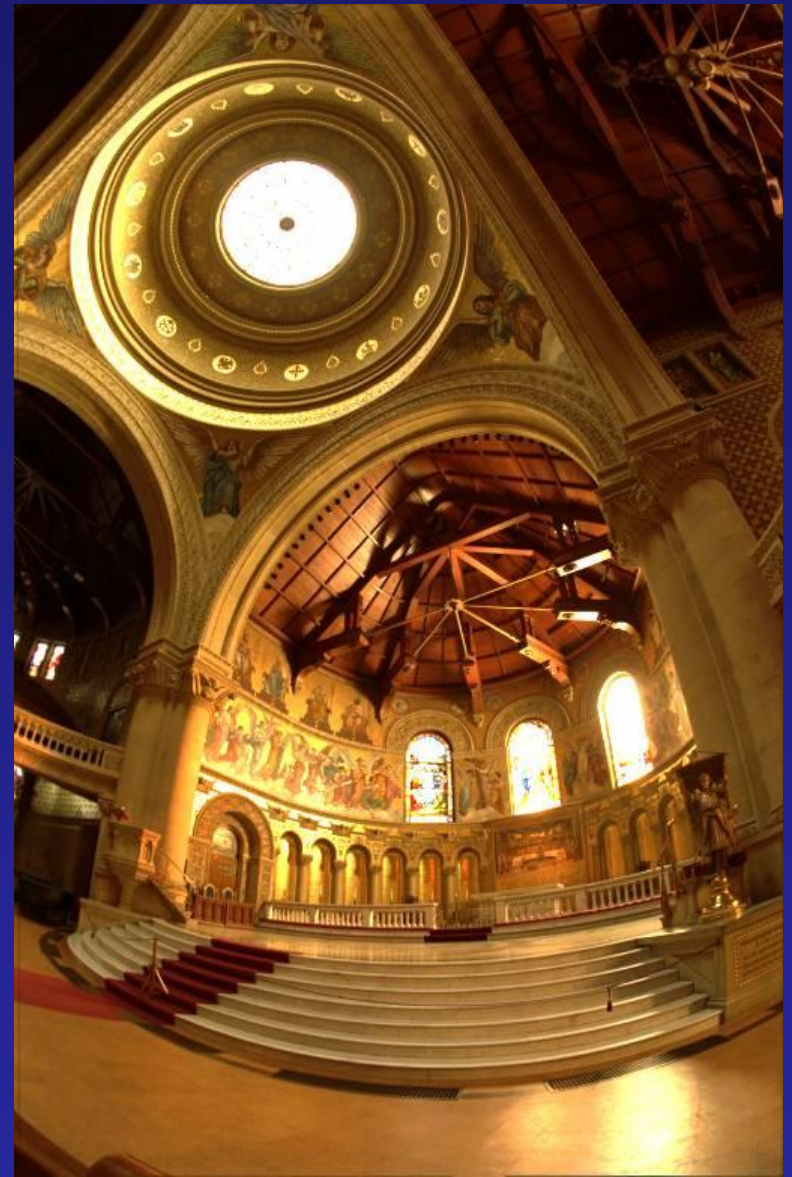
- Simple solution: map to a non-linear range of values

$$L_{display} = \frac{L_{world}}{1 + L_{world}}$$





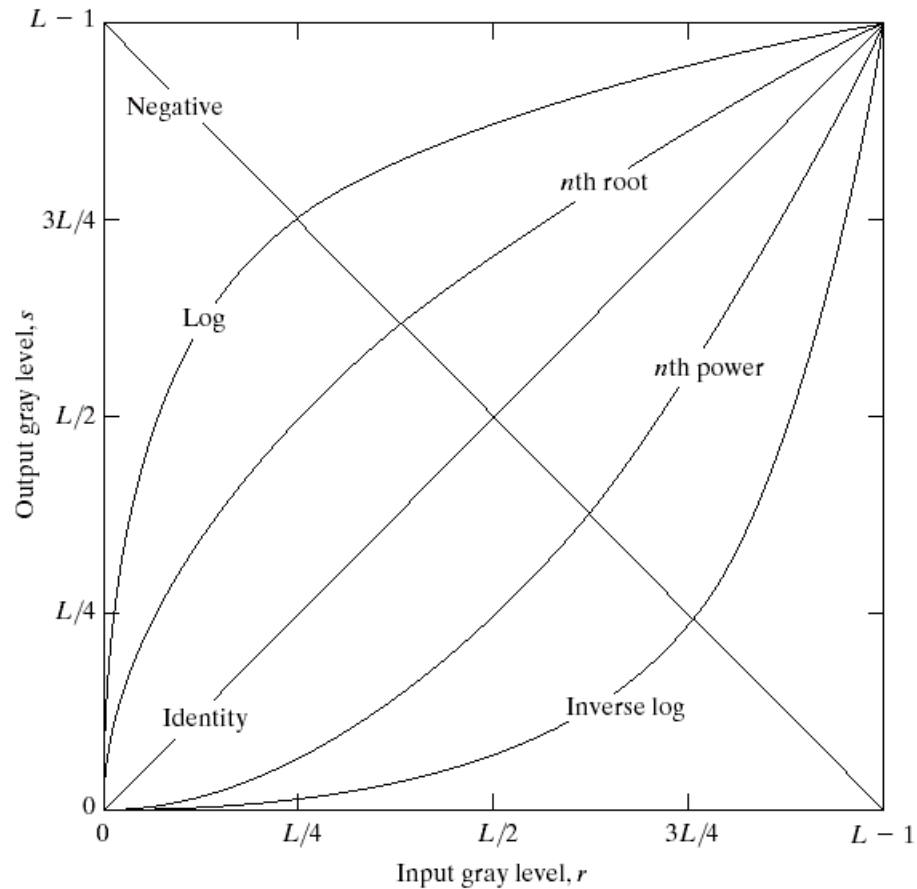
Reinhart Operator



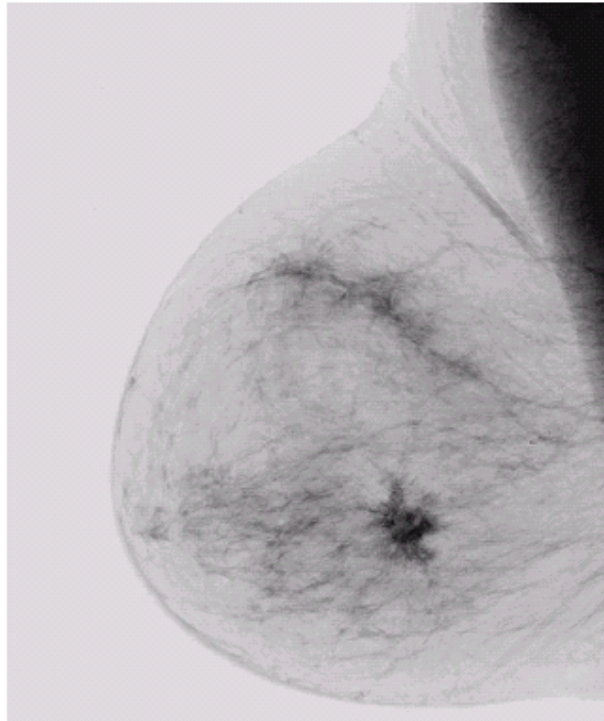
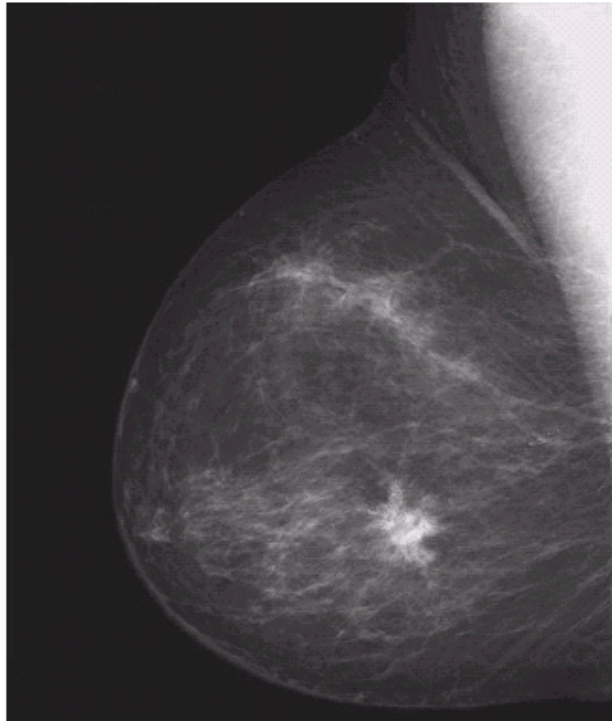
Darkest 0.1% scaled
to display device

Simple Point Processing

FIGURE 3.3 Some basic gray-level transformation functions used for image enhancement.



Negative



a b

FIGURE 3.4

(a) Original digital mammogram.
(b) Negative image obtained using the negative transformation in Eq. (3.2-1).
(Courtesy of G.E. Medical Systems.)

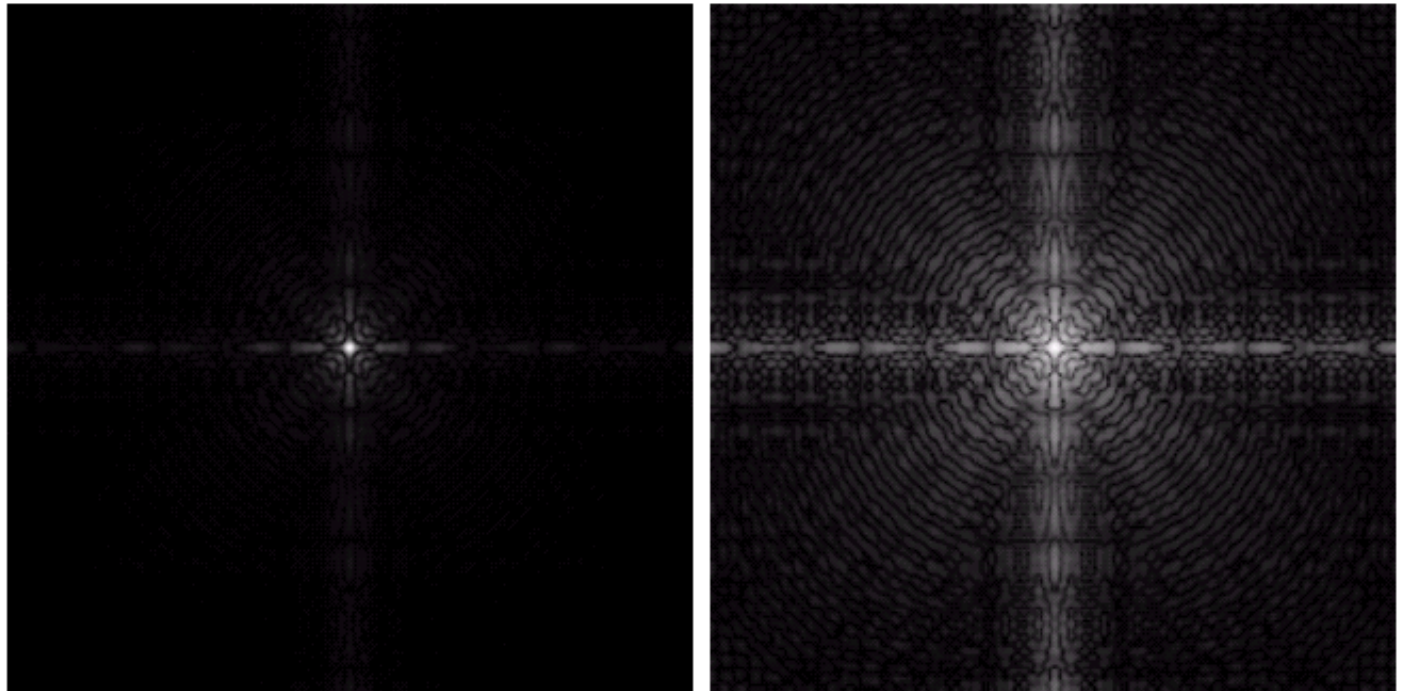
Log

a b

FIGURE 3.5

(a) Fourier spectrum.

(b) Result of applying the log transformation given in Eq. (3.2-2) with $c = 1$.



Power-law transformations

$$s = r^\gamma$$

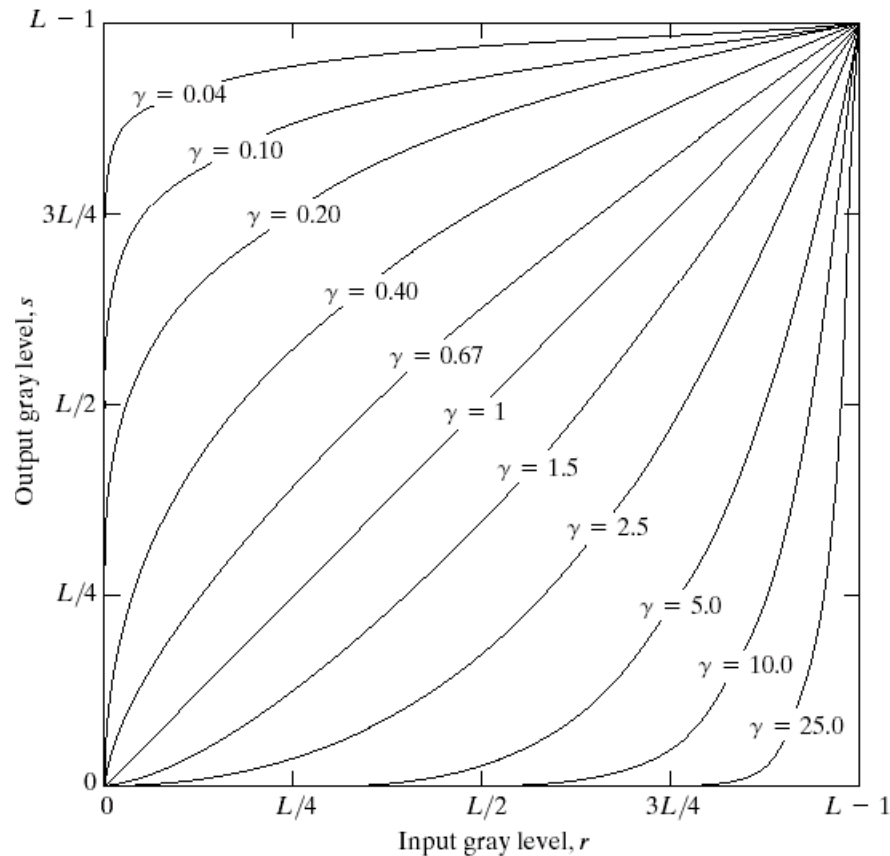


FIGURE 3.6 Plots of the equation $s = cr^\gamma$ for various values of γ ($c = 1$ in all cases).

Image Enhancement

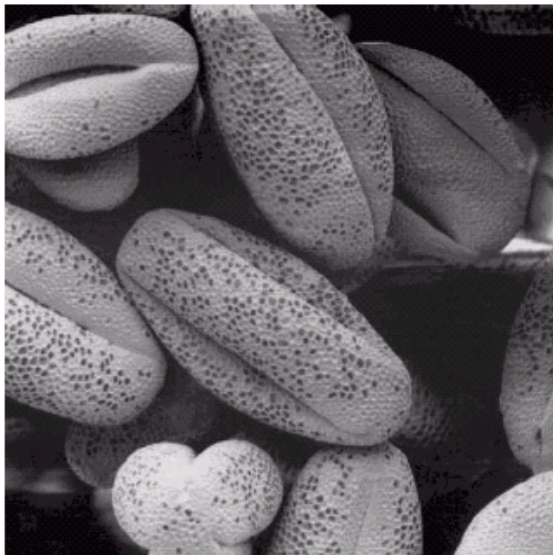
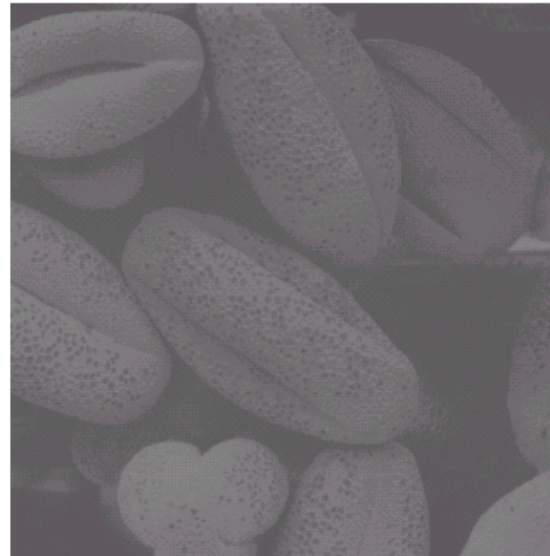
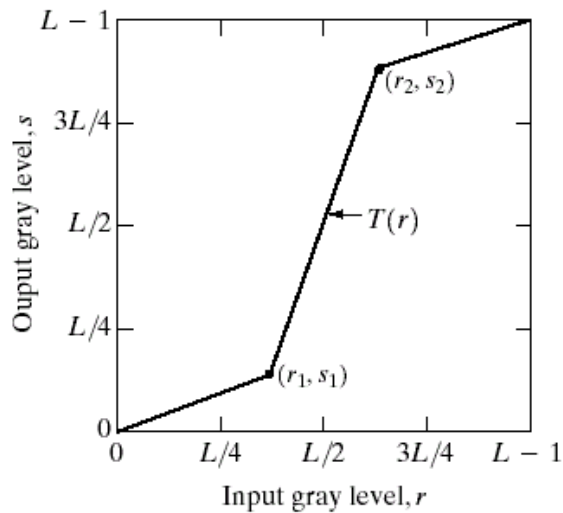
a b
c d

FIGURE 3.9
(a) Aerial image.
(b)–(d) Results of
applying the
transformation in
Eq. (3.2-3) with
 $c = 1$ and
 $\gamma = 3.0, 4.0$, and
 5.0 , respectively.
(Original image
for this example
courtesy of
NASA.)



Matlab example

Contrast Stretching



a b
c d

FIGURE 3.10

Contrast stretching.

(a) Form of transformation function. (b) A low-contrast image. (c) Result of contrast stretching.

(d) Result of thresholding.

(Original image courtesy of Dr. Roger Heady, Research School of Biological Sciences, Australian National University, Canberra, Australia.)

Histogram equalization

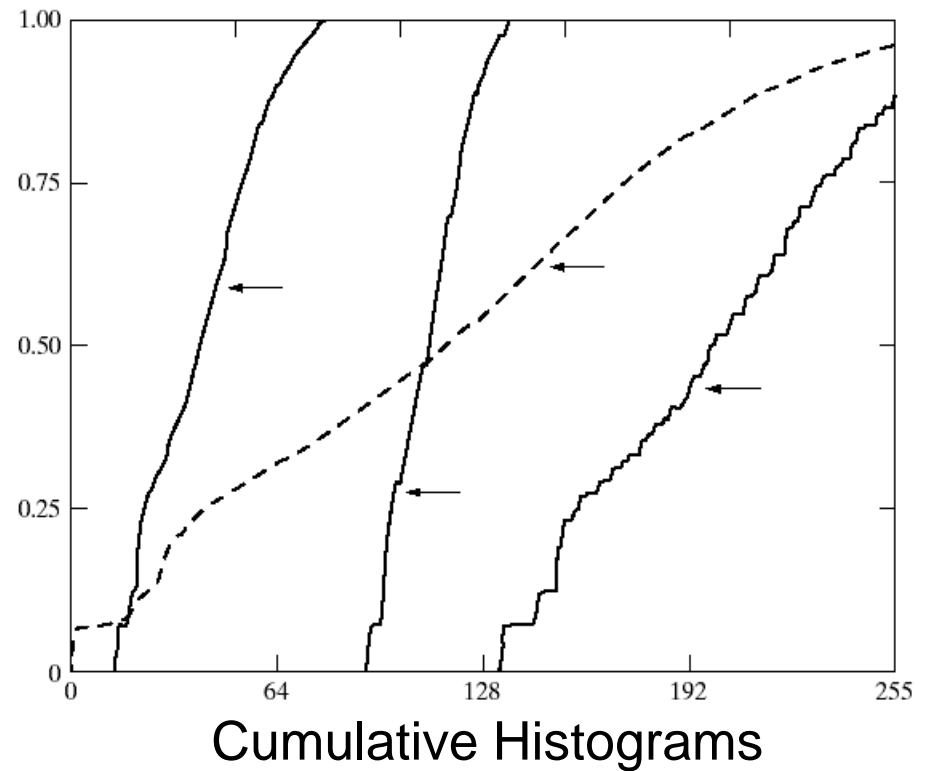
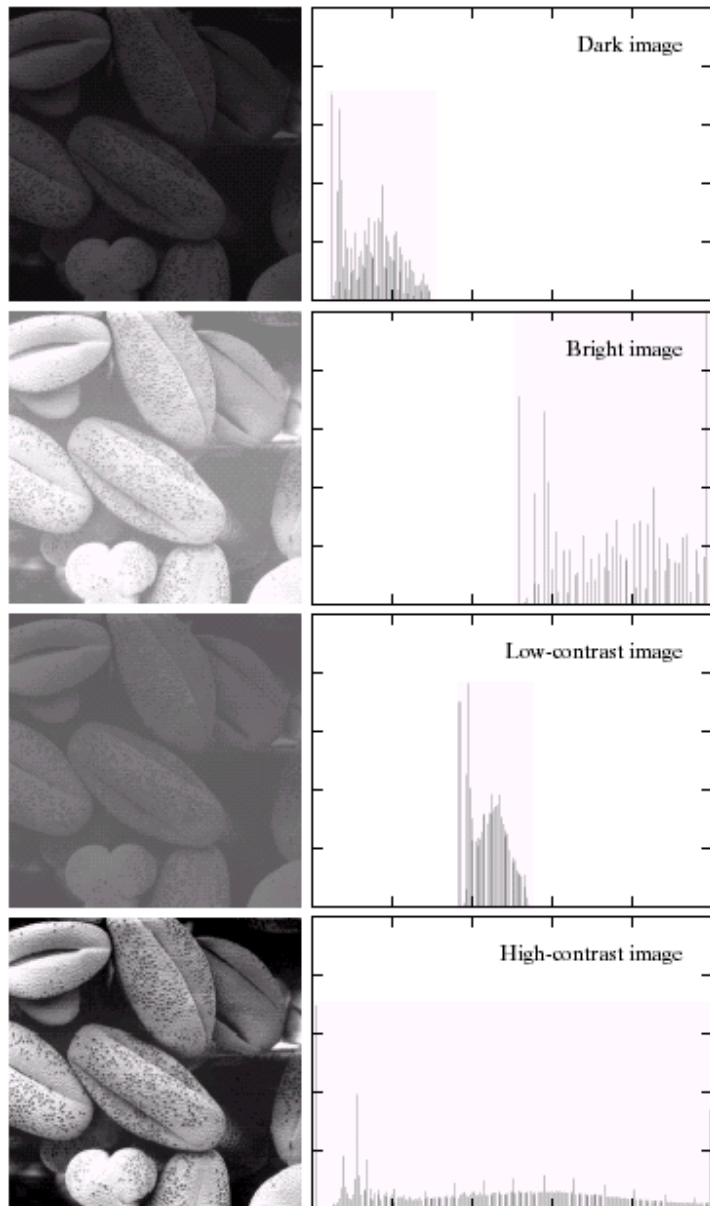
- Basic idea: reassign values so that the number of pixels with each value is more evenly distributed
- Histogram: a count of how many pixels have each value

$$h_i = \sum_{j \in \text{pixels}} \mathbf{1}(p_j == i)$$

- Cumulative histogram: count of number of pixels less than or equal to each value

$$c_i = c_{i-1} + h_i$$

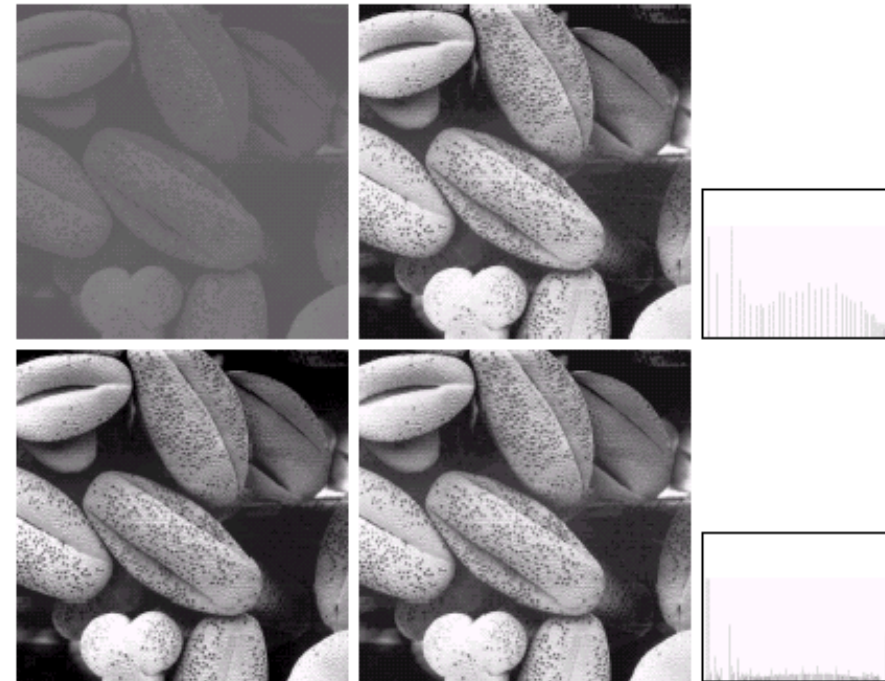
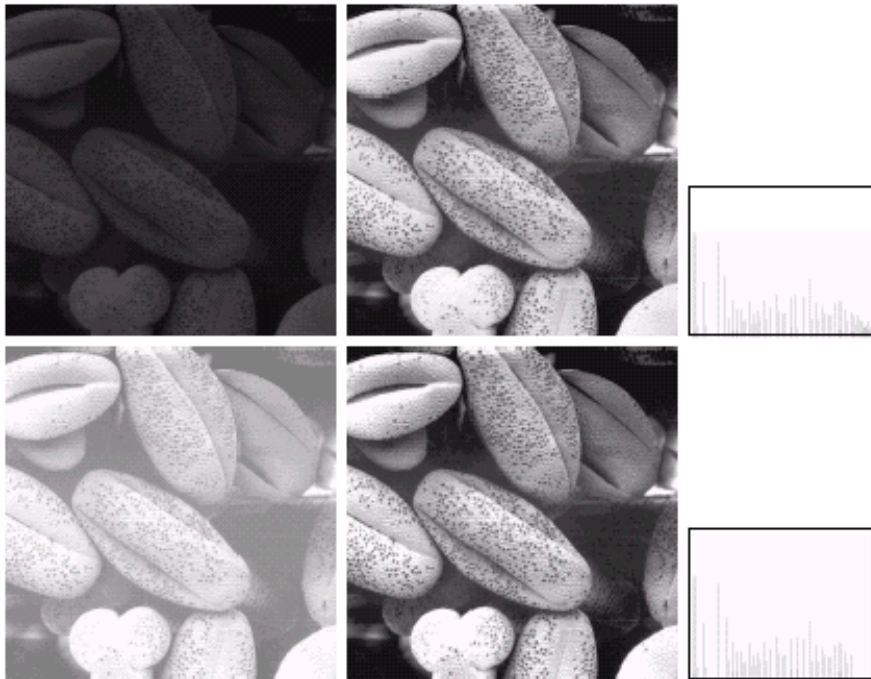
Image Histograms



a b

FIGURE 3.15 Four basic image types: dark, light, low contrast, high contrast, and their corresponding histograms. (Original image courtesy of Dr. Roger Heady, Research School of Biological Sciences, Australian National University, Canberra, Australia.)

Histogram Equalization



a b c

FIGURE 3.17 (a) Images from Fig. 3.15. (b) Results of histogram equalization. (c) Corresponding histograms.

Algorithm for global histogram equalization

Goal: Given image with pixel values $0 \leq p_j \leq 255$, $j = 0..N$
specify function $f(i)$ that remaps pixel values, so that the new values are more broadly distributed

1. Compute cumulative histogram: $c(i), i = 0..255$

$$h(i) = \sum_{j \in \text{pixels}} \mathbf{1}(p_j == i), \quad c(i) = c(i-1) + h(i)$$

2.
$$f(i) = \alpha \cdot \frac{c(i)}{N} \cdot 255 + (1 - \alpha) \cdot i$$

– Blends between original image and image with uniform histogram

Locally weighted histograms

- Compute cumulative histograms in non-overlapping $M \times M$ grid
- For each pixel, interpolate between the histograms from the four nearest grid cells

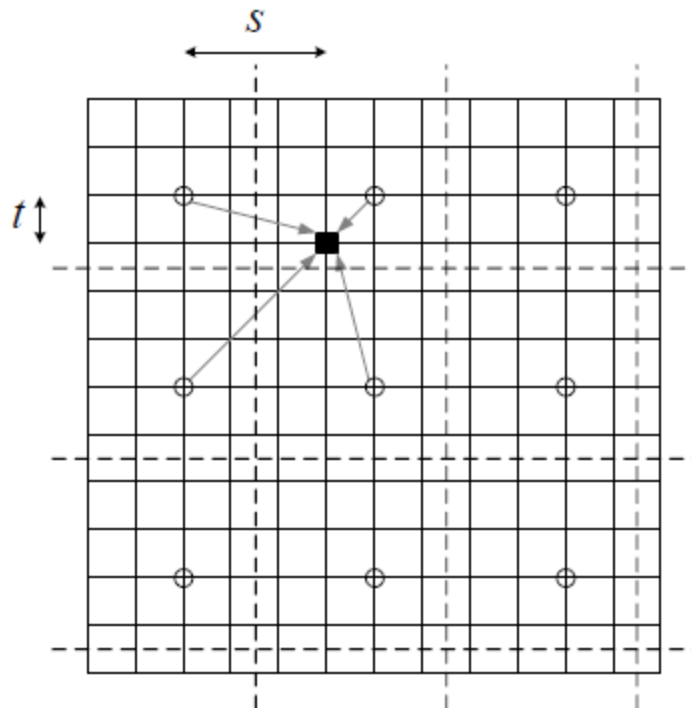


Figure from Szeliski book (Fig. 3.9)
Pixel (black) is mapped based on interpolated value from its cell and nearest horizontal, vertical, diagonal neighbors

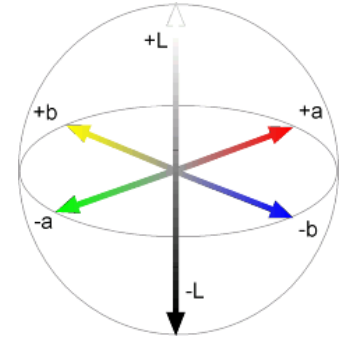
Other issues

- Dealing with color images
 - Often better to split into luminance and chrominance to avoid unwanted color shift
- Manipulating particular regions
 - Can use mask to select particular areas for manipulation
- Useful Matlab functions
 - `rgb2hsv`, `hsv2rgb`, `hist`, `cumsum`

Matlab Example 2

Things to remember

- Familiarize yourself with the basic color spaces: RGB, HSV, Lab
- Simple auto contrast/color adjustments: gray world assumption, histogram equalization
- When improving contrast in a color image, often best to operate on luminance channel



Next class: texture synthesis and transfer

