

# Contents

<i>Preface</i>	1. Identifying Computer Vision and Its Applications	v
	Enhancement, Labeling, and Segmentation	8.5
<i>About the Author</i>		ix
<b>Chapter 1. Computer Vision Fundamentals</b>		<b>1</b>
1.1	Vision Basis . . . . .	2
1.1.1	Vision . . . . .	2
1.1.2	Visual sensation and visual perception . . . . .	3
1.1.3	Visual process . . . . .	4
1.2	Vision and Image . . . . .	8
1.2.1	Images and digital images . . . . .	9
1.2.2	Pixel and image representation . . . . .	11
1.2.3	Image storage and format . . . . .	12
1.2.4	Image display and printing . . . . .	18
1.3	Vision Systems and Image Techniques . . . . .	21
1.3.1	Vision system flowchart . . . . .	22
1.3.2	Three layers of image engineering . . . . .	22
1.3.3	Categories of image technology . . . . .	24
1.4	Overview of the Structure and Content of This Book . . . . .	26
1.4.1	Structural framework and main content . . . . .	26
1.4.2	Overview of each chapter . . . . .	27
1.4.3	Prerequisites . . . . .	29

1.5 Key Points and References for Each Section . . . . .	30
Self-Test Questions . . . . .	31
References . . . . .	37
<b>Chapter 2. 2D Image Acquisition</b>	<b>41</b>
2.1 Acquisition Device and Performance Index . . . . .	42
2.1.1 CCD sensor . . . . .	43
2.1.2 CMOS sensor . . . . .	45
2.1.3 Common performance indicators . . . . .	45
2.1.4 Image acquisition process . . . . .	46
2.2 Image Brightness Imaging Model . . . . .	47
2.2.1 Fundamentals of photometry . . . . .	47
2.2.2 Uniform illuminance . . . . .	49
2.2.3 A simple brightness imaging model . . . . .	52
2.3 Image Space Imaging Model . . . . .	53
2.3.1 Projection imaging geometry . . . . .	53
2.3.2 Basic imaging model . . . . .	55
2.3.3 General imaging model . . . . .	59
2.4 Sampling and Quantization . . . . .	64
2.4.1 Spatial and amplitude resolutions . . . . .	64
2.4.2 Image data volume and quality . . . . .	66
2.5 Relationship Between Pixels . . . . .	71
2.5.1 Pixel neighborhood and connectivity . . . . .	71
2.5.2 Distance between pixels . . . . .	73
2.6 Key Points and References for Each Section . . . . .	75
Self-Test Questions . . . . .	76
References . . . . .	82
<b>Chapter 3. Spatial Domain Enhancement</b>	<b>83</b>
3.1 Operation Between Images . . . . .	84
3.1.1 Arithmetic operations . . . . .	84
3.1.2 Logical operation . . . . .	88
3.2 Image Gray-scale Mapping . . . . .	89
3.2.1 Image negation . . . . .	89
3.2.2 Contrast stretching . . . . .	90
3.2.3 Dynamic range compression . . . . .	91
3.3 Histogram Equalization . . . . .	92
3.3.1 Image histogram . . . . .	92
3.3.2 Principles and steps . . . . .	94

3.4 Histogram Specification . . . . .	97
3.4.1 Principles and steps . . . . .	97
3.4.2 Single mapping law and group mapping law . . . . .	100
3.5 Spatial Domain Convolution Enhancement . . . . .	104
3.5.1 Mask convolution . . . . .	104
3.5.2 Spatial filtering . . . . .	105
3.6 Key Points and References for Each Section . . . . .	111
Self-Test Questions . . . . .	113
References . . . . .	121
<b>Chapter 4. Frequency Domain Enhancement</b>	<b>123</b>
4.1 Fourier Transform and Frequency Domain Enhancement . . . . .	124
4.1.1 Fourier transform . . . . .	124
4.1.2 Fourier transform properties . . . . .	126
4.1.3 Frequency domain enhancement . . . . .	128
4.2 Frequency Domain Low-Pass Filter . . . . .	129
4.2.1 Ideal low-pass filter . . . . .	129
4.2.2 Butterworth low-pass filter . . . . .	131
4.3 Frequency Domain High-Pass Filter . . . . .	133
4.3.1 Ideal high-pass filter . . . . .	133
4.3.2 Butterworth high-pass filter . . . . .	133
4.4 Band-Pass Filter and Band-Stop Filter . . . . .	135
4.4.1 Band-pass filter . . . . .	135
4.4.2 Band-stop filter . . . . .	137
4.4.3 Relation between band-pass filter and band-stop filter . . . . .	138
4.4.4 Notch filter . . . . .	139
4.4.5 Interactively eliminate periodic noise . . . . .	141
4.5 Homomorphic Filter . . . . .	143
4.5.1 Homomorphic filtering process . . . . .	144
4.5.2 Homomorphic filter denoising . . . . .	146
4.6 Key Points and References for Each Section . . . . .	147
Self-Test Questions . . . . .	149
References . . . . .	157

<b>Chapter 5. Image Restoration</b>	<b>159</b>
5.1 Image Degradation and Model . . . . .	160
5.1.1 Image degradation model . . . . .	161
5.1.2 Properties of the image degradation model . . . . .	162
5.2 Inverse Filtering . . . . .	164
5.2.1 Unconstrained restoration . . . . .	164
5.2.2 Inverse filtering model . . . . .	165
5.3 Wiener Filtering . . . . .	167
5.3.1 Constrained restoration . . . . .	167
5.3.2 Wiener filter . . . . .	167
5.4 Geometric Distortion Correction . . . . .	169
5.4.1 Spatial transformation . . . . .	170
5.4.2 Gray-level interpolation . . . . .	172
5.5 Image Repairing . . . . .	175
5.5.1 Principle of image repairing . . . . .	176
5.5.2 Image repair examples . . . . .	177
5.6 Key Points and References for Each Section . . . . .	181
Self-Test Questions . . . . .	183
References . . . . .	188
<b>Chapter 6. Color Enhancement</b>	<b>189</b>
6.1 Color Vision . . . . .	190
6.1.1 Three primary colors and color representation . . . . .	190
6.1.2 Chromaticity diagram . . . . .	192
6.2 Color Model . . . . .	195
6.2.1 RGB model . . . . .	195
6.2.2 HSI model . . . . .	197
6.2.3 Conversion from RGB to HSI . . . . .	198
6.2.4 Conversion from HSI to RGB . . . . .	198
6.3 Pseudo-Color Enhancement . . . . .	200
6.3.1 Intensity slicing . . . . .	201
6.3.2 Conversion from gray scale to color . . . . .	202
6.3.3 Frequency domain filtering . . . . .	203
6.4 True-Color Enhancement . . . . .	204
6.4.1 Single-component true-color enhancement . . . . .	205
6.4.2 Full-color enhancement . . . . .	208

6.5 Key Points and References for Each Section . . . . .	210
Self-Test Questions . . . . .	211
References . . . . .	217
<b>Chapter 7. Image Segmentation</b>	<b>219</b>
7.1 Segmentation Definition and Method	
Classification . . . . .	220
7.1.1 Image segmentation definition . . . . .	221
7.1.2 Image segmentation algorithm classification . . . . .	222
7.2 Differential Edge Detection . . . . .	223
7.2.1 Principle of differential edge detection . . . . .	224
7.2.2 Gradient operator . . . . .	226
7.3 Active Contour Model . . . . .	231
7.3.1 Active contour . . . . .	231
7.3.2 Energy function . . . . .	233
7.4 Thresholding Segmentation . . . . .	238
7.4.1 Principles and steps . . . . .	238
7.4.2 Threshold selection . . . . .	240
7.5 Threshold Selection Based on Transition Region . . . . .	243
7.5.1 Transition region and effective average gradient . . . . .	244
7.5.2 Extreme points of effective average gradient and boundary of transition region . . . . .	245
7.5.3 Threshold selection . . . . .	247
7.6 Region Growing . . . . .	248
7.6.1 Basic method . . . . .	249
7.6.2 Problems and improvements . . . . .	251
7.7 Key Points and References for Each Section . . . . .	252
Self-Test Questions . . . . .	255
References . . . . .	263
<b>Chapter 8. Primitive Detection</b>	<b>265</b>
8.1 Interest Point Detection . . . . .	266
8.1.1 Corner detection by second derivative . . . . .	266
8.1.2 Harris interest point operator . . . . .	268
8.1.3 Integral corner detection . . . . .	271

8.2	Elliptical Object Detection . . . . .	277
8.2.1	Diameter bisection . . . . .	278
8.2.2	Chord-tangent method . . . . .	279
8.2.3	Other parameters of the ellipse . . . . .	280
8.3	Hough Transform . . . . .	282
8.3.1	Point-line duality . . . . .	283
8.3.2	Calculation steps . . . . .	284
8.3.3	Polar coordinate equation . . . . .	287
8.4	Generalized Hough Transform . . . . .	290
8.4.1	Principle of generation . . . . .	290
8.4.2	Complete generalized Hough transform . . . . .	294
8.5	Key Points and References for Each Section . . . . .	297
	Self-Test Questions . . . . .	298
	References . . . . .	303

## Chapter 9. Object Representation 305

9.1	Chain Code Representation of Contour . . . . .	306
9.1.1	Chain code representation . . . . .	306
9.1.2	Chain code normalization . . . . .	307
9.2	Contour Signature . . . . .	309
9.2.1	Distance-angle signature . . . . .	310
9.2.2	Tangent angle-arc length signature . . . . .	311
9.2.3	Slope density signature . . . . .	311
9.2.4	Distance-arc length signature . . . . .	312
9.3	Polygonal Approximation of Contour . . . . .	313
9.3.1	Minimum perimeter polygon . . . . .	313
9.3.2	Merging polygon . . . . .	314
9.3.3	Splitting polygon . . . . .	315
9.4	Hierarchical Representation of Objects . . . . .	316
9.4.1	Quad-tree representation . . . . .	317
9.4.2	Binary tree representation . . . . .	319
9.5	Bounding Region of Objects . . . . .	320
9.5.1	Feret box . . . . .	320
9.5.2	Minimum enclosing rectangle . . . . .	321
9.5.3	Convex hull . . . . .	322

9.6	Skeleton Representation of the Object . . . . .	323
9.6.1	Skeleton and skeleton point . . . . .	323
9.6.2	Skeleton algorithm . . . . .	324
9.7	Key Points and References for Each Section . . . . .	326
	Self-Test Questions . . . . .	329
	References . . . . .	337

## Chapter 10. Object Description 339

10.1	Basic Contour Description Parameters . . . . .	340
10.1.1	Contour length . . . . .	340
10.1.2	Contour diameter . . . . .	342
10.1.3	Slope, curvature, and corner point . . . . .	343
10.2	Basic Region Description Parameters . . . . .	344
10.2.1	Region area . . . . .	344
10.2.2	Centroid of region . . . . .	345
10.2.3	Regional gray-scale characteristics . . . . .	345
10.3	Fourier Description of Contour . . . . .	347
10.3.1	Fourier description of contour . . . . .	347
10.3.2	Fourier description changes with contour . . . . .	350
10.4	Wavelet Description of Contour . . . . .	351
10.4.1	Wavelet transform basics . . . . .	351
10.4.2	Wavelet contour descriptor . . . . .	352
10.5	Region Description with Invariant Moments . . . . .	355
10.5.1	Central moment . . . . .	355
10.5.2	Region invariant moments . . . . .	357
10.5.3	Region affine invariant moments . . . . .	359
10.6	Object Relationship Description . . . . .	359
10.6.1	String description . . . . .	359
10.6.2	Tree structure description . . . . .	362
10.7	Key Points and References for Each Section . . . . .	364
	Self-Test Questions . . . . .	366
	References . . . . .	376

## Chapter 11. Texture Description 377

11.1	Statistical Description of Texture . . . . .	378
11.1.1	Co-occurrence matrix . . . . .	378

11.1.2	Texture descriptors based on co-occurrence matrix . . . . .	380
11.1.3	Energy-based texture descriptor . . . . .	382
11.2	Structural Description of Texture . . . . .	384
11.2.1	Basis of structure description method . . . . .	384
11.2.2	Texture tessellation . . . . .	387
11.2.3	Local binary pattern . . . . .	388
11.3	Spectral Description of Texture . . . . .	390
11.3.1	Fourier spectrum . . . . .	391
11.3.2	Bessel–Fourier spectrum . . . . .	393
11.4	Key Points and References for Each Section . . . . .	395
	Self-Test Questions . . . . .	396
	References . . . . .	401
<b>Chapter 12.</b>	<b>Shape Description</b>	<b>403</b>
12.1	Shape Compactness Descriptor . . . . .	404
12.1.1	Aspect ratio . . . . .	404
12.1.2	Form factor . . . . .	405
12.1.3	Eccentricity . . . . .	406
12.1.4	Sphericity . . . . .	410
12.1.5	Circularity . . . . .	410
12.1.6	Descriptor comparison . . . . .	411
12.2	Shape Complexity Descriptor . . . . .	412
12.2.1	Simple descriptors of shape complexity . . . . .	413
12.2.2	Using the histogram analysis of the blurred image to describe the shape complexity . . . . .	413
12.2.3	Saturation . . . . .	414
12.3	Descriptor Based on Discrete Curvature . . . . .	416
12.3.1	Curvature and geometric features . . . . .	416
12.3.2	Discrete curvature . . . . .	416
12.3.3	Calculation of discrete curvature . . . . .	417
12.3.4	Descriptor based on curvature . . . . .	420
12.4	Topological Descriptor . . . . .	422
12.4.1	Euler number . . . . .	422
12.4.2	Crossing number and connectivity number . . . . .	423
12.5	Key Points and References for Each Section . . . . .	425

	Self-Test Questions . . . . .	426
	References . . . . .	432
<b>Chapter 13.</b>	<b>Object Classification</b>	<b>433</b>
13.1	Invariant Cross-Ratio . . . . .	434
13.1.1	Cross-ratio . . . . .	434
13.1.2	Invariant of non-collinear points . . . . .	437
13.1.3	Symmetrical cross-ratio function . . . . .	439
13.1.4	Cross-ratio application examples . . . . .	440
13.2	Statistical Pattern Classification . . . . .	442
13.2.1	Principle of pattern classification . . . . .	442
13.2.2	Minimum distance classifier . . . . .	443
13.2.3	Optimum statistical classifier . . . . .	445
13.2.4	AdaBoost . . . . .	453
13.3	Support Vector Machines . . . . .	454
13.3.1	Linearly separable classes . . . . .	454
13.3.2	Linearly non-separable classes . . . . .	458
13.4	Key Points and References for Each Section . . . . .	460
	Self-Test Questions . . . . .	462
	References . . . . .	465
<b>Appendix A.</b>	<b>Mathematical Morphology</b>	<b>467</b>
A.1	Basic Set Definition . . . . .	468
A.2	Basic Operations of Binary Morphology . . . . .	470
A.2.1	Binary dilation and erosion . . . . .	470
A.2.2	Binary opening and closing . . . . .	476
A.3	Combined Operations of Binary Morphology . . . . .	479
A.3.1	Hit-or-miss transform . . . . .	480
A.3.2	Binary combination operation . . . . .	482
A.4	Practical Algorithm of Binary Morphology . . . . .	488
A.4.1	Noise elimination . . . . .	488
A.4.2	Corner detection . . . . .	490
A.4.3	Contour extraction . . . . .	491
A.4.4	Region filling . . . . .	492
A.4.5	Object detection and positioning . . . . .	493
A.4.6	Extraction of connected components . . . . .	493
A.4.7	Regional skeleton extraction . . . . .	494
A.5	Key Points and References for Each Section . . . . .	497
	References . . . . .	498

<b>Appendix B. Visual Constancy</b>	<b>501</b>
B.1 Visual Constancy Theory . . . . .	501
B.1.1 Various constancy . . . . .	501
B.1.2 Retinex theory . . . . .	504
B.2 Application to Image Enhancement . . . . .	507
B.2.1 Foggy day image enhancement . . . . .	507
B.2.2 Infrared image enhancement . . . . .	509
B.3 Key Points and References for Each Section . . . . .	511
References . . . . .	512
<b>Answers to Self-Test Questions</b>	<b>513</b>
<b>Index</b>	<b>527</b>