Digital Image Processing

Colour Image Processing

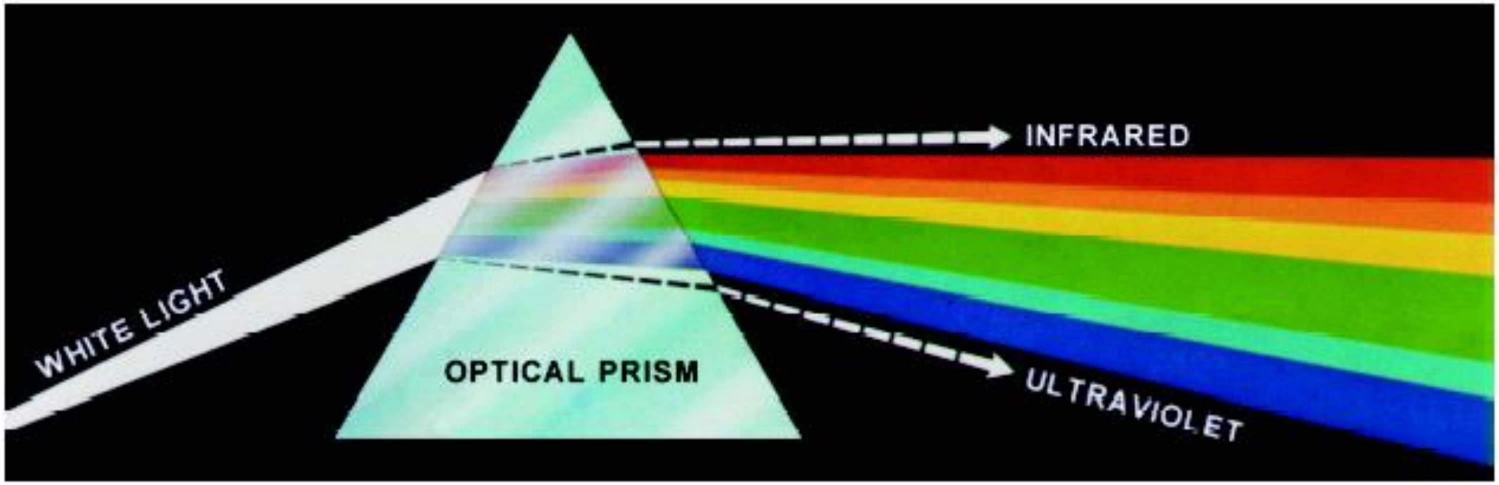
Introduction

Today we’ll look at colour image processing, covering:

- – Colour fundamentals
- – Colour models

Colour Fundamentals

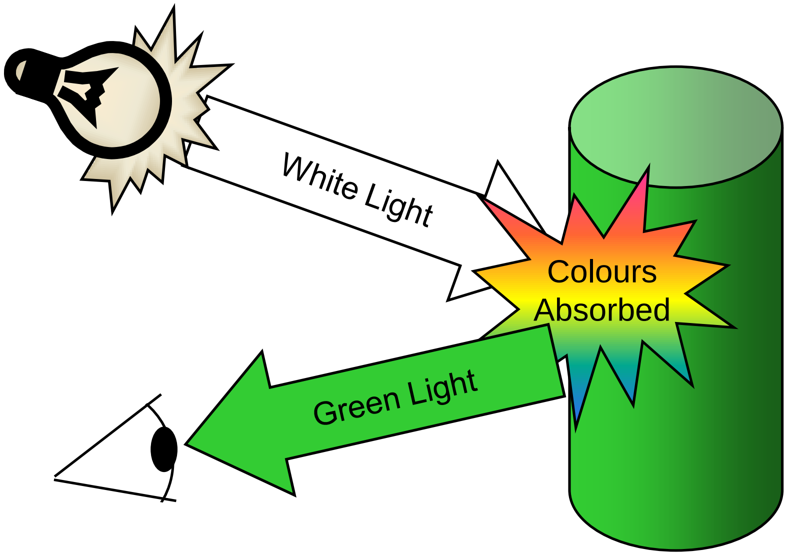
In 1666 Sir Isaac Newton discovered that when a beam of sunlight passes through a glass prism, the emerging beam is split into a spectrum of colours



Colour Fundamentals (cont…)

The colours that humans and most animals perceive in an object are determined by the nature of the light reflected from the object

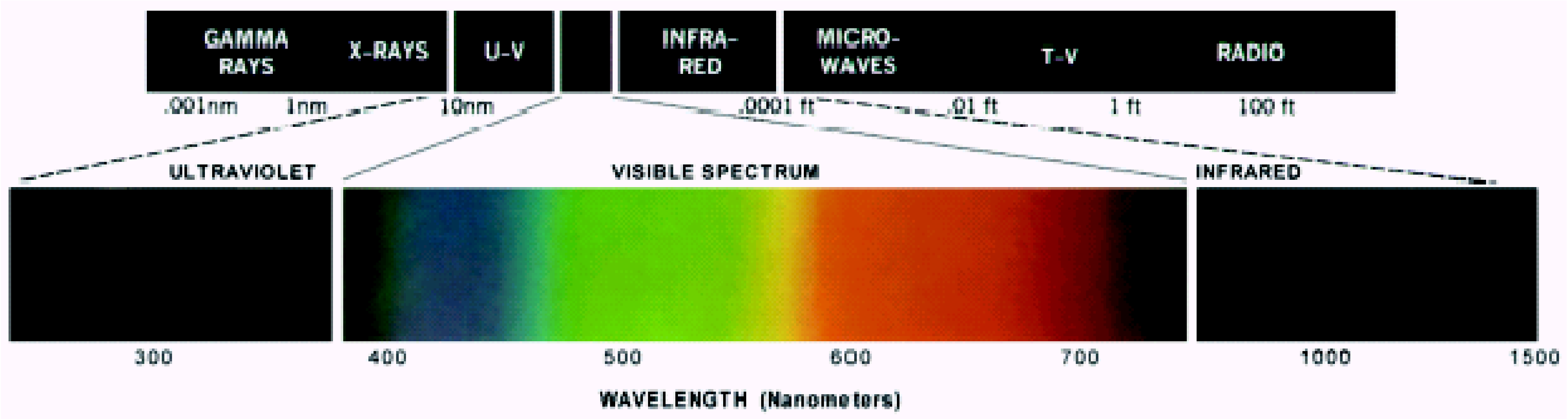
For example, green objects reflect light with wave lengths primarily in the range of 500 – 570 nm while absorbing most of the energy at other wavelengths



Colour Fundamentals (cont…)

Chromatic light spans the electromagnetic spectrum from approximately 400 to 700 nm

As we mentioned before human colour vision is achieved through 6 to 7 million cones in each eye



Images taken from Gonzalez & Woods, Digital Image Processing (2002)

Colour Fundamentals (cont…)

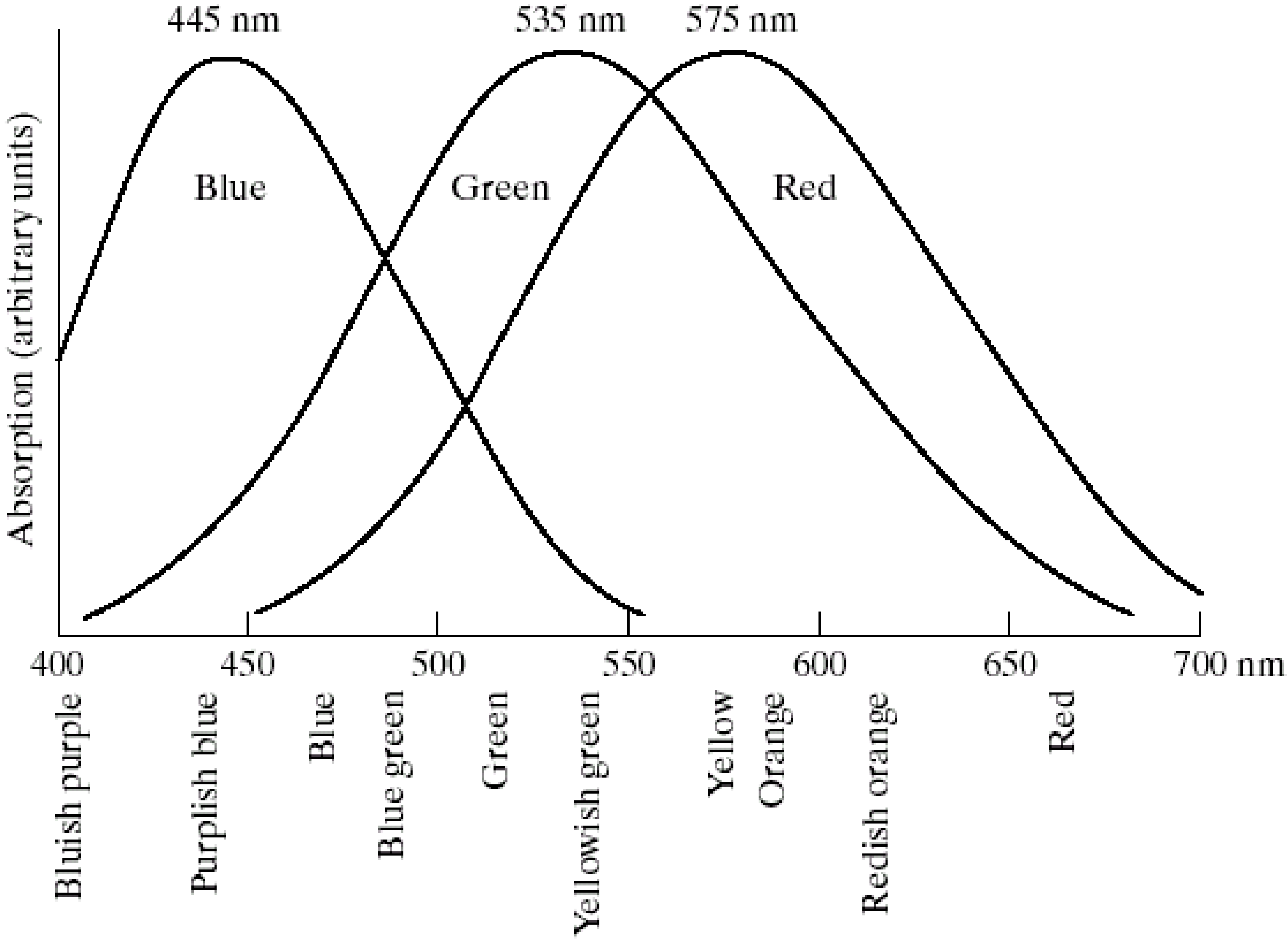
Approximately 66% of these cones are sensitive to red light, 33% to green light and 6% to blue light

Absorption curves for the different cones have been determined experimentally

Strangely these do not match the CIE standards for red (700nm), green (546.1nm) and blue (435.8nm) light as the standards were developed before the experiments!

Colour Fundamentals (cont…)

Images taken from Gonzalez & Woods, Digital Image Processing (2002)



Colour Fundamentals (cont…)

3 basic qualities are used to describe the quality of a chromatic light source:

- **Radiance:** the total amount of energy that flows from the light source (measured in watts)
- **Luminance:** the amount of energy an observer *perceives* from the light source (measured in lumens)
  - Note we can have high radiance, but low luminance
- **Brightness:** a subjective (practically unmeasurable) notion that embodies the intensity of light

We’ll return to these later on

CIE Chromacity Diagram

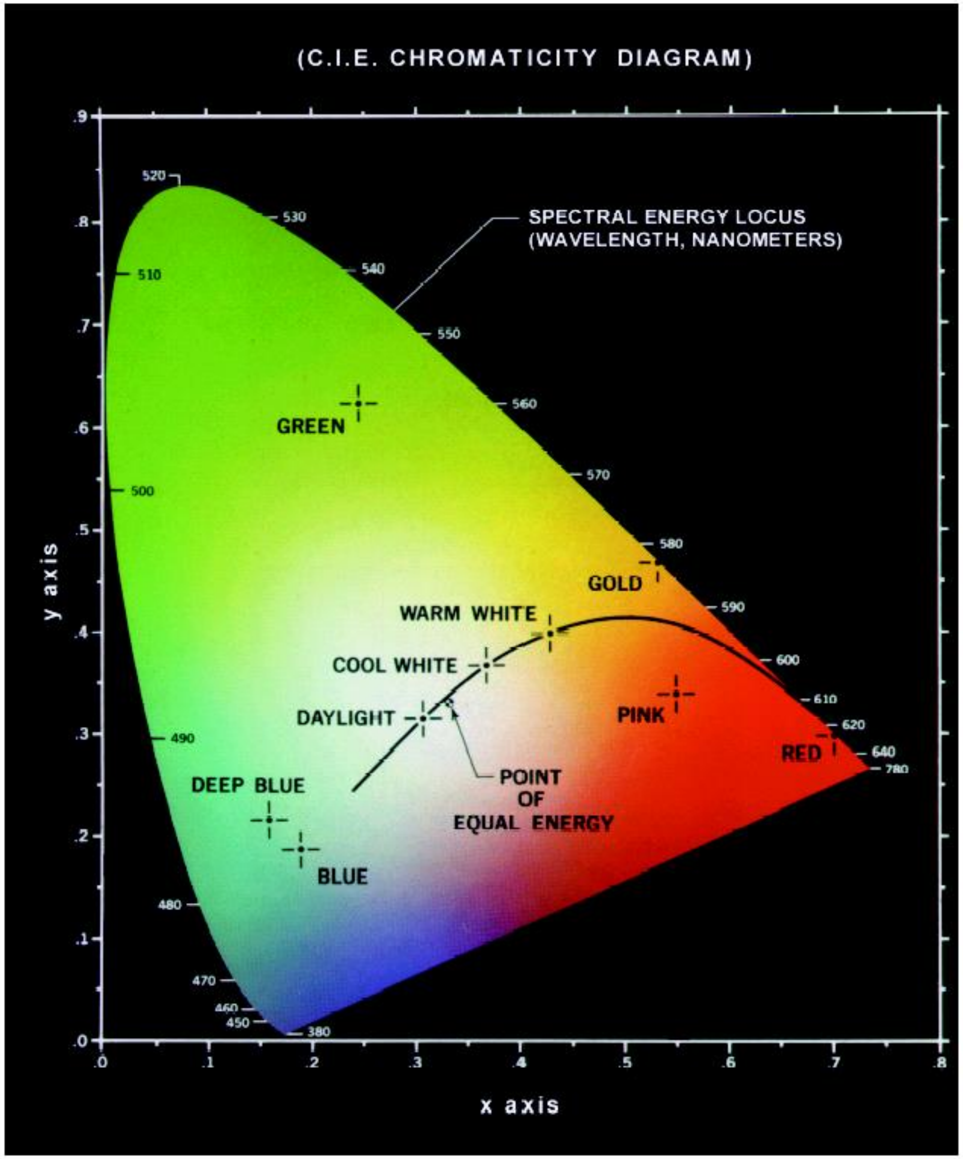
Specifying colours systematically can be achieved using the CIE **chromacity diagram**

On this diagram the x-axis represents the proportion of red and the y-axis represents the proportion of red used

The proportion of blue used in a colour is calculated as:

$$z = 1 - (x + y)$$

CIE Chromacity Diagram (cont…)



Green: 62% green, 25% red and 13% blue

Red: 32% green, 67% red and 1% blue

Images taken from Gonzalez & Woods, Digital Image Processing (2002)

CIE Chromacity Diagram (cont…)

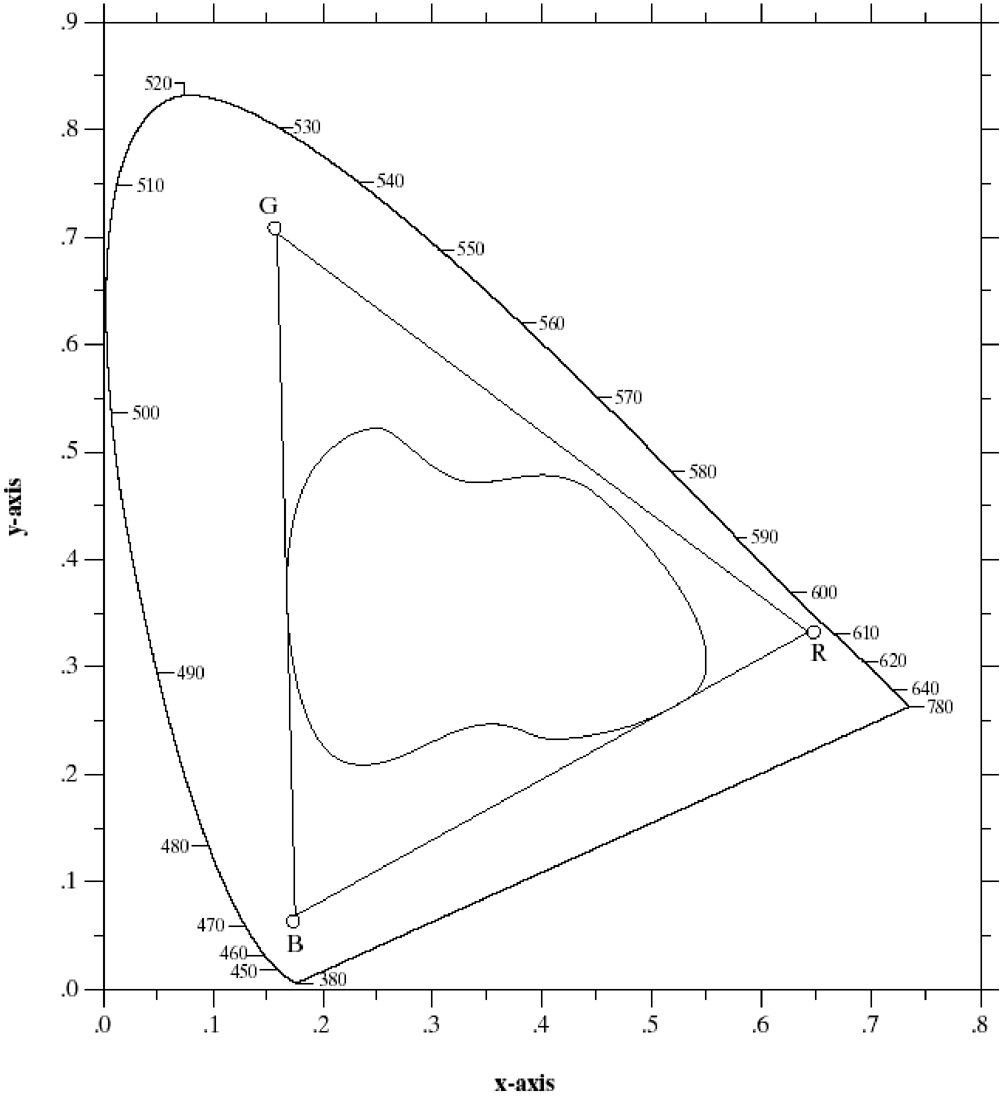
Any colour located on the boundary of the chromacity chart is fully saturated

The point of equal energy has equal amounts of each colour and is the CIE standard for pure white

Any straight line joining two points in the diagram defines all of the different colours that can be obtained by combining these two colours additively

This can be easily extended to three points

CIE Chromacity Diagram (cont…)



This means the entire colour range cannot be displayed based on any three colours

The triangle shows the typical colour gamut produced by RGB monitors

The strange shape is the gamut achieved by high quality colour printers

Images taken from Gonzalez & Woods, Digital Image Processing (2002)

Colour Models

From the previous discussion it should be obvious that there are different ways to model colour

We will consider two very popular models used in colour image processing:

- RGB (**R**ed **G**reen **B**lue)
- HIS (**H**ue **S**aturation **I**ntensity)

RGB

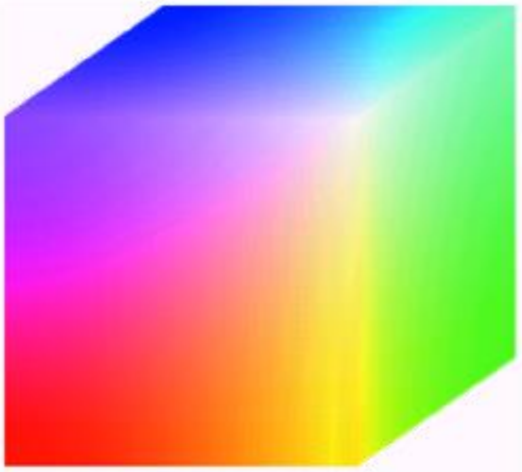
In the RGB model each colour appears in its primary spectral components of red, green and blue

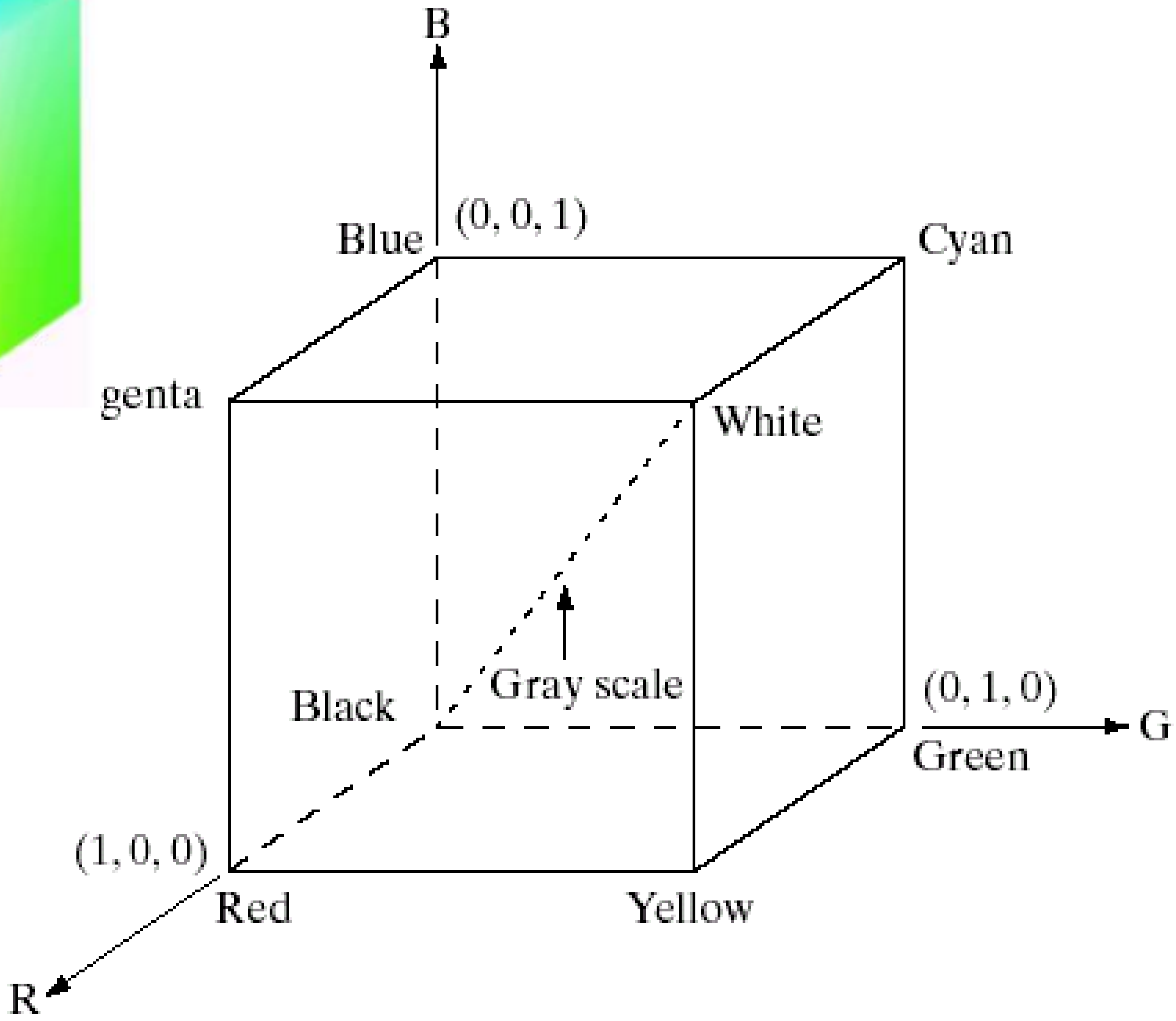
The model is based on a Cartesian coordinate system

- RGB values are at 3 corners
- Cyan magenta and yellow are at three other corners
- Black is at the origin
- White is the corner furthest from the origin
- Different colours are points on or inside the cube represented by RGB vectors

RGB (cont…)

Images taken from Gonzalez & Woods, Digital Image Processing (2002)





RGB (cont…)

Images represented in the RGB colour model consist of three component images – one for each primary colour

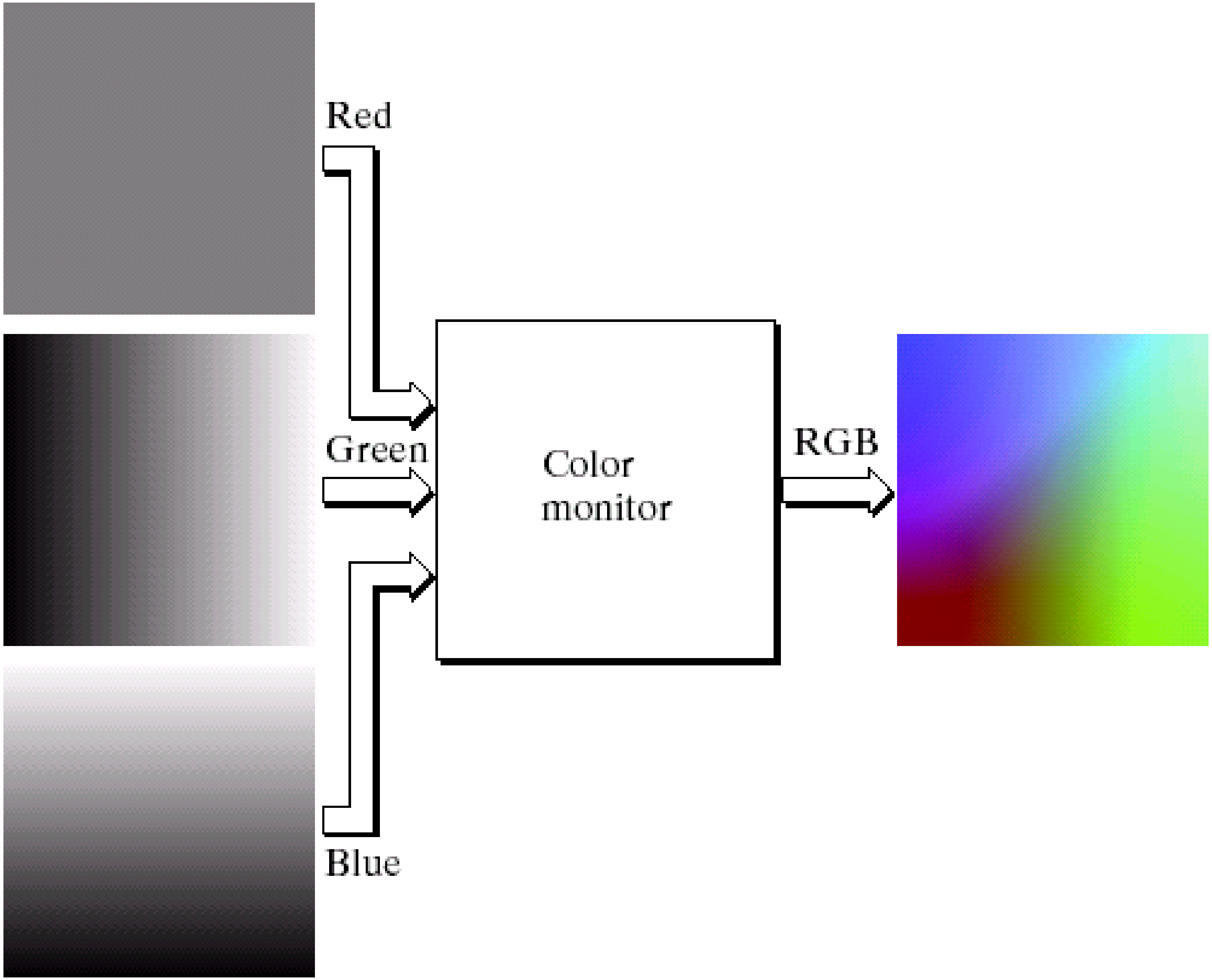
When fed into a monitor these images are combined to create a composite colour image

The number of bits used to represent each pixel is referred to as the colour depth

A 24-bit image is often referred to as a full-colour image as it allows $(2^8)^3$ = 16,777,216 colours

RGB (cont…)

Images taken from Gonzalez & Woods, Digital Image Processing (2002)



The HSI Colour Model

RGB is useful for hardware implementations and is serendipitously related to the way in which the human visual system works

However, RGB is not a particularly intuitive way in which to describe colours

Rather when people describe colours they tend to use **hue**, **saturation** and **brightness**

RGB is great for colour generation, but HSI is great for colour description

The HSI Colour Model (cont…)

The HSI model uses three measures to describe colours:

- **Hue:** A colour attribute that describes a pure colour (pure yellow, orange or red)
- **Saturation:** Gives a measure of how much a pure colour is diluted with white light
- **Intensity:** Brightness is nearly impossible to measure because it is so subjective. Instead we use intensity. Intensity is the same achromatic notion that we have seen in grey level images

HSI, Intensity & RGB

Intensity can be extracted from RGB images – which is not surprising if we stop to think about it

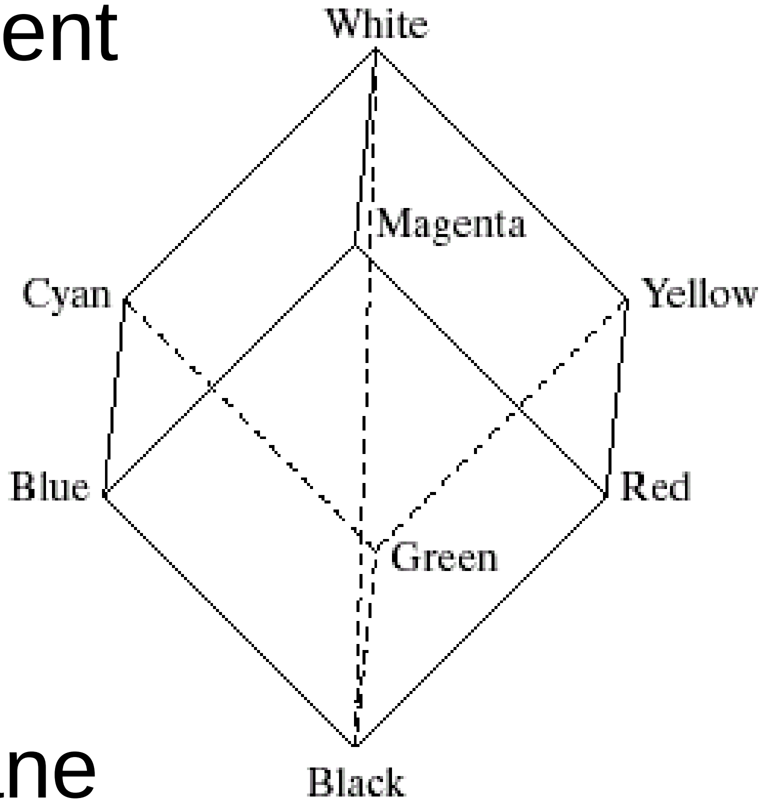
Remember the diagonal on the RGB colour cube that we saw previously ran from black to white

Now consider if we stand this cube on the black vertex and position the white vertex directly above it

HSI, Intensity & RGB (cont…)

Images taken from Gonzalez & Woods, Digital Image Processing (2002)

- Now the intensity component of any colour can be determined by passing a plane *perpendicular* to the intenisty axis and containing the colour point



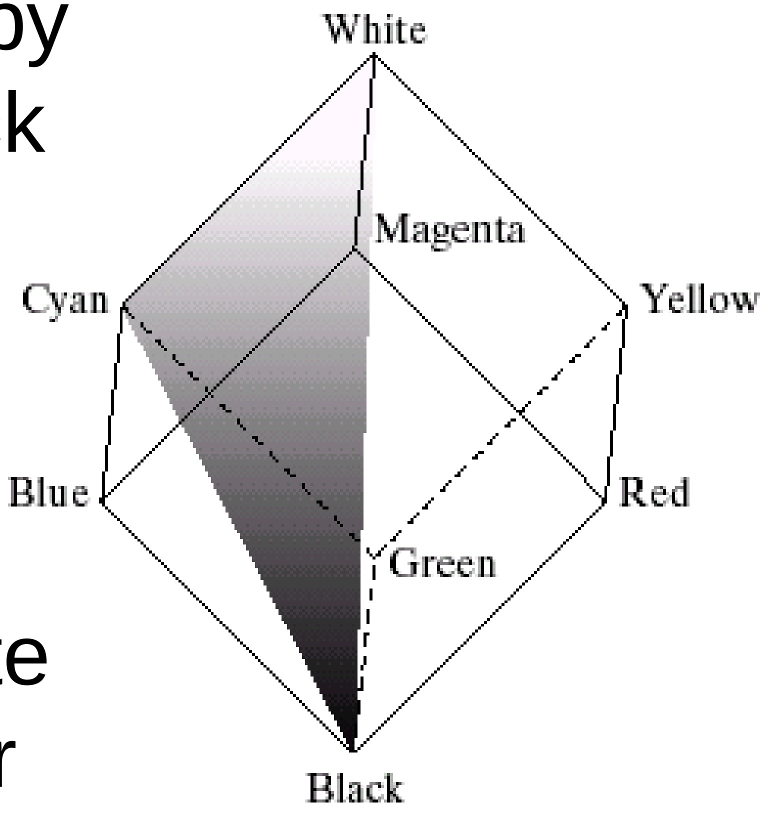
- The intersection of the plane with the intensity axis gives us the intensity component of the colour

HSI, Hue & RGB

In a similar way we can extract the hue from the RGB colour cube

Consider a plane defined by the three points cyan, black and white

All points contained in this plane must have the same hue (cyan) as black and white cannot contribute hue information to a colour



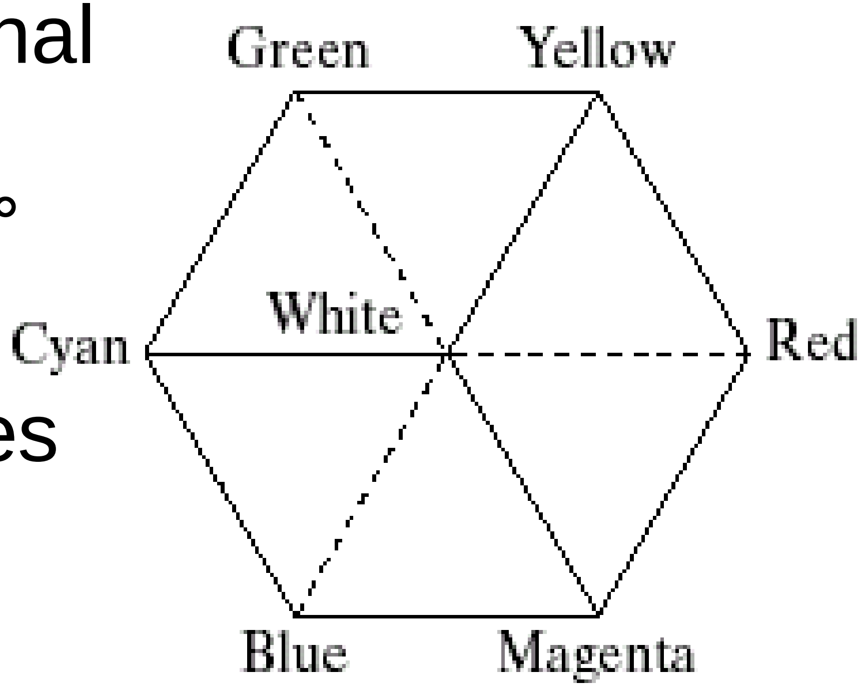
Images taken from Gonzalez & Woods, Digital Image Processing (2002)

The HSI Colour Model

Images taken from Gonzalez & Woods, Digital Image Processing (2002)

Consider if we look straight down at the RGB cube as it was arranged previously

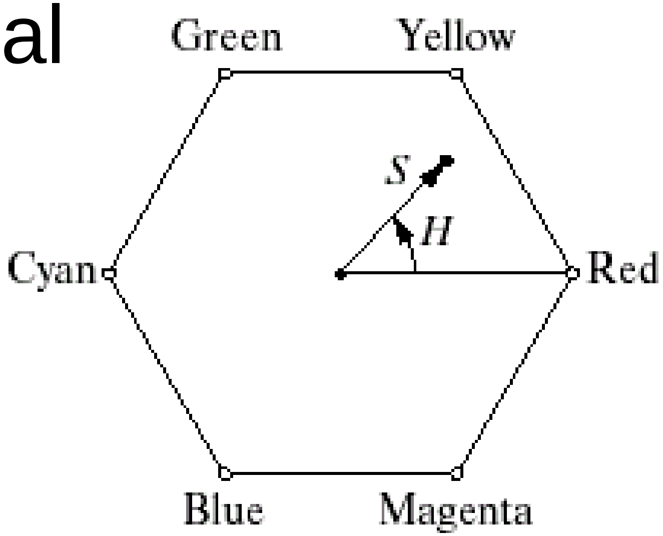
We would see a hexagonal shape with each primary colour separated by 120° and secondary colours at 60° from the primaries



So the HSI model is composed of a vertical intensity axis and the locus of colour points that lie on planes perpendicular to that axis

The HSI Colour Model (cont…)

To the right we see a hexagonal shape and an arbitrary colour point



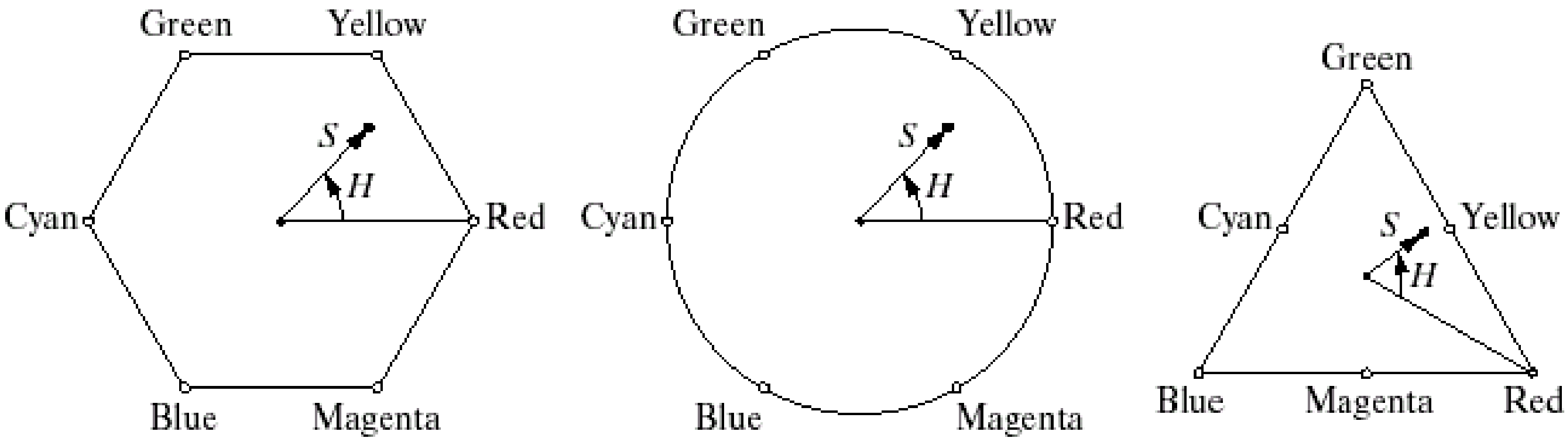
- The hue is determined by an angle from a reference point, usually red
- The saturation is the distance from the origin to the point
- The intensity is determined by how far up the vertical intenisty axis this hexagonal plane sits (not apparent from this diagram

Images taken from Gonzalez & Woods, Digital Image Processing (2002)

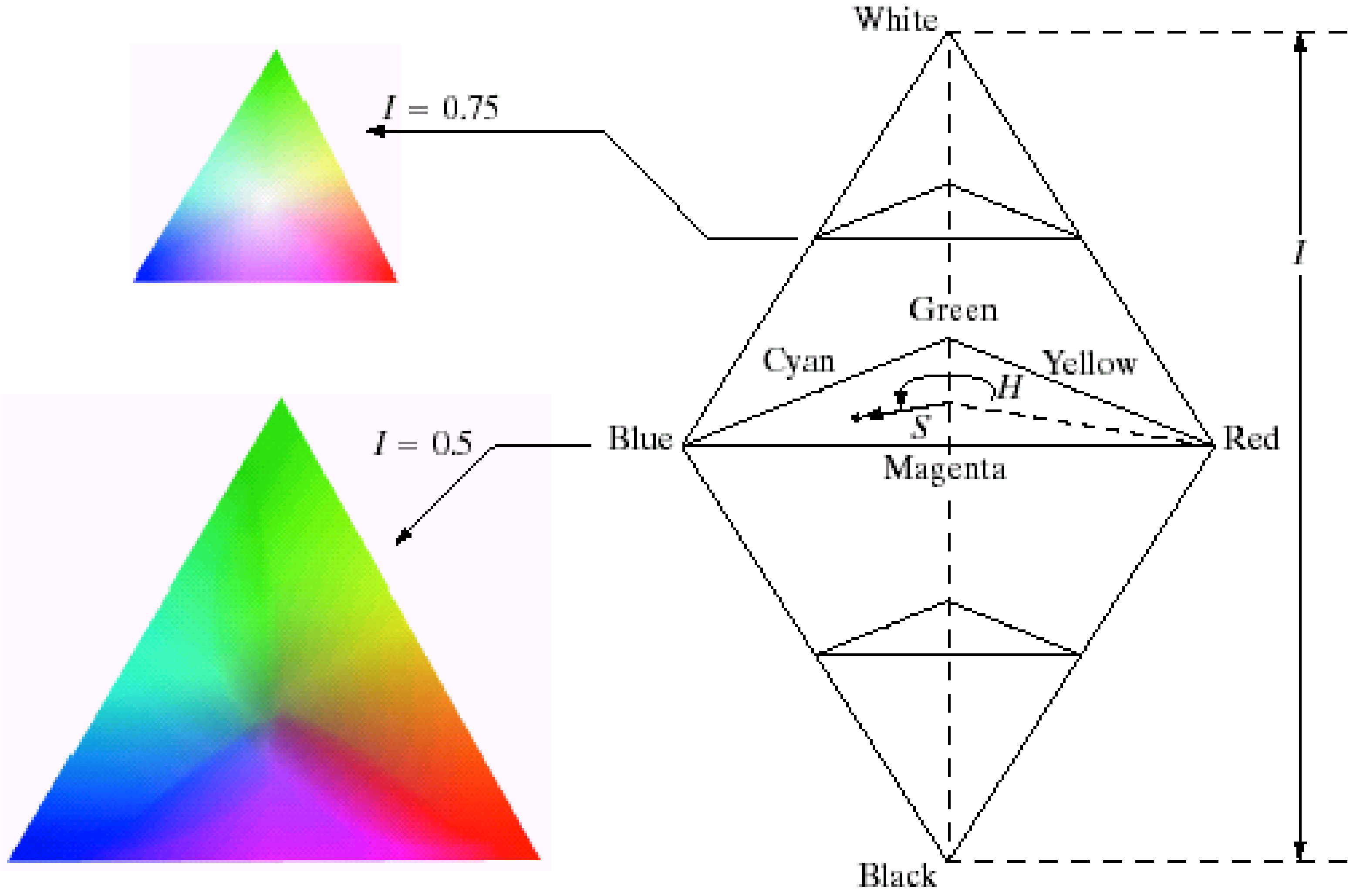
The HSI Colour Model (cont…)

Images taken from Gonzalez & Woods, Digital Image Processing (2002)

Because the only important things are the angle and the length of the saturation vector this plane is also often represented as a circle or a triangle



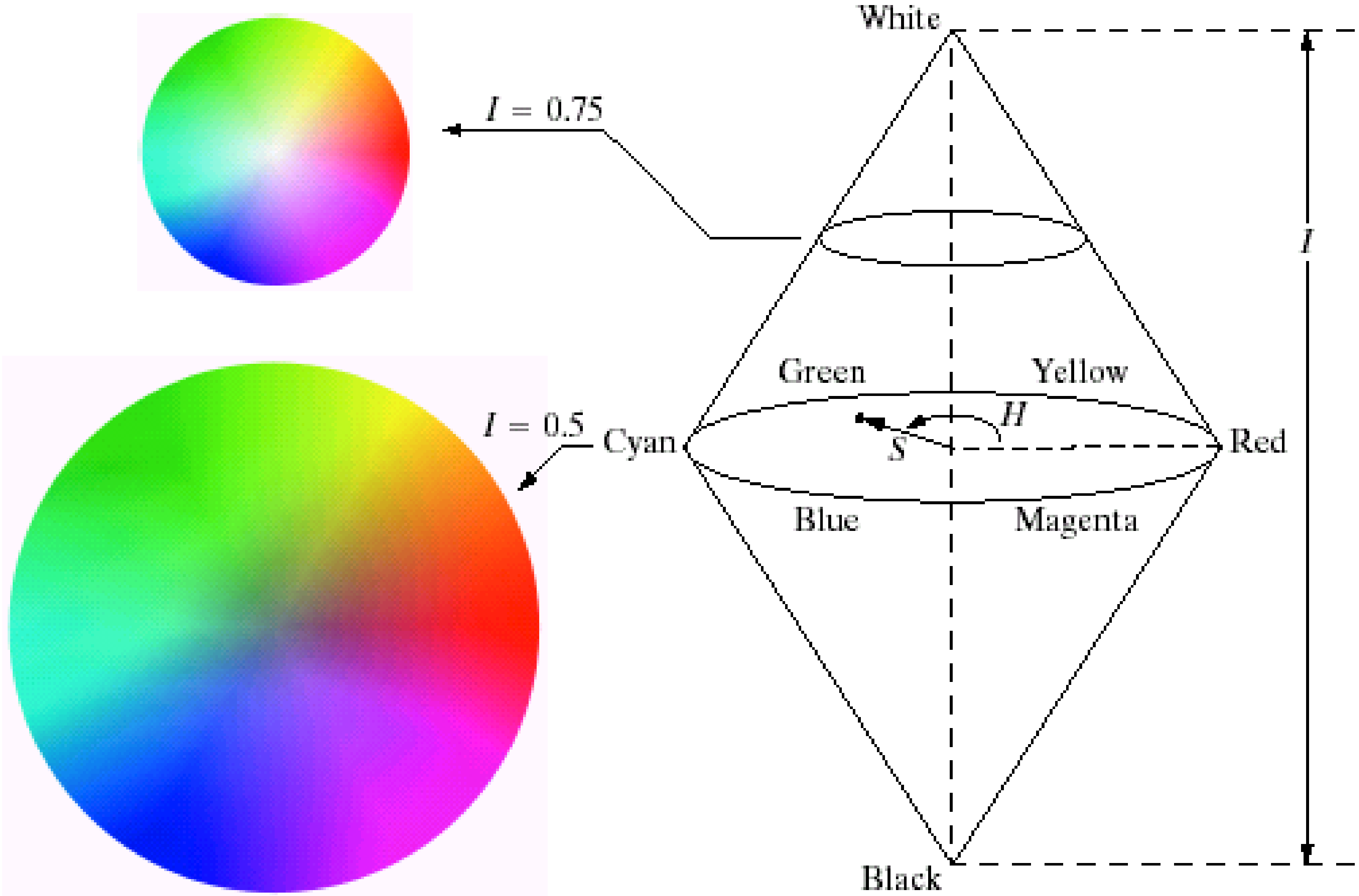
HSI Model Examples



Images taken from Gonzalez & Woods, Digital Image Processing (2002)

HSI Model Examples

Images taken from Gonzalez & Woods, Digital Image Processing (2002)



Converting From RGB To HSI

Given a colour as R, G, and B its H, S, and I values are calculated as follows:

$$H = \begin{cases} \theta & if\, B \leq G \\ 360 - \theta & if\, B > G \end{cases}$$

$$\theta = \cos^{-1}\left\{ \frac{\frac{1}{2}\left[(R-G)+(R-B)\right]}{\left[(R-G)^2+(R-B)(G-B)\right]^{\frac{1}{2}}} \right\}$$

$$S = 1 - \frac{3}{(R+G+B)}\left[\min(R,G,B)\right]$$

$$I = \tfrac{1}{3}(R+G+B)$$

Converting From HSI To RGB

Given a colour as H, S, and I it's R, G, and B values are calculated as follows:

- RG sector (*0 <= H < 120°*)

$$R = I\left[1 + \frac{S\cos H}{\cos(60 - H)}\right] \qquad G = 3I - (R + B) \qquad B = I(1 - S)$$

- GB sector (*120° <= H < 240°*)

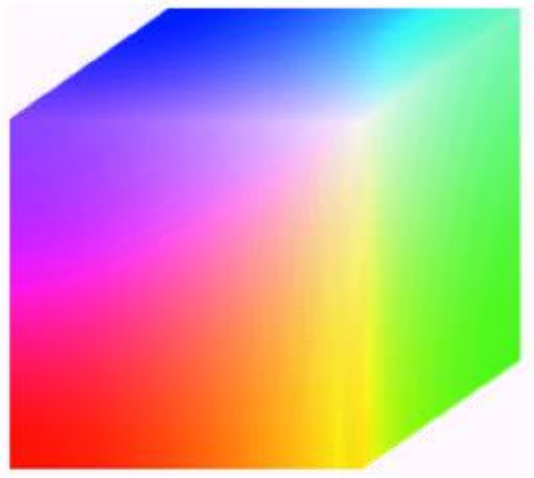
$$R = I(1 - S) \quad G = I\left[1 + \frac{S\cos(H - 120)}{\cos(H - 60)}\right] \quad B = 3I - (R + G)$$

Converting From HSI To RGB (cont…)

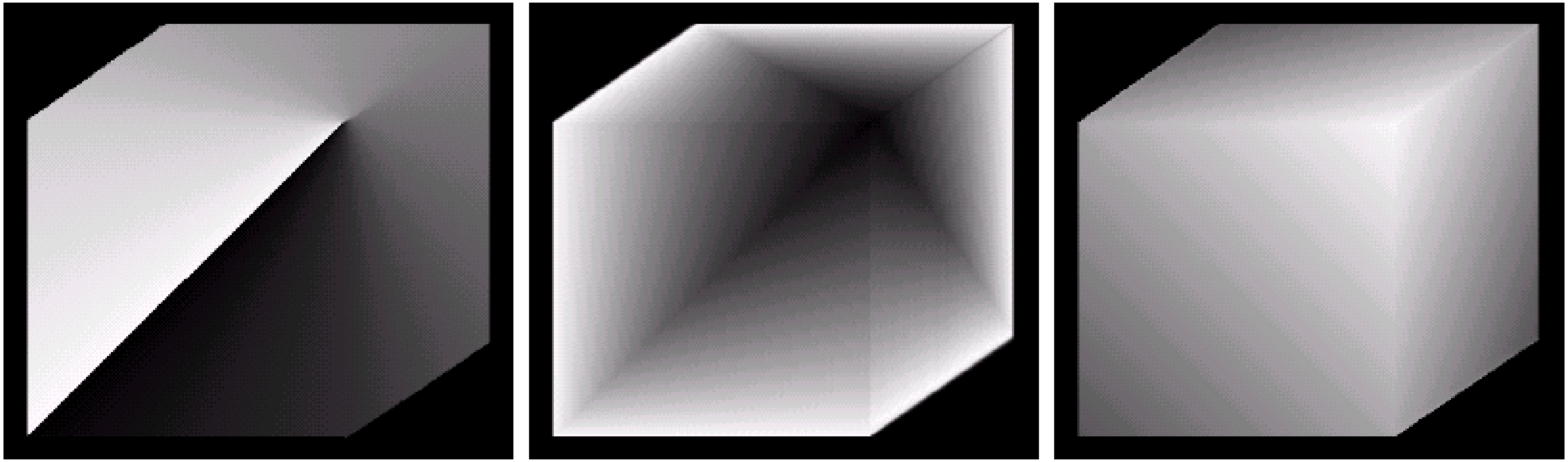
– BR sector ($240° <= H <= 360°$)

$$R = 3I - (G + B) \quad G = I(1 - S) \quad B = I\left[1 + \frac{S\cos(H - 240)}{\cos(H - 180)}\right]$$

HSI & RGB



RGB Colour Cube



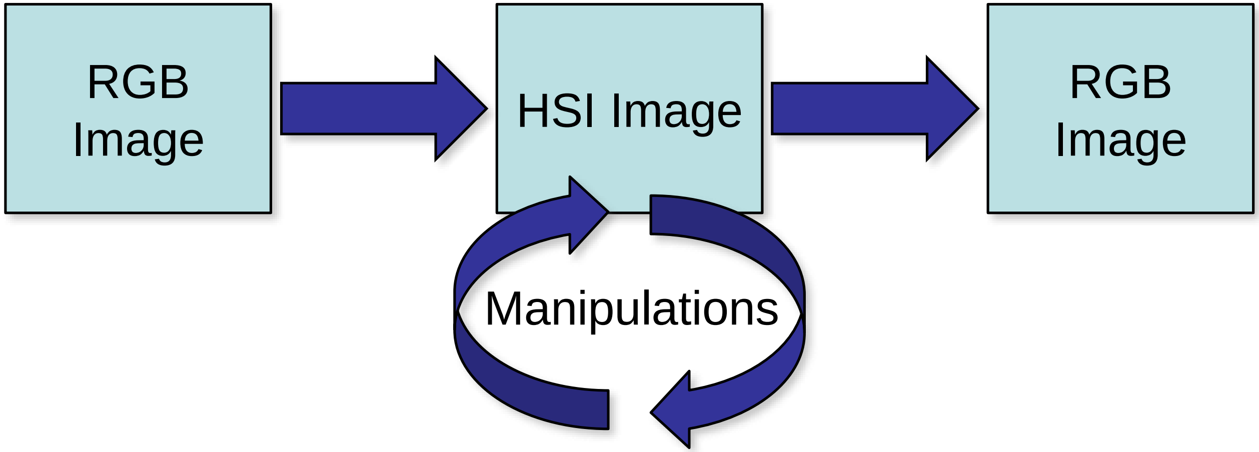
H, S, and I Components of RGB Colour Cube

Images taken from Gonzalez & Woods, Digital Image Processing (2002)

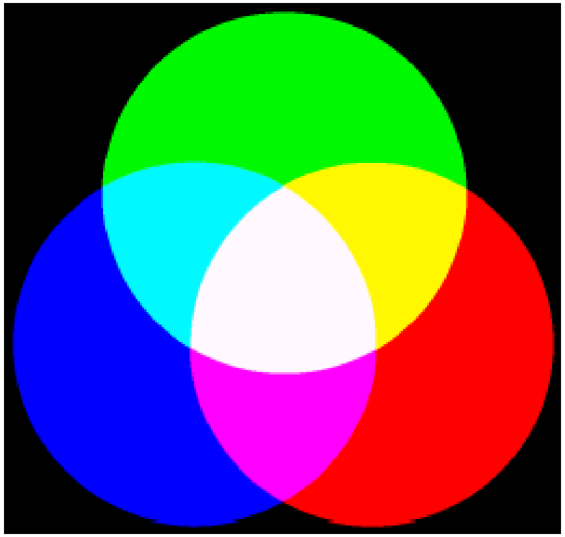
Manipulating Images In The HSI Model

In order to manipulate an image under the HIS model we:

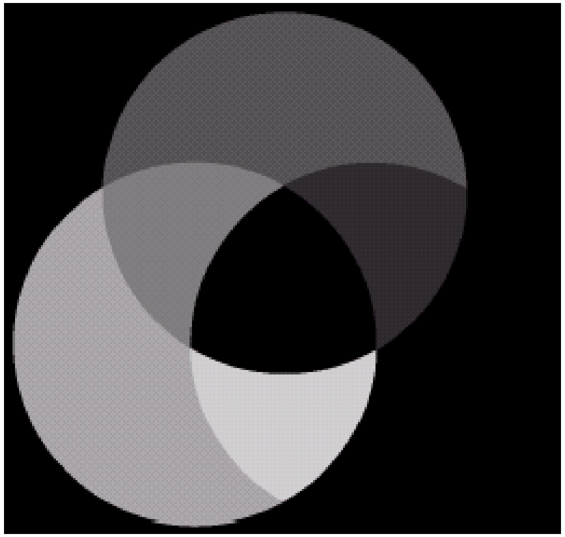
- – First convert it from RGB to HIS
- – Perform our manipulations under HSI
- – Finally convert the image back from HSI to RGB



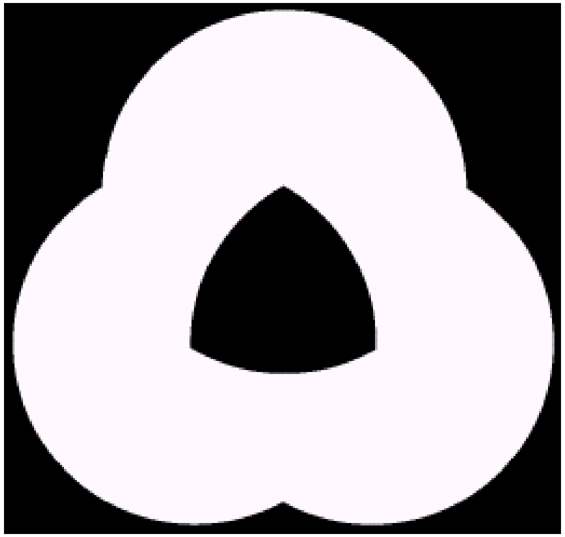
RGB -> HSI -> RGB



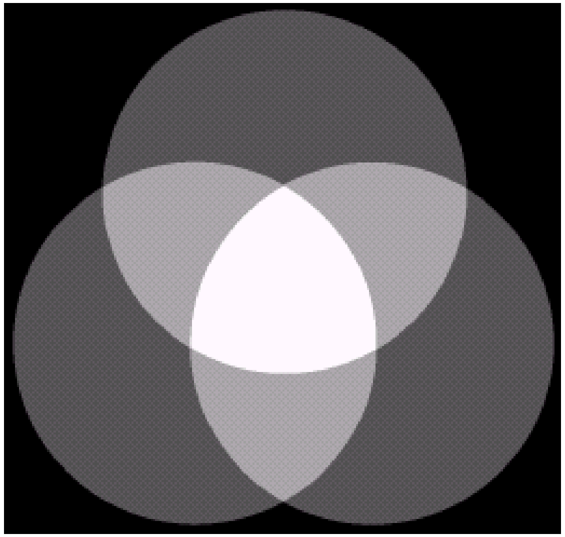
RGB Image



Hue



Saturation

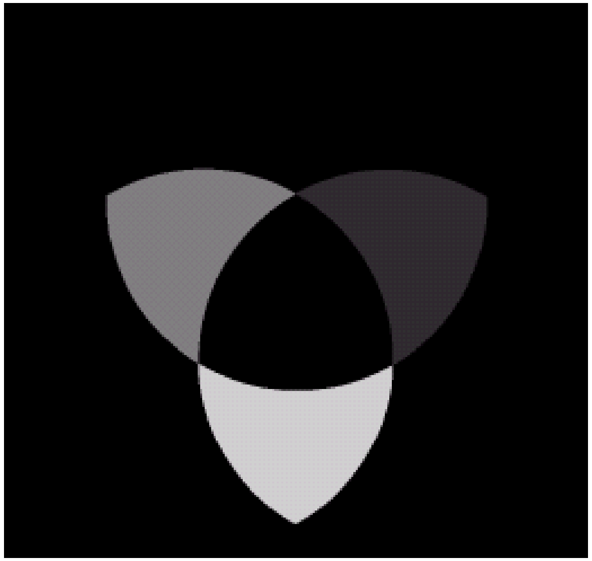


Intensity

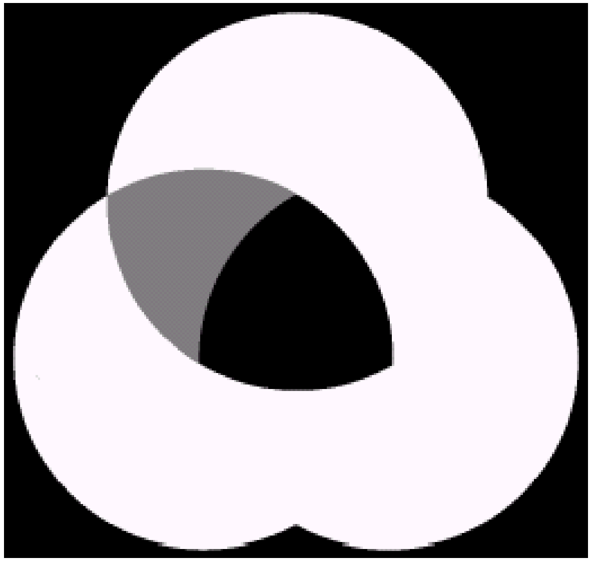
Images taken from Gonzalez & Woods, Digital Image Processing (2002)

RGB -> HSI -> RGB (cont…)

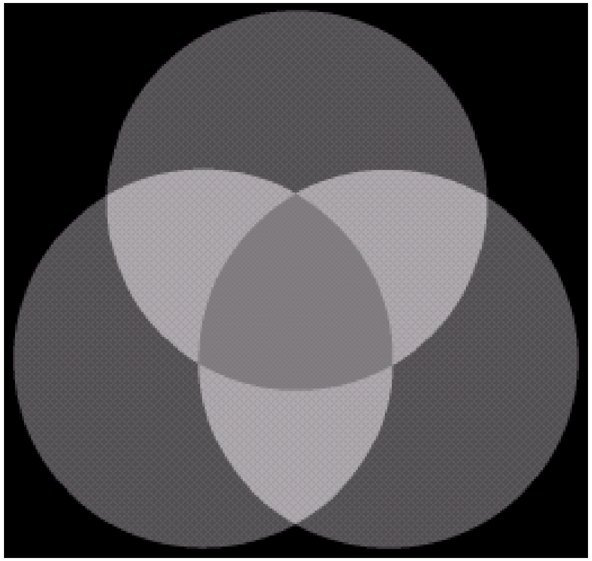
Hue



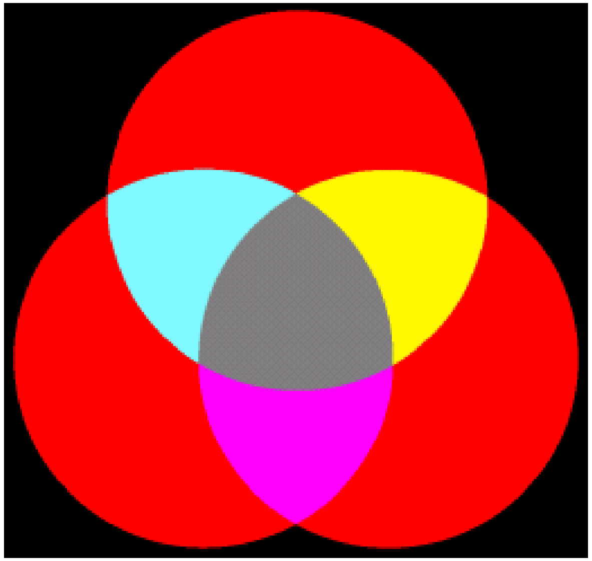
Saturation



Intensity



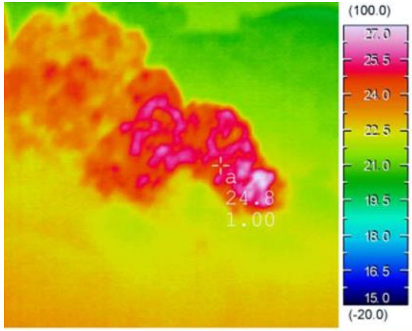
RGB
Image

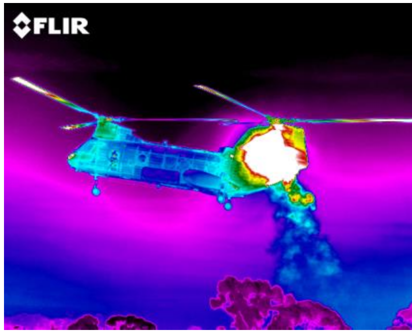


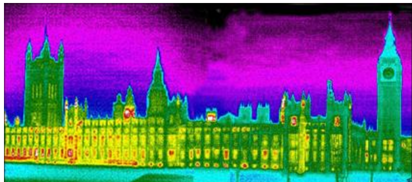
Images taken from Gonzalez & Woods, Digital Image Processing (2002)

Pseudocolour Image Processing

- Pseudocolour (also called false colour) image processing consists of assigning colours to grey values based on a specific criterion
- The principle use of pseudocolour image processing is for human visualisation
  - – Humans can discern between thousands of colour shades and intensities, compared to only about two dozen or so shades of grey







Pseudo Colour Image Processing – Intensity Slicing

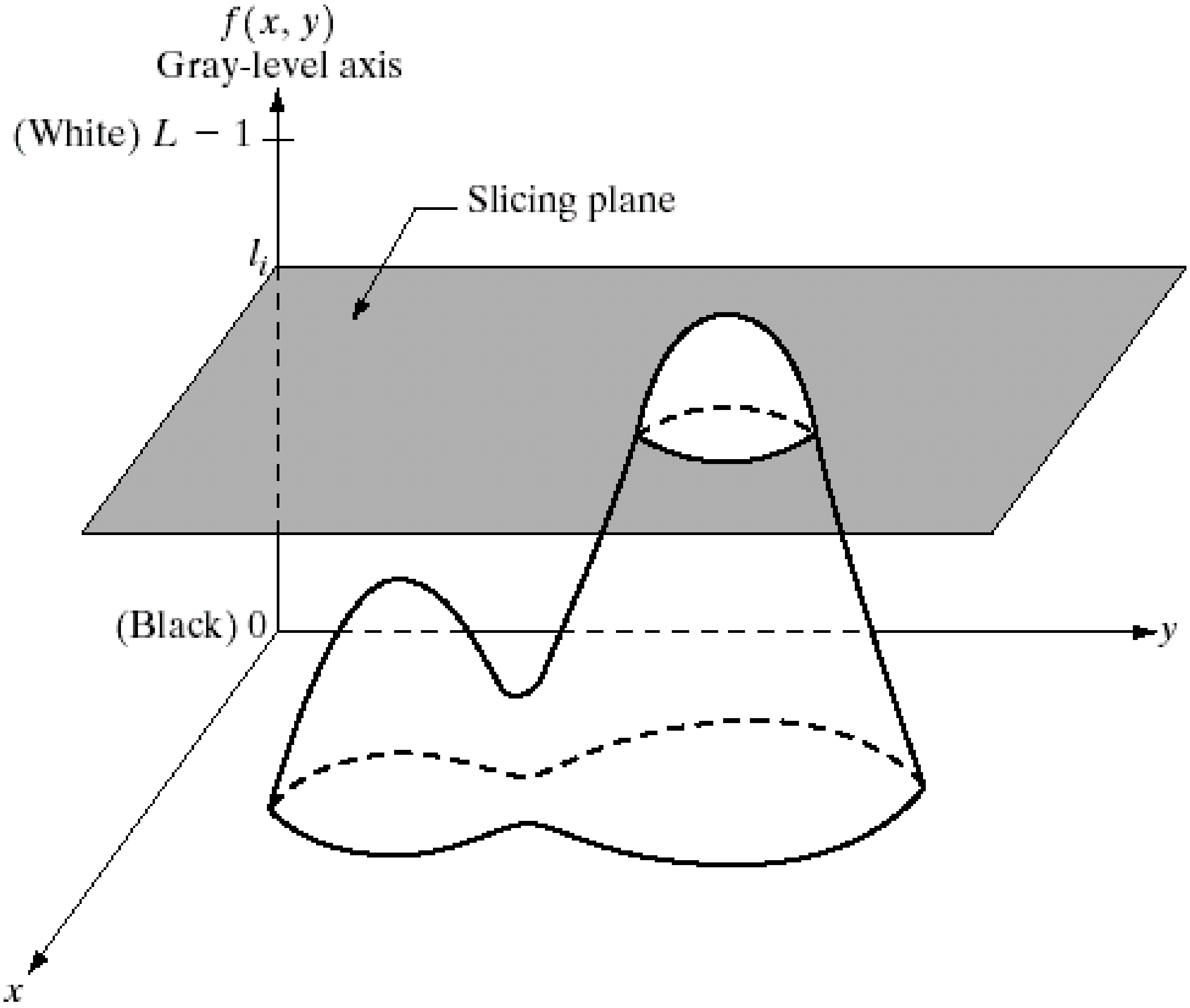
Intensity slicing and colour coding is one of the simplest kinds of pseudocolour image processing

First we consider an image as a 3D function mapping spatial coordinates to intensities (that we can consider heights)

Now consider placing planes at certain levels parallel to the coordinate plane

If a value is one side of such a plane it is rendered in one colour, and a different colour if on the other side

Pseudocolour Image Processing – Intensity Slicing (cont…)



Images taken from Gonzalez & Woods, Digital Image Processing (2002)

Pseudocolour Image Processing – Intensity Slicing (cont…)

In general intensity slicing can be summarised as:

- Let $[0, L\text{-}1]$ represent the grey scale
- Let l_0 represent black $[f(x, y) = 0]$ and let $l_{L\text{-}1}$ represent white $[f(x, y) = L\text{-}1]$
- Suppose P planes perpendicular to the intensity axis are defined at levels $l_{1,}\ l_{2,}\ \ldots,\ l_p$
- Assuming that $0 < P < L\text{-}1$ then the P planes partition the grey scale into $P + 1$ intervals $V_1, V_{2,} \ldots, V_{P+1}$

Pseudocolour Image Processing – Intensity Slicing (cont…)

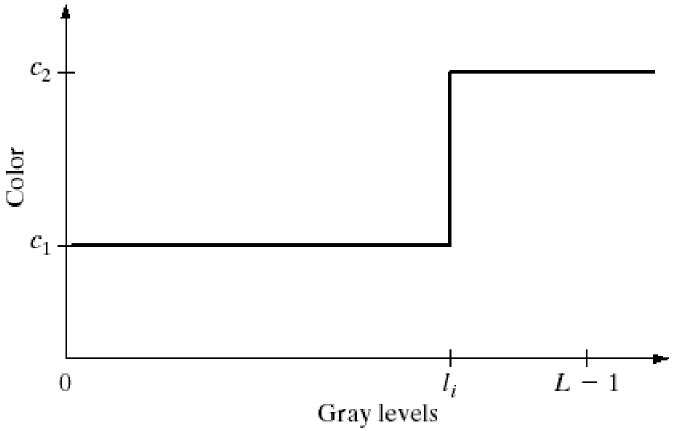
- Grey level colour assignments can then be made according to the relation:

$$f(x,y) = c_k \qquad \text{if } f(x,y) \in V_k$$

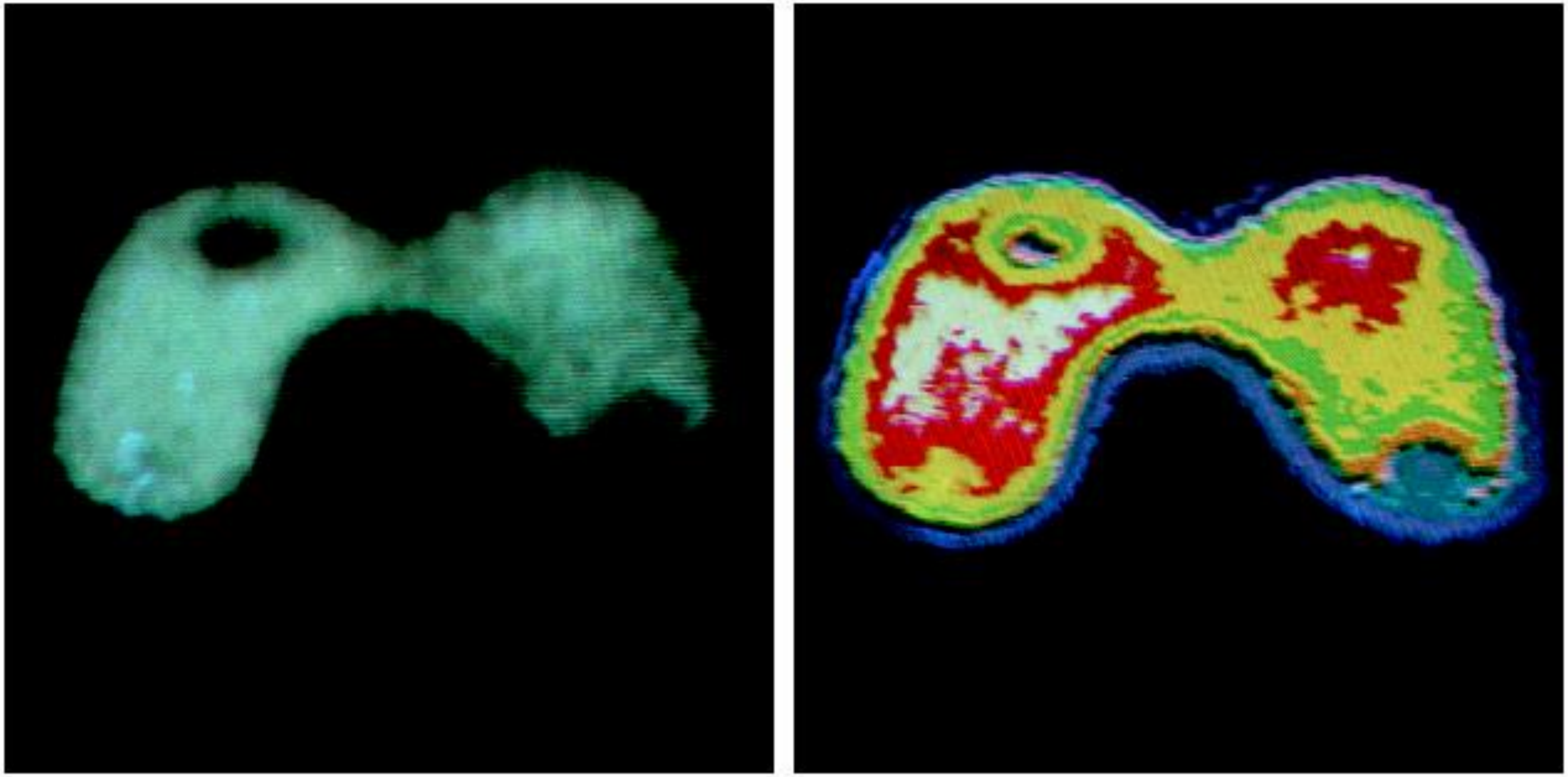
- where ck is the colour associated with the k^{th} intensity level V_k defined by the partitioning planes at $l = k - 1$ and $l = k$

RGB -> HSI -> RGB (cont…)

Images taken from Gonzalez & Woods, Digital Image Processing (2002)

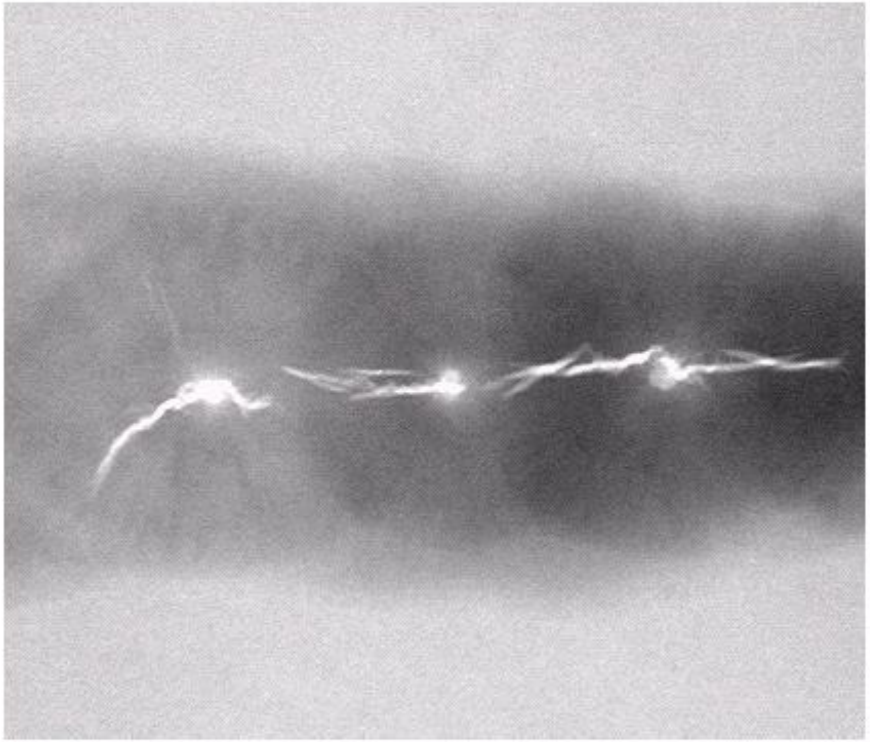


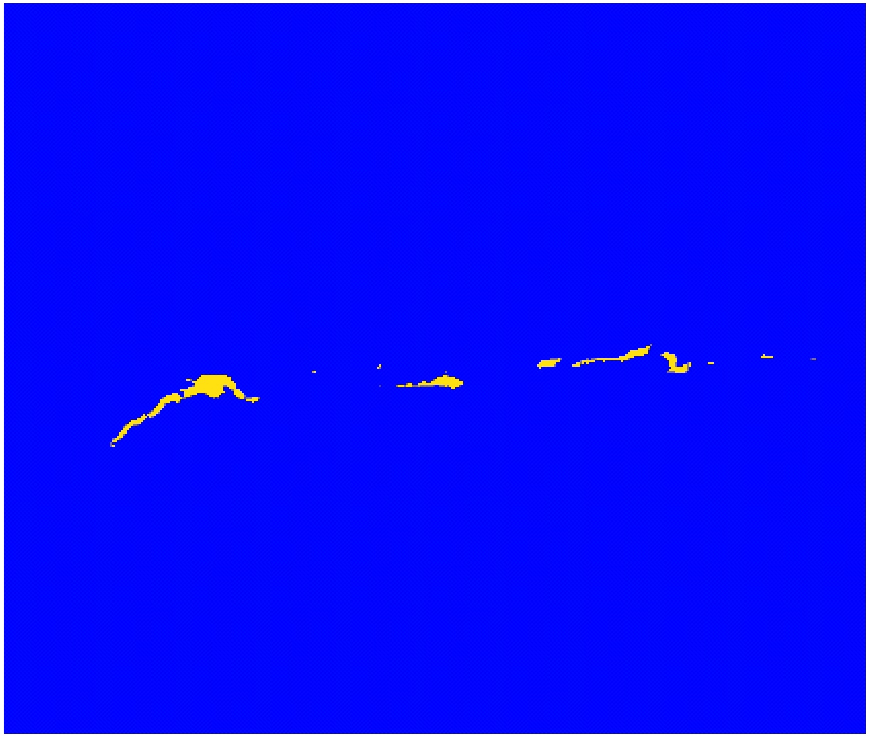
RGB -> HSI -> RGB (cont…)



Images taken from Gonzalez & Woods, Digital Image Processing (2002)

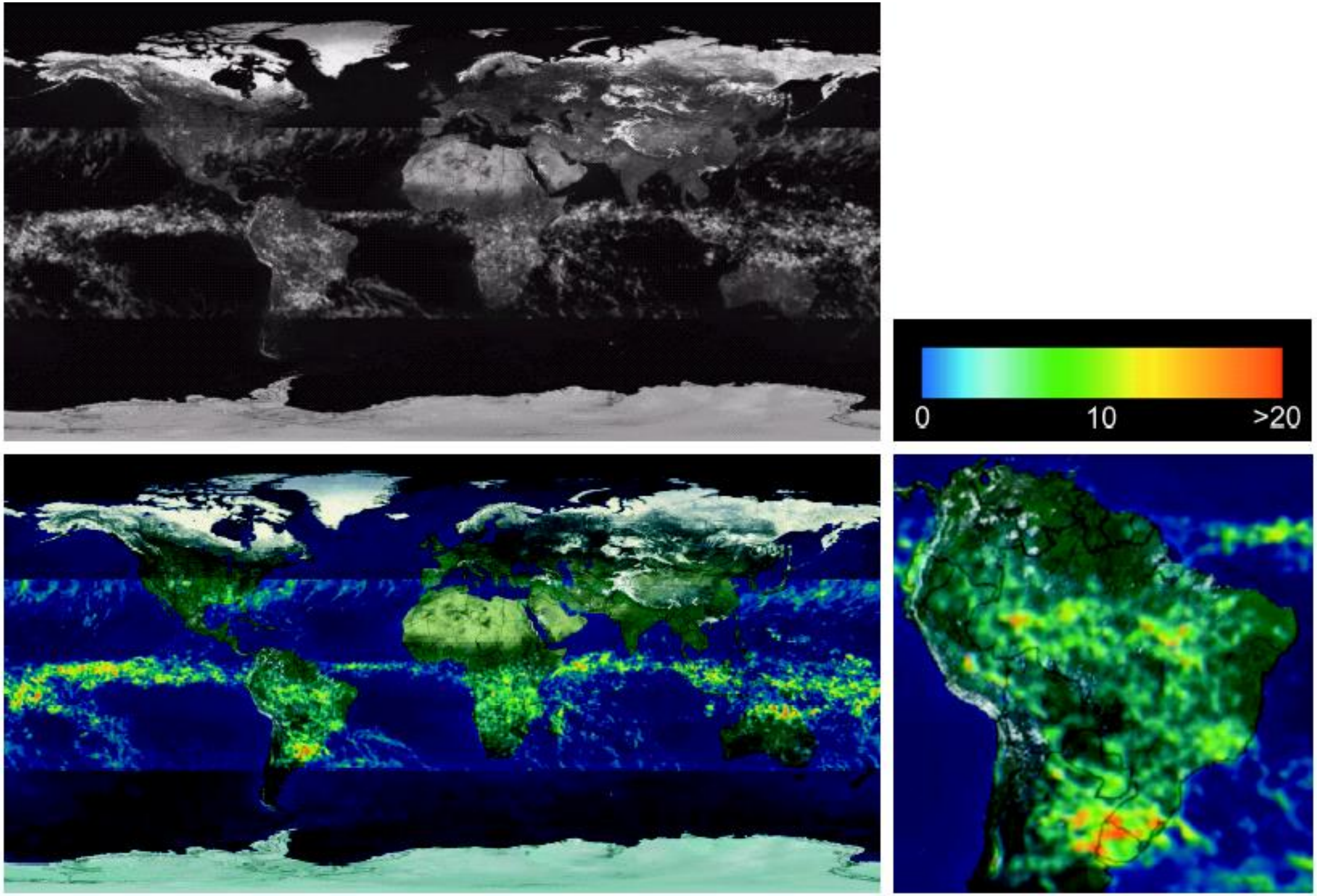
RGB -> HSI -> RGB (cont…)





Images taken from Gonzalez & Woods, Digital Image Processing (2002)

RGB -> HSI -> RGB (cont…)



Images taken from Gonzalez & Woods, Digital Image Processing (2002)