

Contents

<i>Preface</i>	v
<i>About the author</i>	ix
Chapter 1	Computer Vision Fundamentals 1
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
Chapter 2	2-D Image Acquisition 41
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 resolution 64
2.4.2	Image data volume and quality 66

2.5	The Relationship between Pixels	71
2.5.1	Pixel neighborhood and connectivity	71
2.5.2	The distance between pixels	73
2.6	Key Points and References for Each Section	75
	Self-Test Questions	76
	References	82
Chapter 3	Spatial Domain Enhancement	83
3.1	Operation Between Images	84
3.1.1	Arithmetic operations	84
3.1.2	Logical operation	88
3.2	Image Grayscale 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
Chapter 4	Frequency Domain Enhancement	123
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	The 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
Chapter 5		Image Restoration	159
5.1		Image Degradation and Model	160
	5.1.1	Image degradation model	161
	5.1.2	The 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
Chapter 6		Color Enhancement	189
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 grayscale 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
Chapter 7		Image Segmentation	219
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	The 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
Chapter 8	Primitive Detection	265
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 grayscale 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	363
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	The 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
Chapter 12	Shape Description	403
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
Chapter 13	Object classification	433
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	The 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
Appendix A	Mathematical Morphology	467
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
Appendix B	Visual Constancy	501
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
	Answers to Self-Test Questions	513
	<i>Index</i>	527