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IMPLEMENTATION OF SOME DIGITAL IMAGE PROCESSING
ALGORITHMS ON A LABORATORY-DESIGNED DIP

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ABSTRACT

This work presents the use of a simple laboratory-designed DIP for executing several digital image processing algorithms. These algorithms include image enhancement and restoration, geometrical corrections and zooming, feature extraction, and others.

The system used comprises, in addition to the microcomputer, a digital memory system capable of acquiring and storing up to four images. Each image is stored in a square format of 256x256 pixels x 6 bits.

The theory, flow charting, and assembly language programs for some chosen algorithms are presented.

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INTRODUCTION

The use of DIP is essential in most of the modern applications in industry, medicine, agriculture, defence, research, and others. This work introduces a simple laboratory-realizable DIP which is necessary for most of the above applications.

The system consists of a set of cards interconnected by a bus collecting all the main functions of the system., namely:

- a timing and control card,
- an acquisition card, and
- up to 4 memory cards.

The timing and control card is designed to generate all the signals necessary for the system functioning. The acquisition card is designed to pre-adjust the video signal, to convert it into digital form, and to superimpose on it a synthetic reticle whose position is programmable.

The system uses up to 4 memory cards, each is capable of storing one image of 256 x 256 pixels x 6 bits. Thus the system is capable of displaying coloured images.

The algorithms applied with this system include:

- image enhancement using histogram equalization, histogram modifications, recalibration, and local contrast improvement.
- feature extraction using linear and nonlinear masks.

The theoretical analysis and assembly language programming of some processing techniques are presented.

SYSTEM PRESENTATION

As shown in fig. 1 the used DIP comprises, in addition to the microcomputer, a set of cards interconnected by a bus called system bus. These cards include :

- a timing and control card designed to generate the timing and control signals necessary for the system functioning. The card is built around the SF.F 96364 (TV controller) and is used to generate the following signals:
 - clock pulses of 7.5 mHz
 - TV synchronization
 - memory management (adressing, reading, writing, refreshing,.....)

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- acquisition (sampling, holding, converting into digital,....)
- monitoring and memory card selection,
- and others
- an acquisition card (fig. 2) designed to preadjust the video signal parameters (black-level and dynamic range), to sample (at a rate of 7.5 MHZ) and hold the video signal for conversion into 6-bit digital form, and to generate a synthetic reticle with progammable position.
- Up to 4-memory cards each one (fig.3) is composed of 6 identical block of (16k x 4 bits) giving a storage capacity of 64k x 6 bits.

Thus the system is capable of storing up to 4 images of a square format of 256 x 256 pixels by 64 different grey levels. Each card is also equipped by the means of shaping the corresponding video signal for display. Of course the system is capable of storage, processing, and display of coloured signals, since it has three memory plans for R,G,B and an extra one for processing.

The memory is written once every scanning line during the flyback time- According to the sequence (x_1, x_0) the demultiplexer selects one of the 4 dynamic RAMS (4116) for storing the corresponding pixel (one bit in each block). During the active time of the scanning line, the system reads all the points of the line and prepares them for display. The display is performed once every 1/50 sec, but the time of acquisition is about 5 seconds.

The used microcomputer is based on the microprocessor MC 6800, and the interfacing between it and the memory system is performed using the peripheral interface adaptors (PIA) MC 6820.

The videa signal output from the TV-Camera is applied to the acquisition card where it is sampled at a rate of 7.5 MHZ and sent to the A/D converter. The A/D converter can be digitally controled for adjusting the black-level and the dynamic range of the video signal. The resulting 6-bit digital output is stored in one of the memory cards through the microcomputer. The stored image is sequentially read, converted into analog, and reshaped (equipped with the corresponding synchronizing pulses) for display. Thus the system is capable of displaying the input video signal and up to 4 corresponding digital ones. Hence the display and processing of coloured images is also possible.

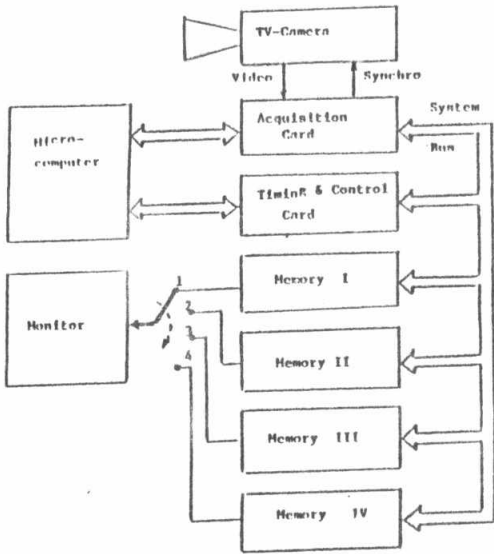


Fig.1. Block diagram of the used DTP

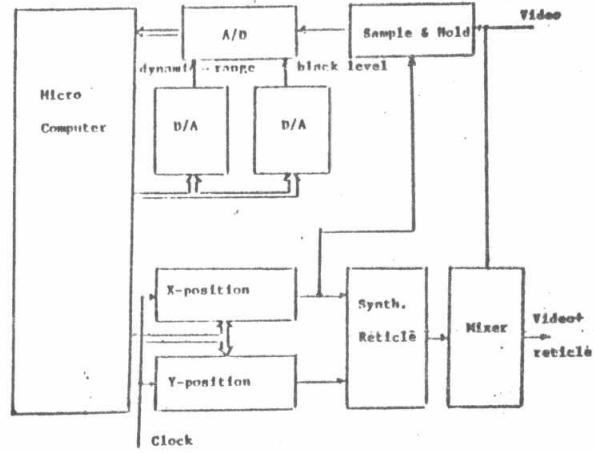


Fig.2. Block diagram of Acquisition unit.

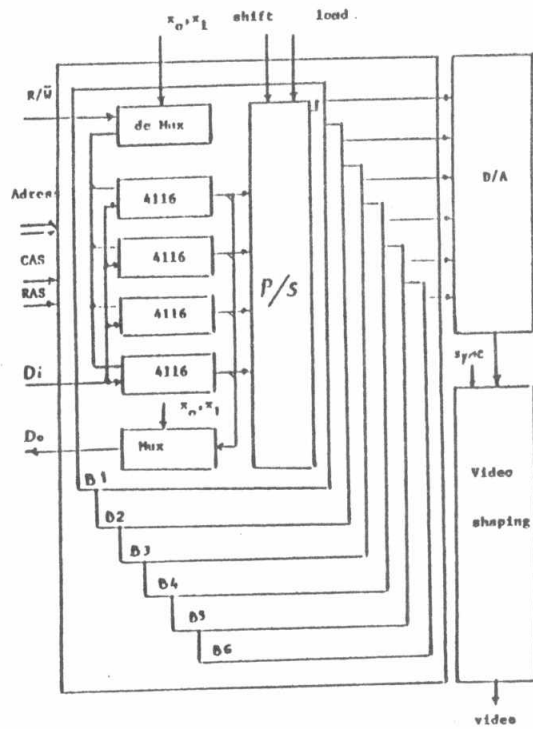


Fig.3. Block diagram of a Memory card.

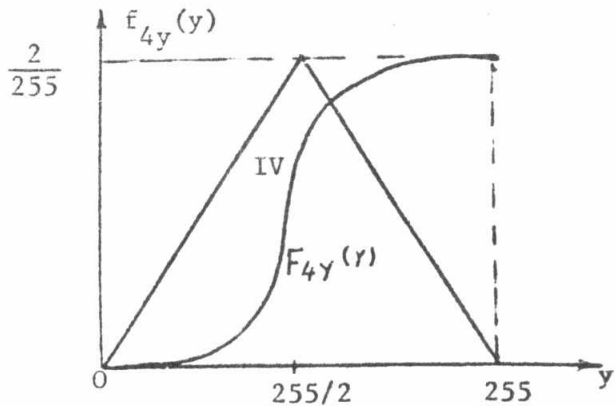
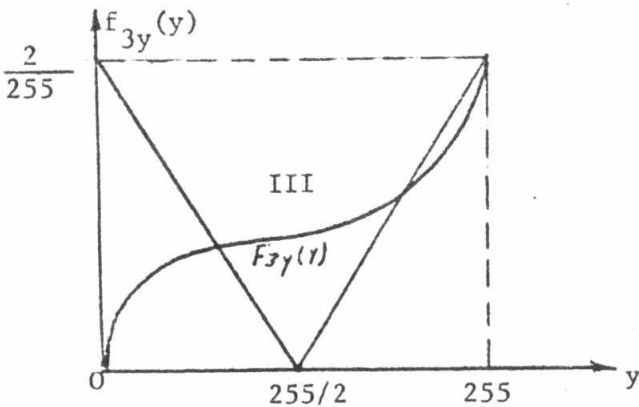
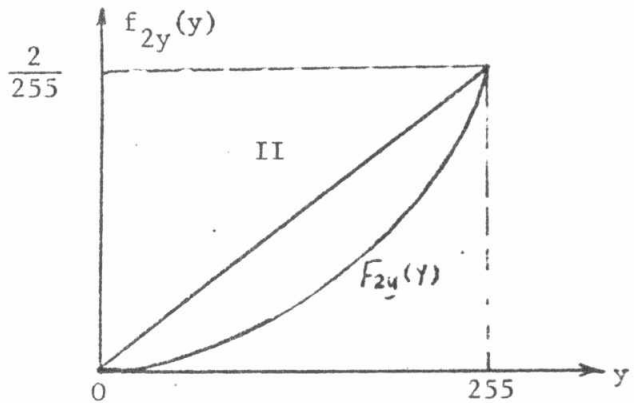
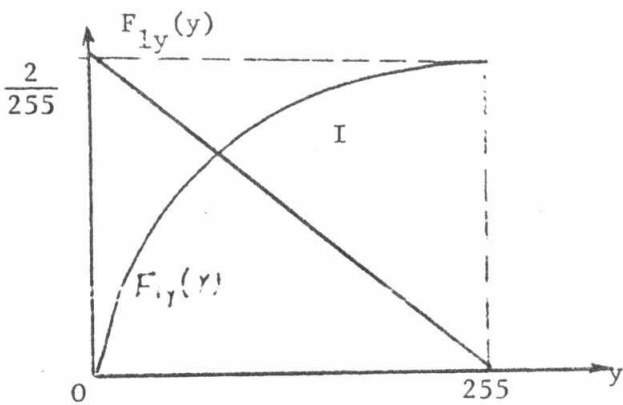
$$F_x(x) = \frac{1}{y_{\max} - y_{\min}} * (y - y_{\min})$$

$$y = (y_{\max} - y_{\min}) * F_x(x) + y_{\min} \tag{1.2}$$

$$y = 255 * F_x(x)$$

2- Using histogram modification

the probability density function of the output luminance can assume one of the following forms:



$$y_1 = 255 * (1 - \sqrt{1 - F_x(x)}) \tag{2.1}$$

$$y_2 = 255 * \sqrt{F_x(x)} \tag{2.2}$$

$$y_{3a} = \frac{255}{2} * (1 - \sqrt{1 - 2F_x(x)}) \tag{2.3a}$$

$$y_{3b} = \frac{255}{2} * (1 + \sqrt{2F_x(x) - 1}) \tag{2.3b}$$

$$y_{4a} = 255 * \frac{F_x(x)}{2} \tag{2.4a}$$

$$y_{4b} = 255 * (1 - \sqrt{\frac{1}{2} - \frac{F_x(x)}{2}}) \tag{2.4b}$$

The following table gives the values of the output liminance as a function of the distribution function of the input luminance $F_x(x)$ for the above 4 cases.

Table 1. Histogram Modification.

$F_x(x)$			Y_1		Y_2		Y_{3a}		Y_{3b}		Y_{4a}		Y_{4b}	
F_x	$\frac{255x}{F_x}$		Dec	Hex	Dec	Hex	Dec	Hex	Dec	Hex	Dec	Hex	Dec	Hex
	Dec	Hex												
0	0	0	0	00	0	00	0	00			0	00		
0.015	4	04	1	01	31	1F	1	01			22	16		
0.03	8	08	3	03	44	2c	3	03			31	1F		
0.045	12	0C	5	05	54	36	5	05			38	26		
0.06	16	10	7	07	62	3E	7	07			44	20		
0.075	20	14	9	09	70	46	9	09			49	31		
0.09	24	18	11	0B	77	4D	12	0C			54	36		
0.105	28	1C	13	0D	83	53	14	0E			58	3A		
0.120	32	20	15	0F	88	58	16	10			62	3E		
0.135	36	24	17	11	94	5E	18	12			66	42		
0.150	40	28	19	13	99	63	20	14			69	45		
0.165	44	2C	21	15	104	68	23	17			73	49		
0.180	48	30	24	18	108	6C	25	19			76	4C		
0.195	52	34	26	1A	113	71	27	1B			79	4F		
0.21	56	38	28	1C	117	75	30	1E			82	52		
0.225	60	3C	30	1E	121	79	32	20			85	55		
0.24	64	40	32	20	125	7D	35	23			88	58		
0.255	68	44	34	22	129	81	38	26			91	5B		
0.27	72	48	37	25	133	85	41	29			93	5D		
0.285	76	4C	41	27	140	8C	46	2E			98	62		
0.3	80	50	41	29	140	8C	46	2E			98	62		
0.315	84	54	43	2B	143	8F	49	31			101	65		
0.33	88	58	46	2E	146	92	53	35			103	67		
0.345	92	5C	48	30	150	96	56	38			105	69		
0.36	96	60	50	32	153	99	60	3C			108	6C		
6.375	100	64	53	35	156	9C	63	3F			110	6E		
0.39	104	68	55	37	159	9F	67	43			112	70		
0.405	108	6C	58	3A	162	A2	71	47			114	72		

0.42	112	70	60	3c	165	A5	76	4C		116	74		
0.435	116	74	63	3f	168	A8	81	51		118	76		
0.45	120	78	65	41	171	AB	87	57		120	78		
0.465	124	7c	68	44	174	AE	93	5D		122	7A		
0.48	128	80	71	47	177	B1	102	66		124	7C		
0.495	132	84	73	49	179	B3	114	72		126	7E		
0.51	136	88	76	4C	182	B6			145	91		128	80
0.525	140	8C	79	4F	185	B9			156	9C		130	82
0.54	144	90	82	52	187	BB			163	A3		132	84
0.555	148	94	84	54	190	BE			169	A9		134	86
0.57	152	98	87	57	193	C1			175	AF		136	88
0.585	156	9C	90	5A	195	C3			180	B4		138	8A
0.6	160	A0	93	5D	198	C6			184	B8		140	8C
0.615	164	A4	96	60	200	C8			188	BC		143	8F
0.63	168	A8	99	63	202	CA			182	CO		145	91
0.645	172	AC	103	67	205	CD			196	C4		147	93
0.66	176	B0	106	6A	207	CF			199	C7		149	95
0.675	180	B4	109	6D	210	D2			202	CA		152	98
0.69	184	B8	113	71	212	D4			206	CE		154	9A
0.705	188	BC	116	74	214	D6			209	D1		157	9D
0.720	192	C0	120	78	216	D8			212	D4		159	9F
0.735	196	C4	123	7B	219	DB			214	D6		162	A2
0.75	200	C8	127	7F	221	DD			217	D9		164	A4
0.765	204	CC	131	83	223	DF			220	DC		167	A7
0.78	208	DO	135	87	225	D1			222	DE		170	AA
0.795	212	D4	139	8B	227	E3			225	E1		173	AD
0.81	216	D8	143	8F	230	E6			227	E3		176	BO
0.825	210	D2	148	94	232	E8			230	E6		179	B3
0.84	214	D6	152	98	234	EA			232	E8		182	B6
0.855	218	DA	157	9D	236	EC			234	EA		186	BA
0.875	223	DF	164	A4	239	EF			237	ED		191	EF
0.9	230	E6	174	AE	242	F2			241	F1		197	C5
0.925	239	EC	185	B9	245	F5			245	F5		205	CD
0.95	242	F2	197	C5	249	F9			248	F8		214	D6
0.975	249	F9	214	D6	252	FC			251	FB		226	E2
1	255	FF	255	FF	255	FF			255	FF		255	FF

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Recalibration

In this method, the histogram is calculated and the occupied levels are re-distributed such that the high-brightness levels are distantly interspaced in such a way that $\frac{\Delta L}{L} = \text{constant}$ for all levels.

Local improvement of contrast

This method replaces the luminance of each pixel by its difference from the mean value of a small window (3x3) centered by this pixel.

The image loses its global contrast but the local details are considerably amplified.

Contour extraction:

This is performed by the convolution of the image with a chosen mask. The used masks can be linear or nonlinear, for example.

- Linear masks

- Laplacian masks: for example

$$M_{L1} = \begin{bmatrix} 0 & -1 & 0 \\ -1 & 4 & -1 \\ 0 & -1 & 0 \end{bmatrix}$$

$$M_{L2} = \begin{bmatrix} 1 & -2 & 1 \\ -2 & 4 & -2 \\ 1 & -2 & 1 \end{bmatrix}$$

$$M_{L3} = \begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

- Compass masks : for example

$$M_{CN} = \begin{bmatrix} 1 & 1 & 1 \\ 1 & -2 & 1 \\ -1 & -1 & -1 \end{bmatrix}$$

$$M_{CE} = \begin{bmatrix} -1 & 1 & 1 \\ -1 & -2 & 1 \\ -1 & 1 & 1 \end{bmatrix}$$

$$M_{CS} = \begin{bmatrix} -1 & -1 & -1 \\ 1 & -2 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$$M_{CW} = \begin{bmatrix} 1 & 1 & -1 \\ 1 & -2 & -1 \\ 1 & 1 & -1 \end{bmatrix}$$

Nonlinear masks

Robert method

it replaces the luminance of the pixel (i,j) by :

$$R(i,j) = L(i,j) - L(i+1,j+1) + L(i,j+1) - L(i+1,j)$$

Sobel method

it replaces the luminance of the pixel (i,j)

by

$$S(i,j) = \left| \begin{array}{l} L(i-1,j-1) + 2L(i-1,j) + L(i-1,j+1) - \\ L(i+1,j-1) + 2L(i+1,j) + L(i+1,j+1) \\ + \left| \begin{array}{l} L(i-1,j-1) + 2L(i,j-1) + L(i+1,j-1) - \\ L(i-1,j+1) + 2L(i,j+1) + L(i+1,j+1) \end{array} \right| \end{array} \right|$$

Appendix A includes the following subroutines (written using the Motorola 6800 assembly language):

MDFN : image enhancement using histogram modifications

LAPMSK, LAPMSK1 : Contour extraction using Laplace Masks

RORBGRD, ROBMOD : Contour extraction using Robert and Sobel Masks.

CONCLUSION

The system, although simple, is suitable for development works in most of the scientific branches. The system capabilities in performing most of the algorithms used in digital image processing for B & W - and coloured images encourage to expand the system for better performance. The system can be expanded to allow for greater resolution . In addition the system can be modified for faster processing allowing for some real time applications.

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