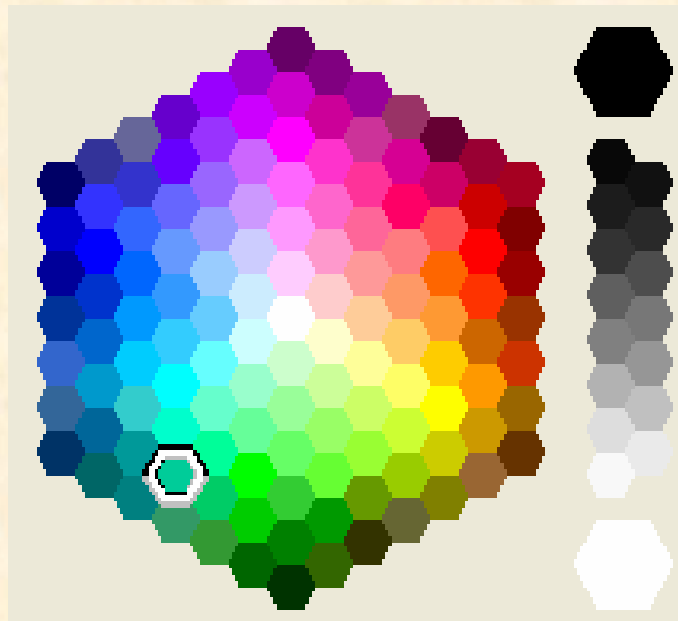
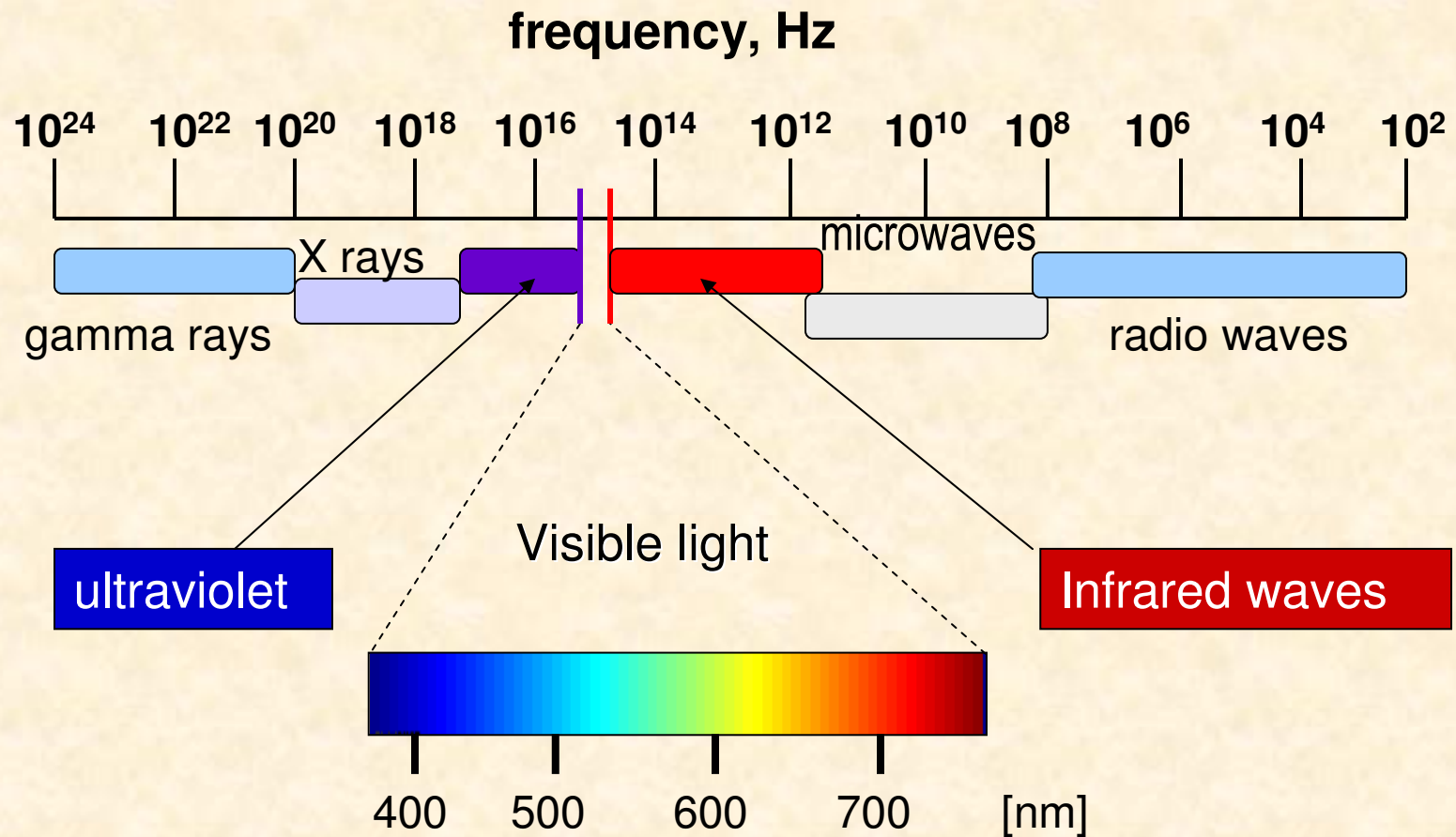


Processing of colour images

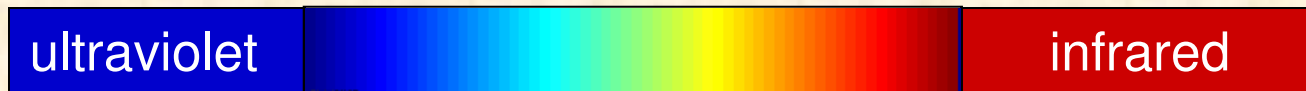
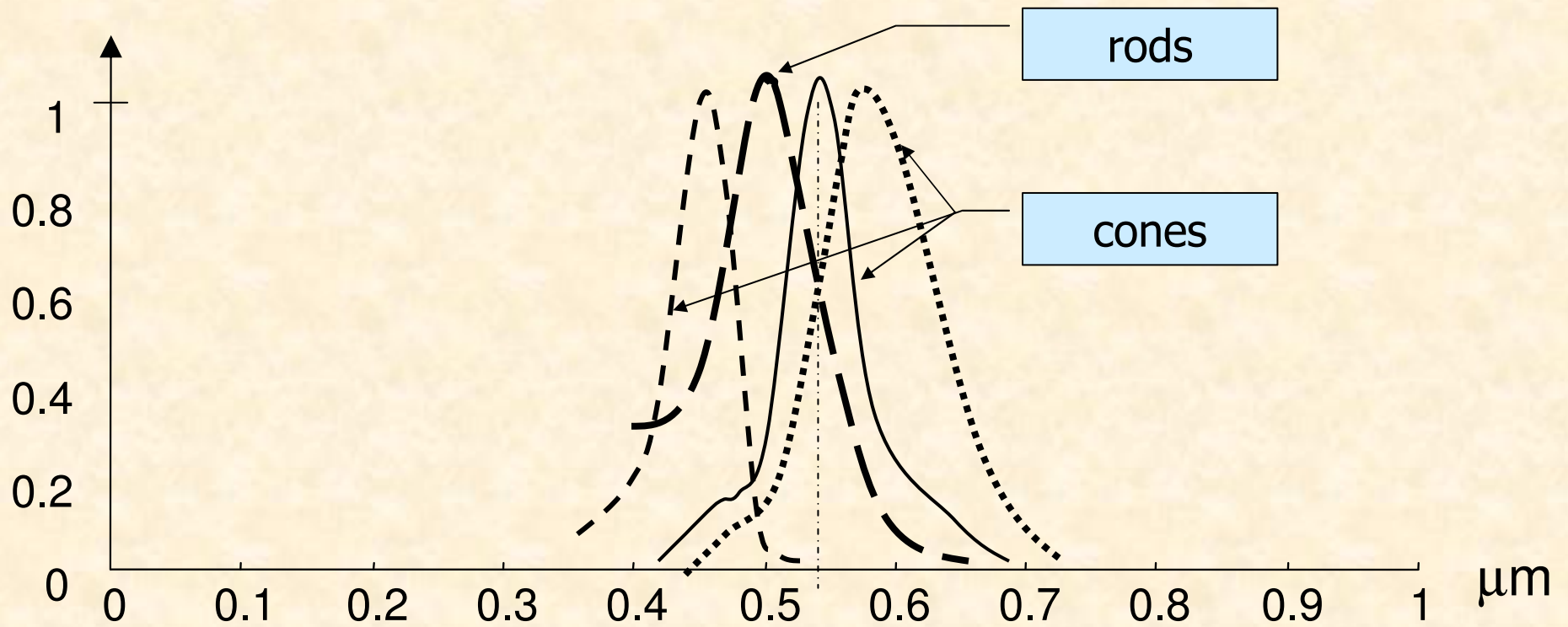
- Colour representation schemes
- Filtering of colour images



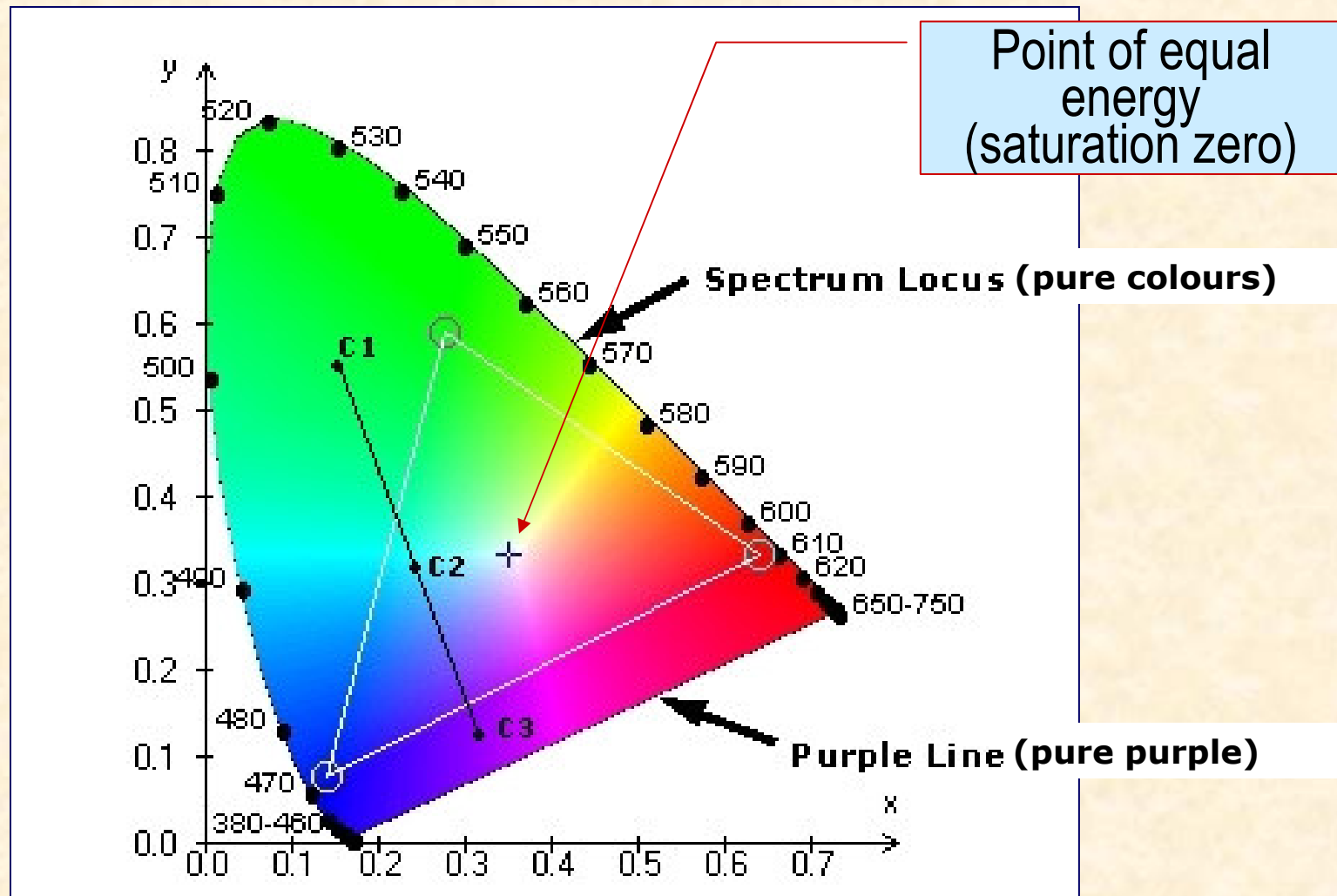
Electromagnetic spectrum



Eye sensitivity to colour components

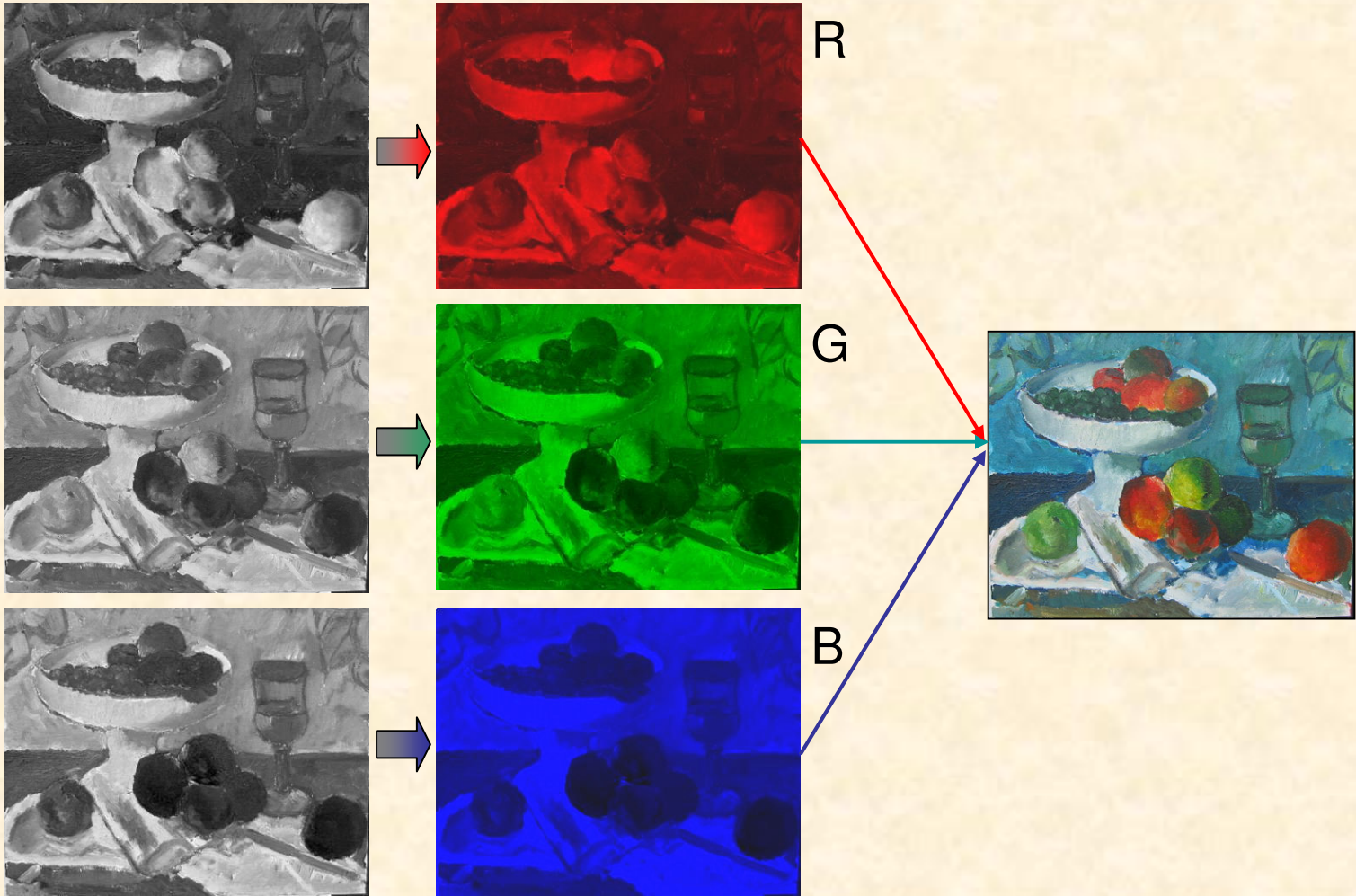


Commission Internationale de l'Eclairage (CIE) Chromaticity Diagram

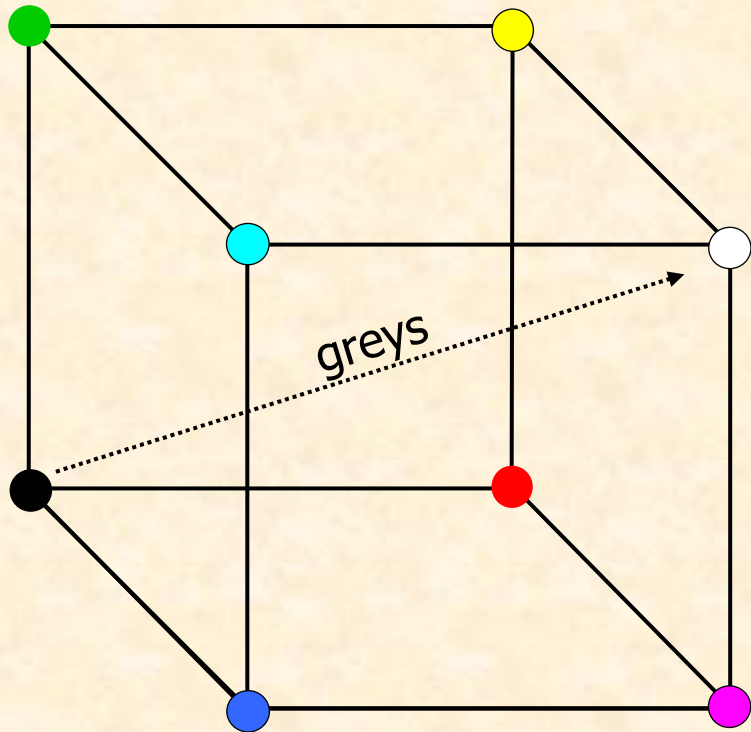


CIE diagrams all colours that can be humanly perceived

RGB colour images

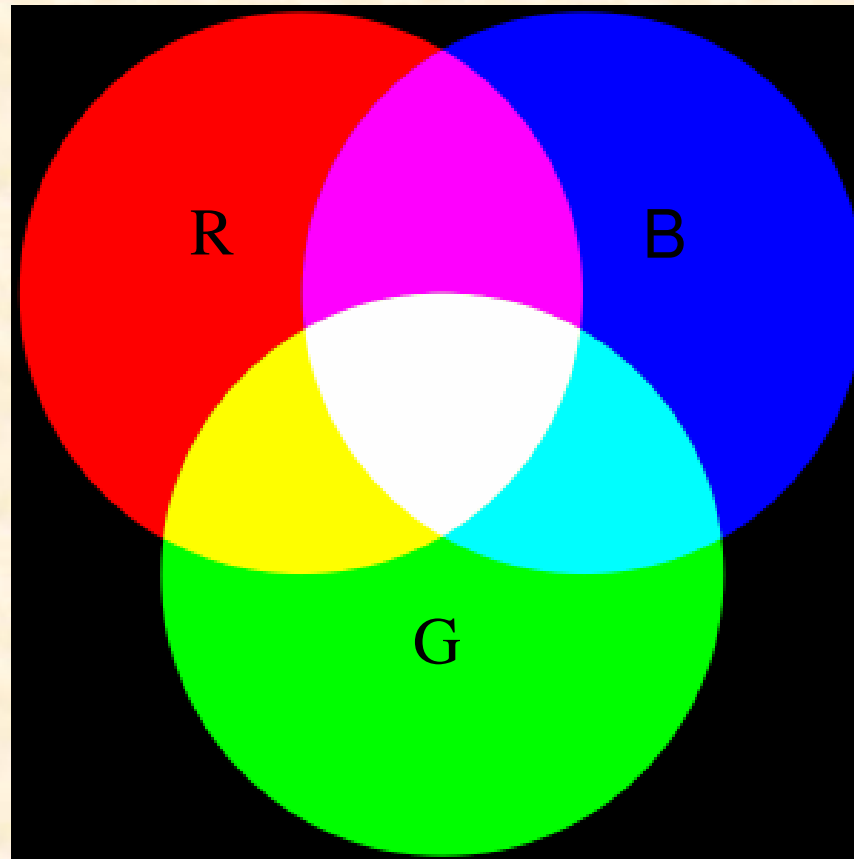


RGB colour space

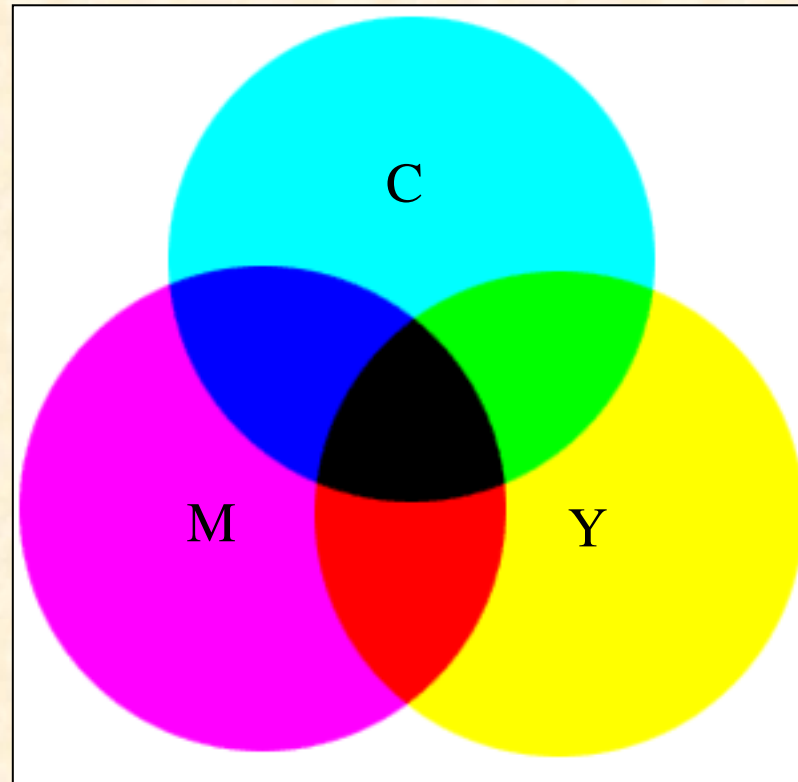


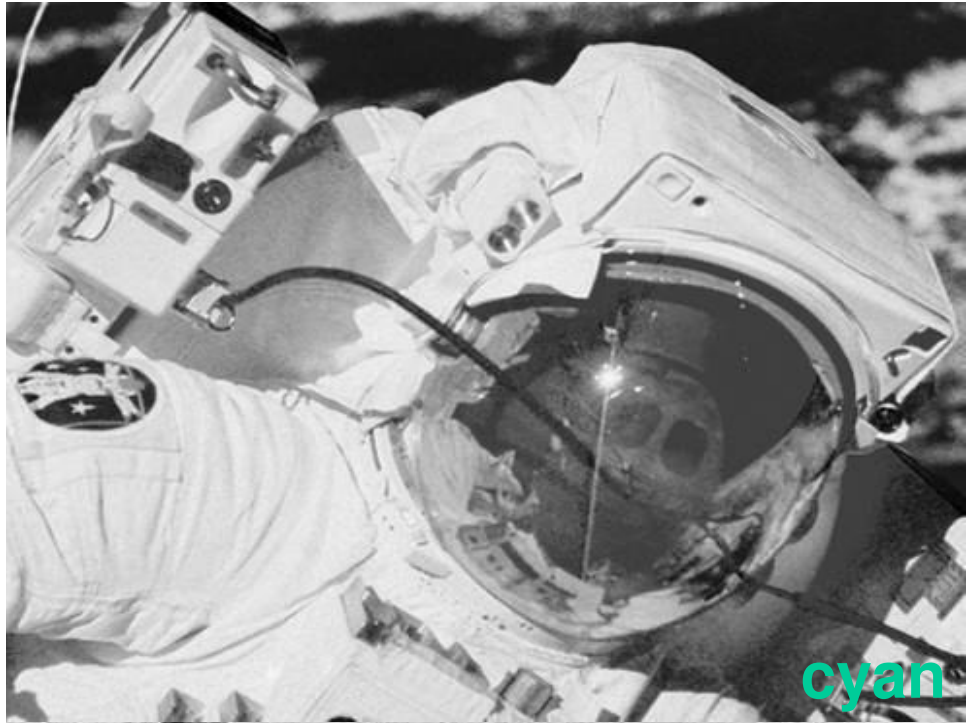
Each colour component (R,G,B) is registered and digitized in a separate video channel

RGB additive primaries

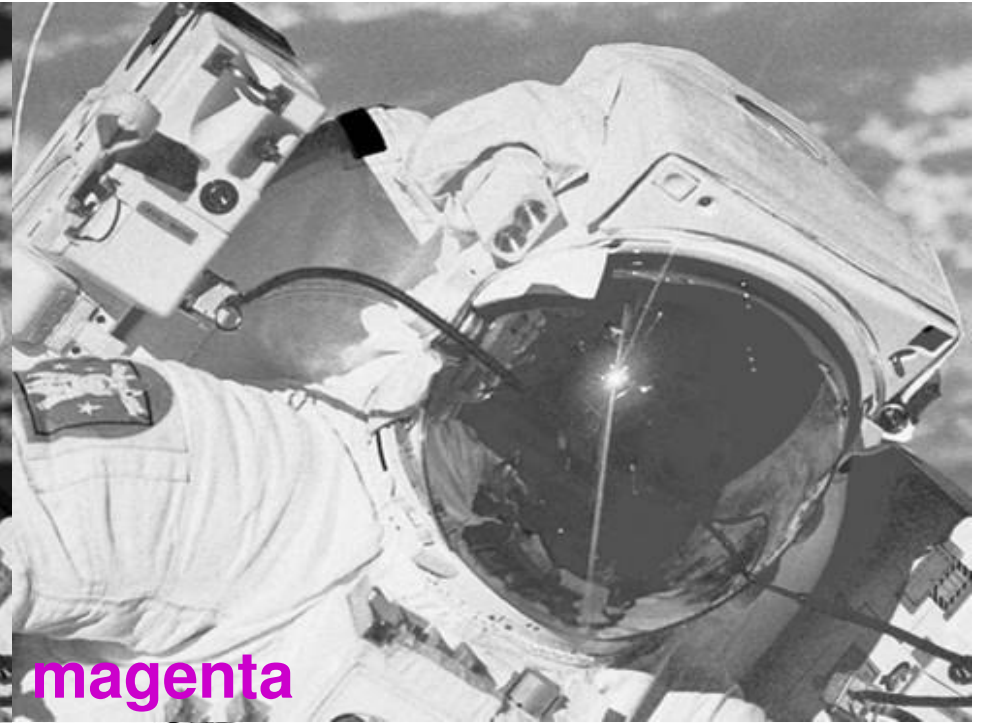


CMY subtractive primaries

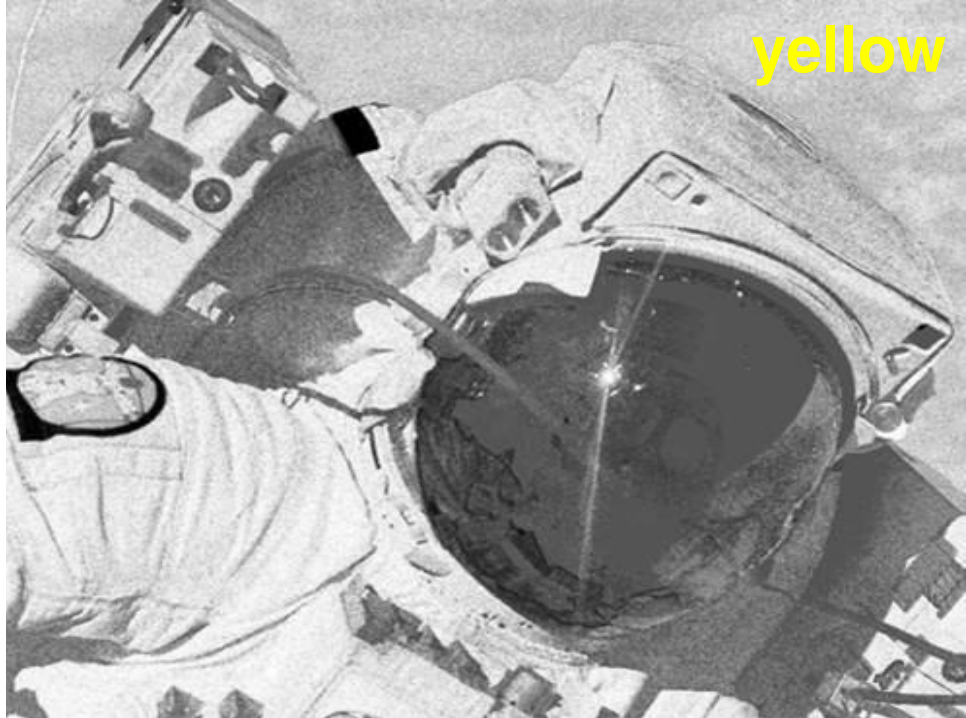




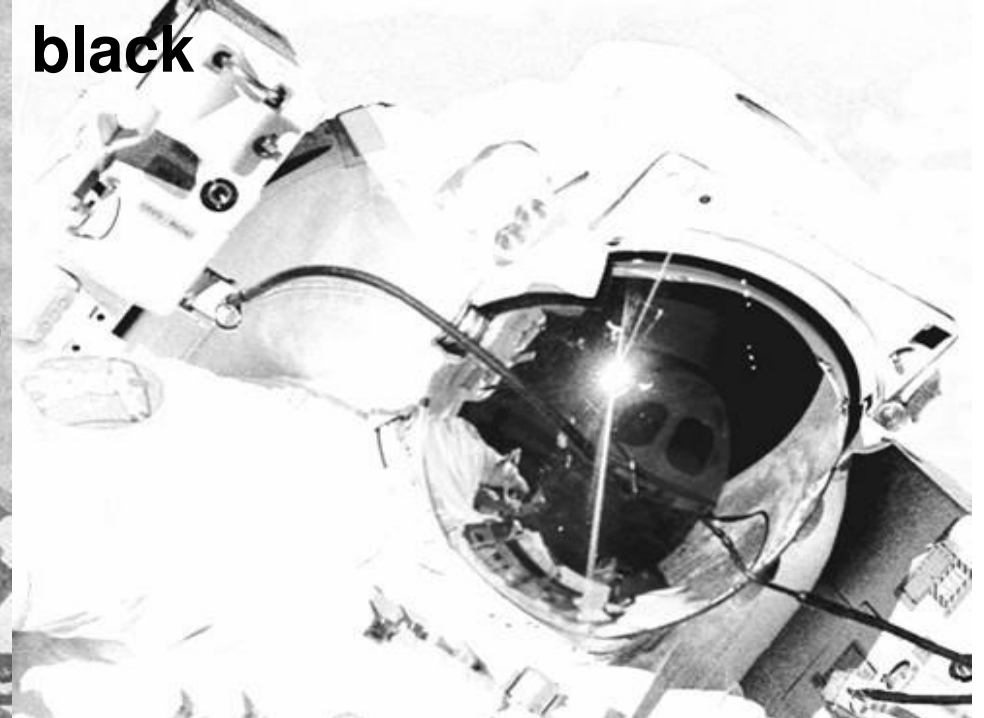
cyan



magenta

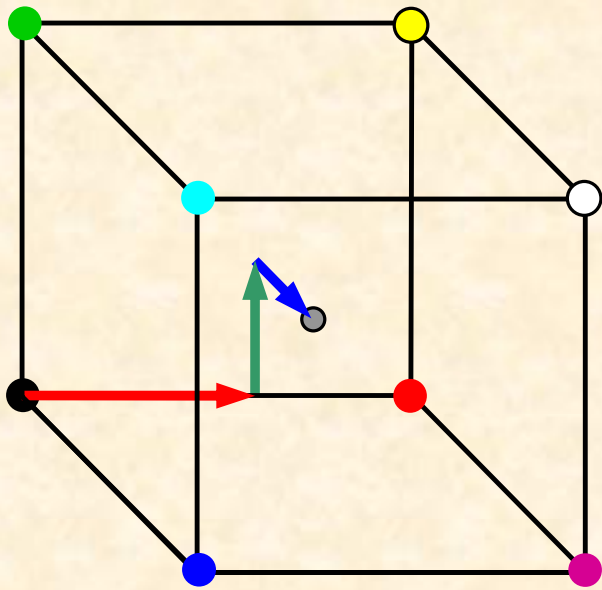


yellow

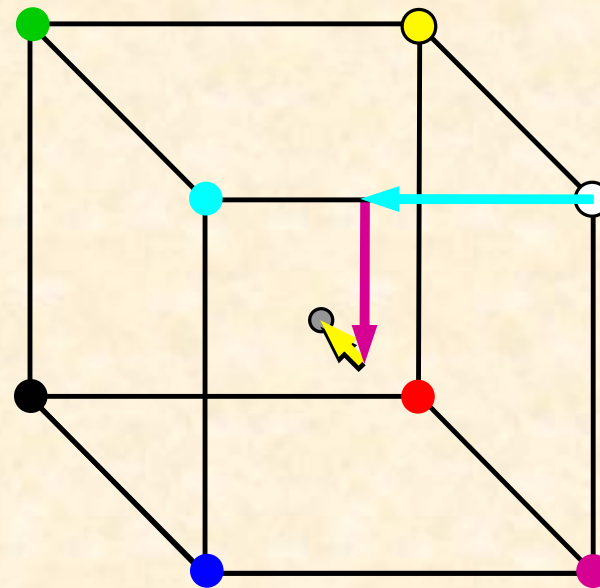


black

RGB and CMY colour systems

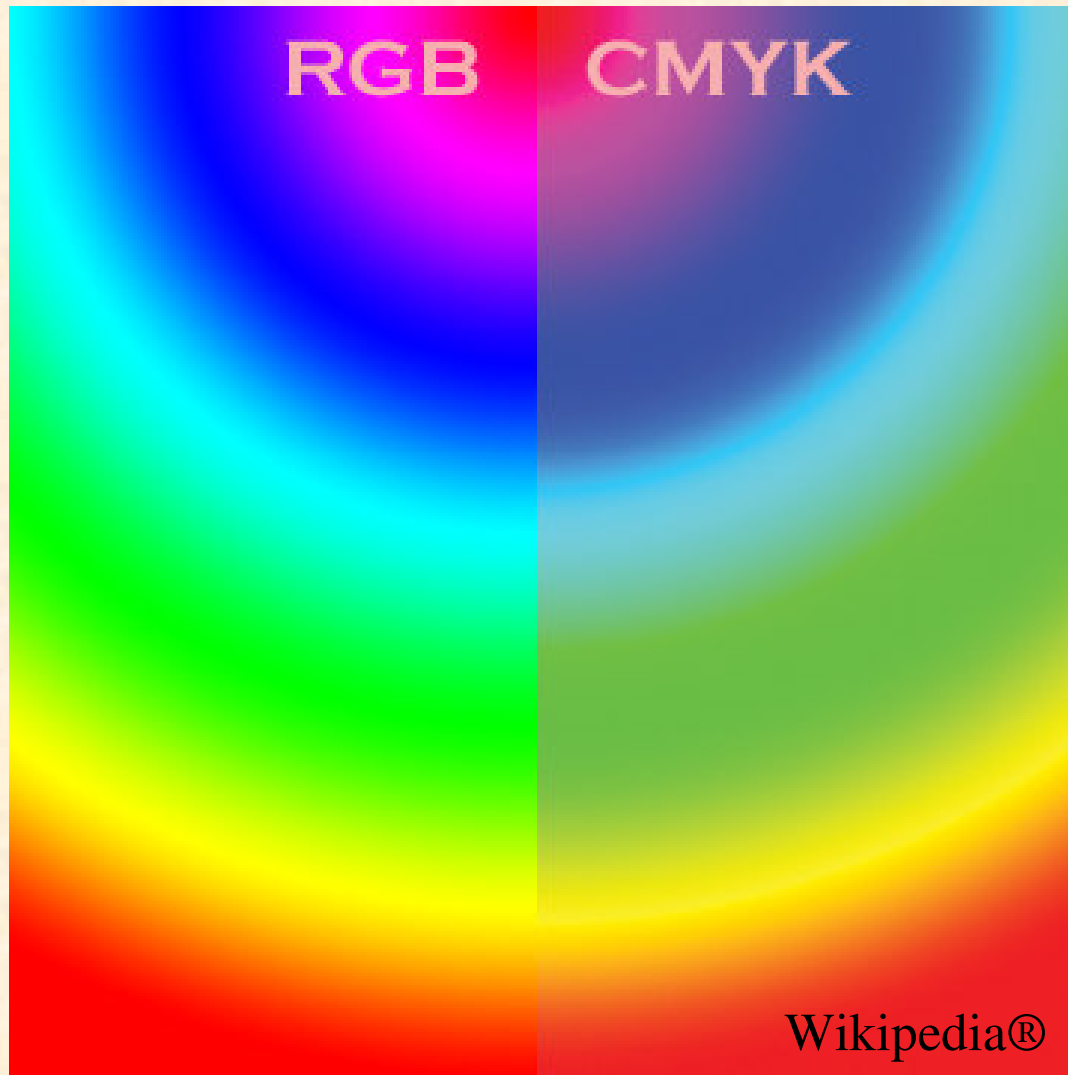


Adding additive primaries



Subtracting subtractive primaries

RGB and CMYK colour systems

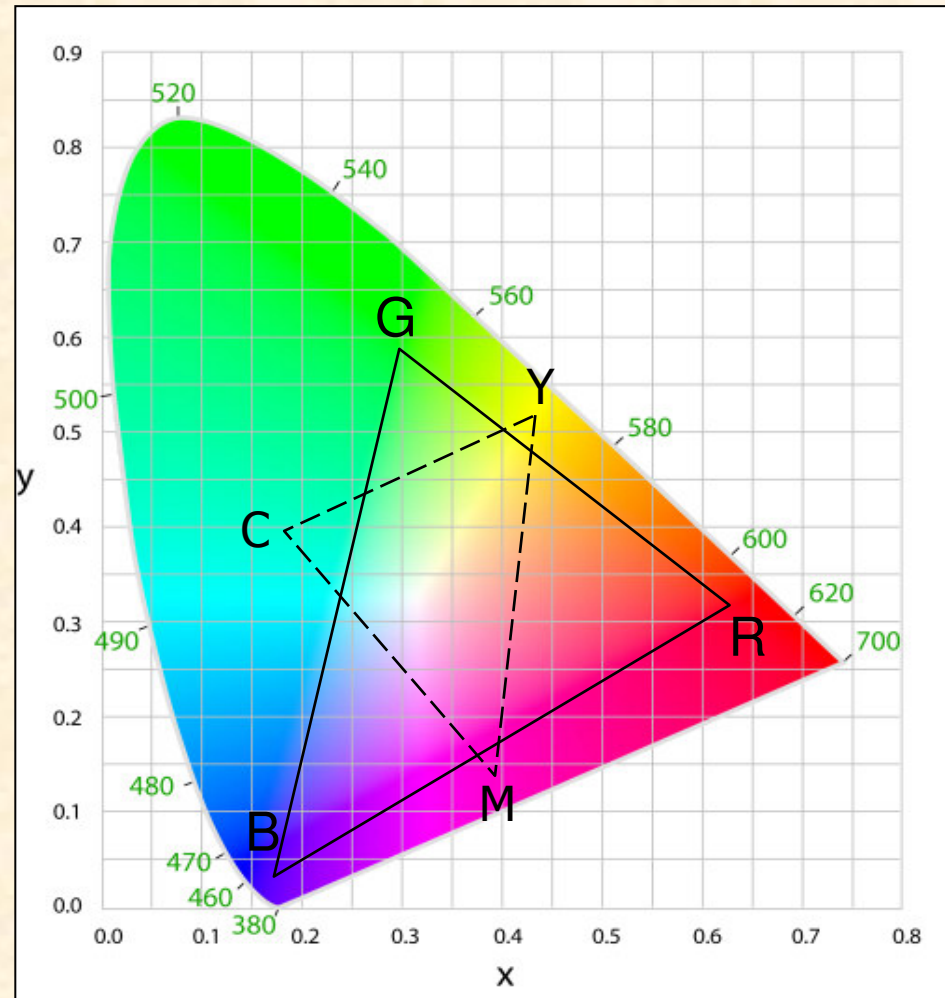


K – stands for **black**, which is used as a fourth colour to improve the contrast of prints

Wikipedia®

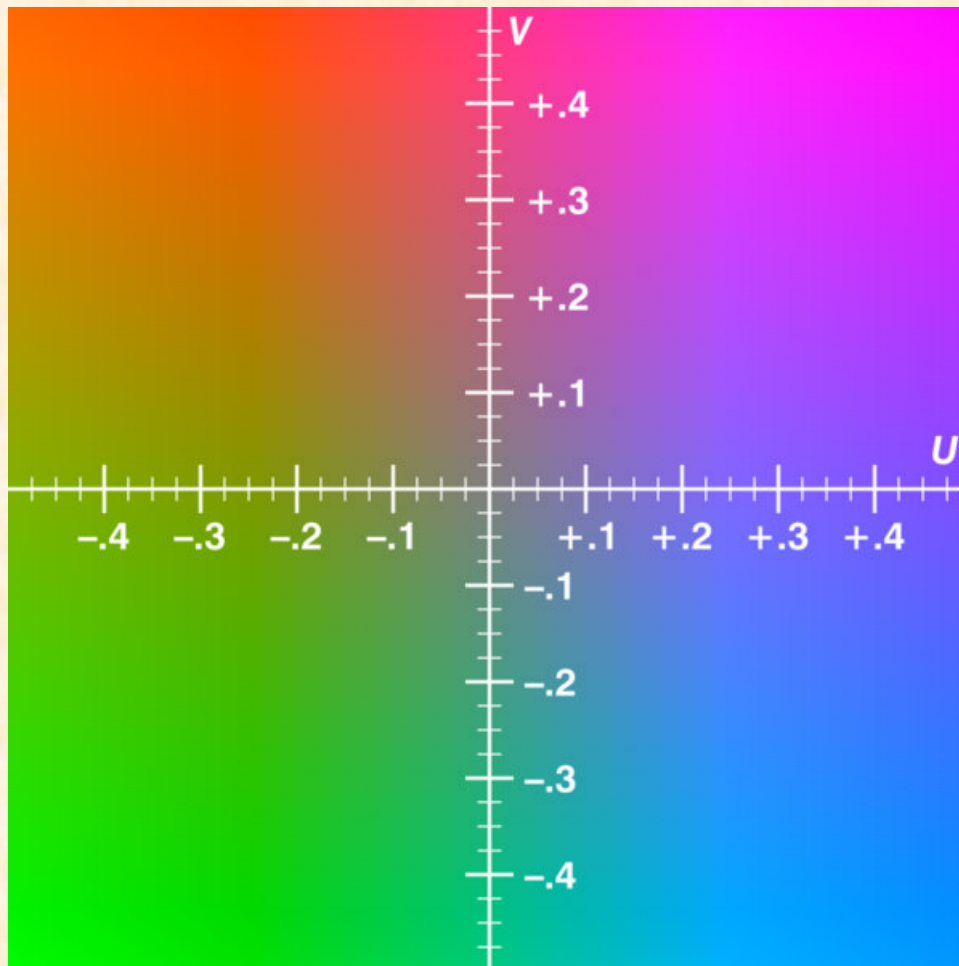
RGB and CMY colour systems

RGB colours produced by typical CRT device (RGB colour gamut) and CMY colour printers (CMY colour gamut)



YIQ (YUV) colour space

Y is a luminance component and is a linear combination of (R,G,B)
(I,Q) are the chrominance (colour) components.



Y – luminance,
I – inphase,
Q – quadrature

NTSC system

$YUV \neq YCbCr$

Equivalence of colour spaces

There exist a one-to-one mapping between RGB and YIQ systems.

$$Y = 0.299R + 0.587G + 0.114B$$

$$R = Y + 0.956I + 0.621Q$$

$$I = 0.596R - 0.274G - 0.322B$$

$$G = Y - 0.272I + 0.647Q$$

$$Q = 0.211R - 0.523G + 0.312B$$

$$B = Y - 1.106I + 1.703Q$$

For a human eye perception a better approach is to code separately luminance and chrominance components (S-Video)



YUV and YCbCr

YUV – used in NTSC TV system

luminance

$$Y = 0.299 * R + 0.587 * G + 0.114 * B$$

chrominance

$$U = 0.49 * (B - Y)$$

$$V = 0.88 * (R - Y)$$



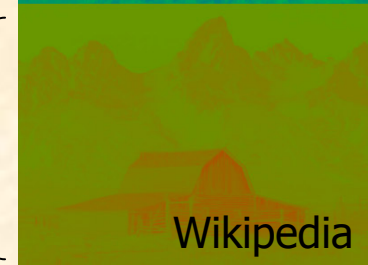
RGB



Y



U



V

YUV and YCbCr

A standard different from YUV in chrominance components



S-video

$$Y = 0.299 * R + 0.587 * G + 0.114 * B$$

$$Cb = -0.17 * R - 0.5 * G + 0.5 * B$$

$$Cr = 0.5 * R - 0.42 * G - 0.08 * B$$



RGB



Y



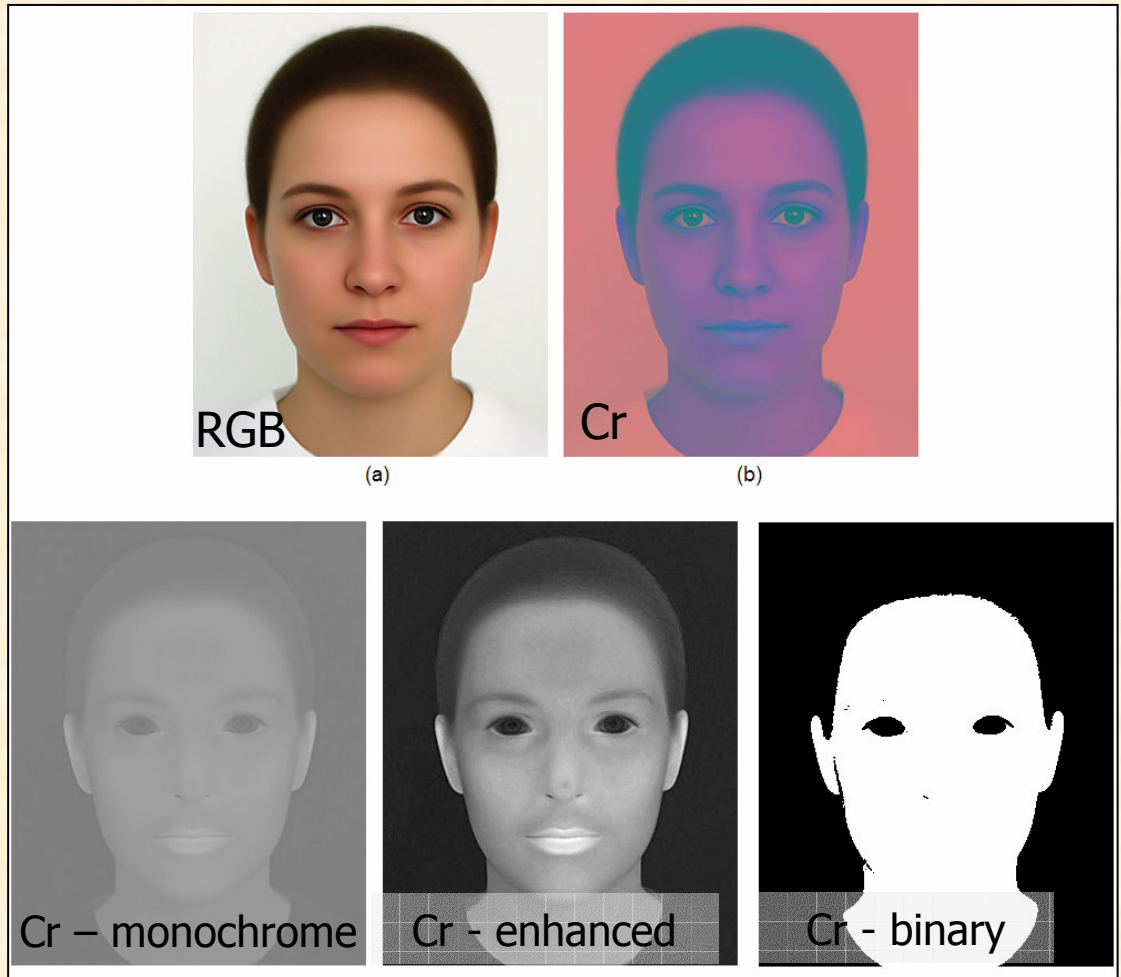
Cb



Cr

YCbCr

Use of **Cr** colour component for detection of skin regions in images (not dependent on skin colour)



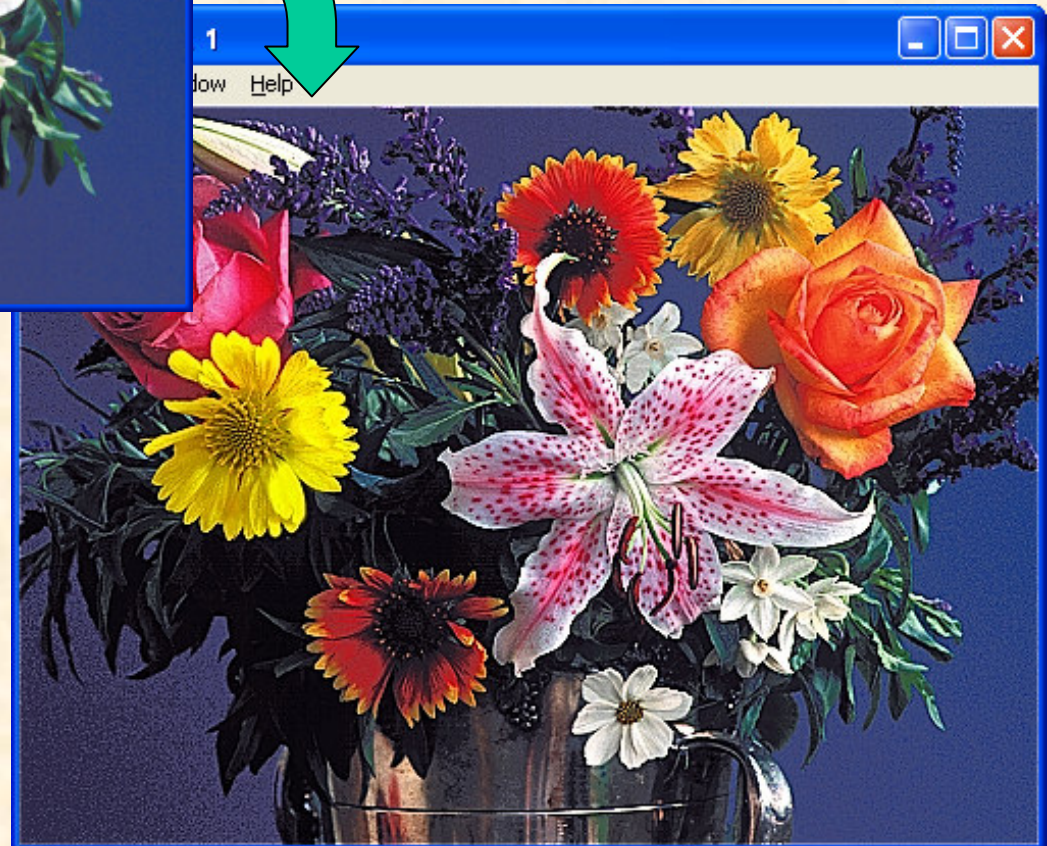
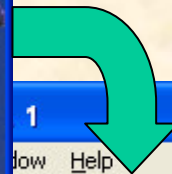
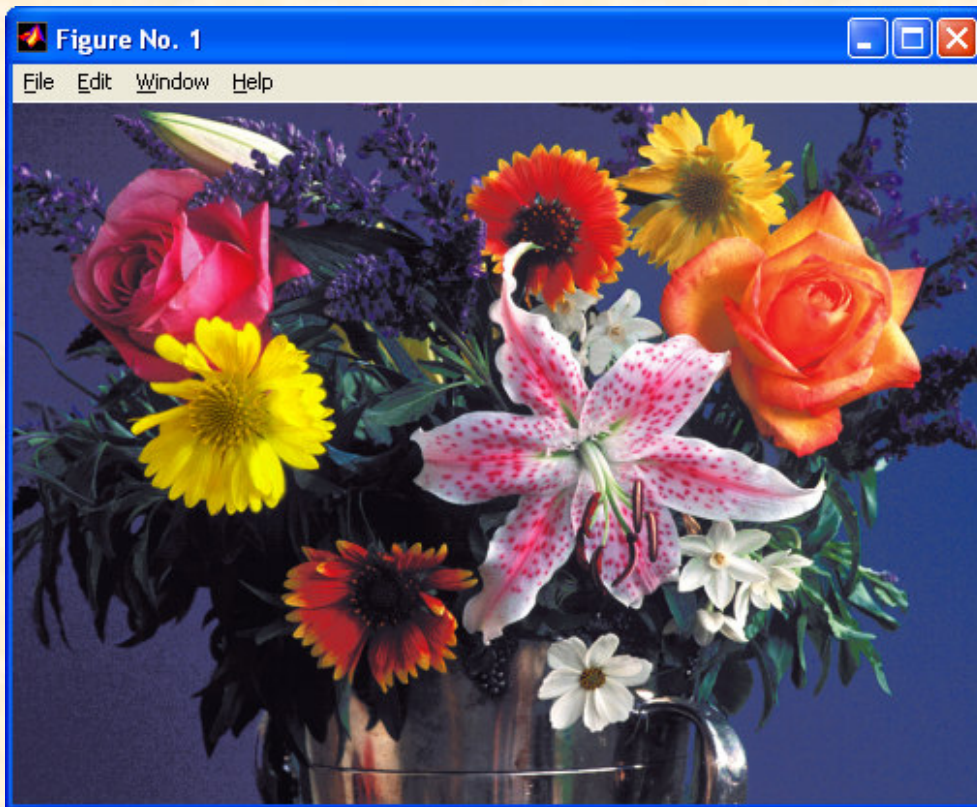
PhD work of A. Królak at the Medical Electronics Division

Filtering of colour images in spatial domain

Another possible approach:

1. Convert from RGB to YCbCr
2. Filter the Y (luminance) component and keep the colours (Cb,Cr) unchanged
3. Convert back to RGB

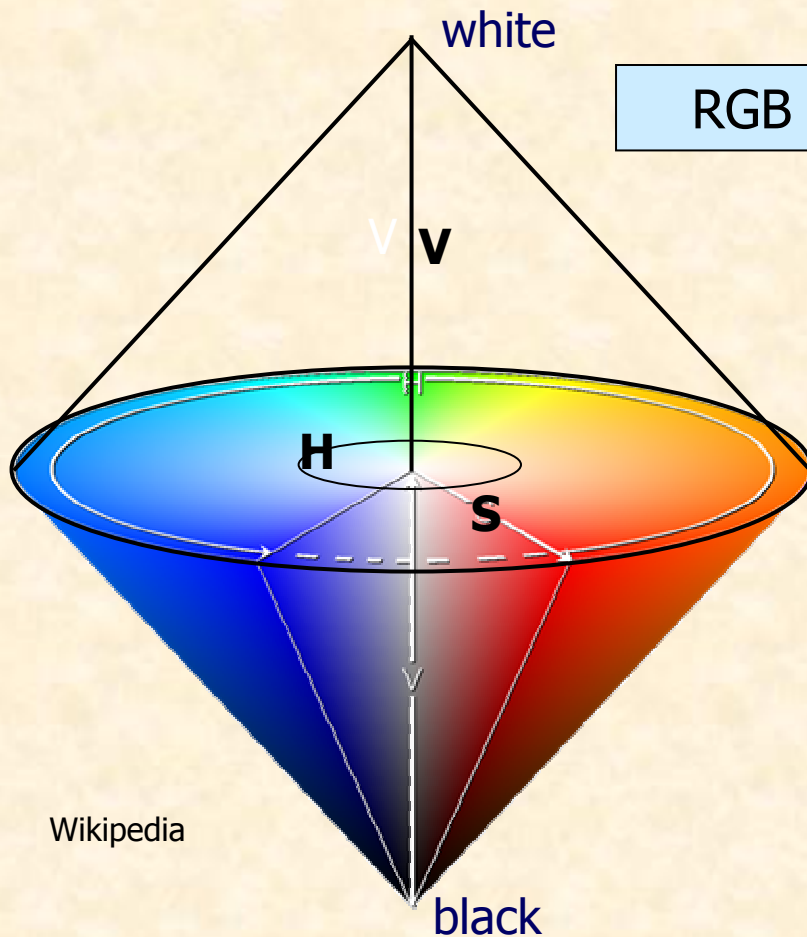
High pass
filtering of the
Y component



```
%Matlab  
h=fspecial('unsharp');  
ys=filter2(h,y);
```

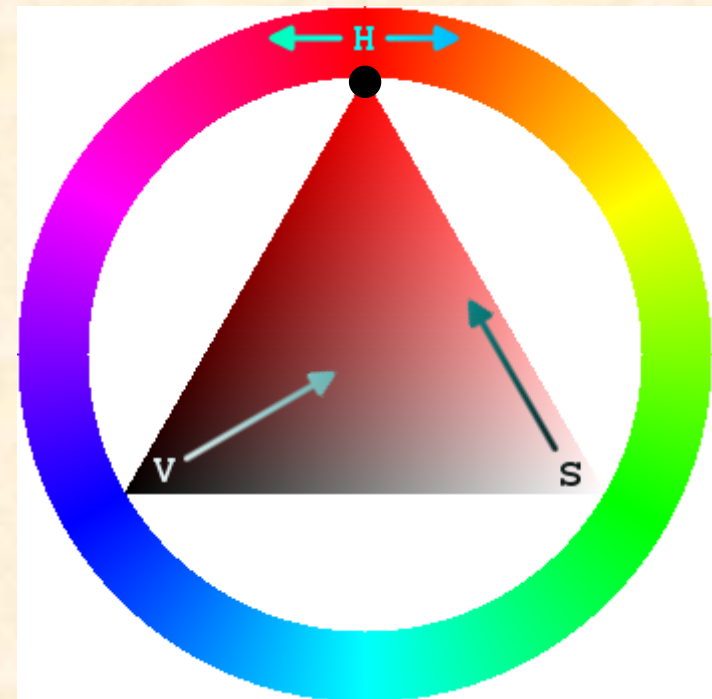
HSI (HSV) colour system

H - hue, S - saturation, I - intensity



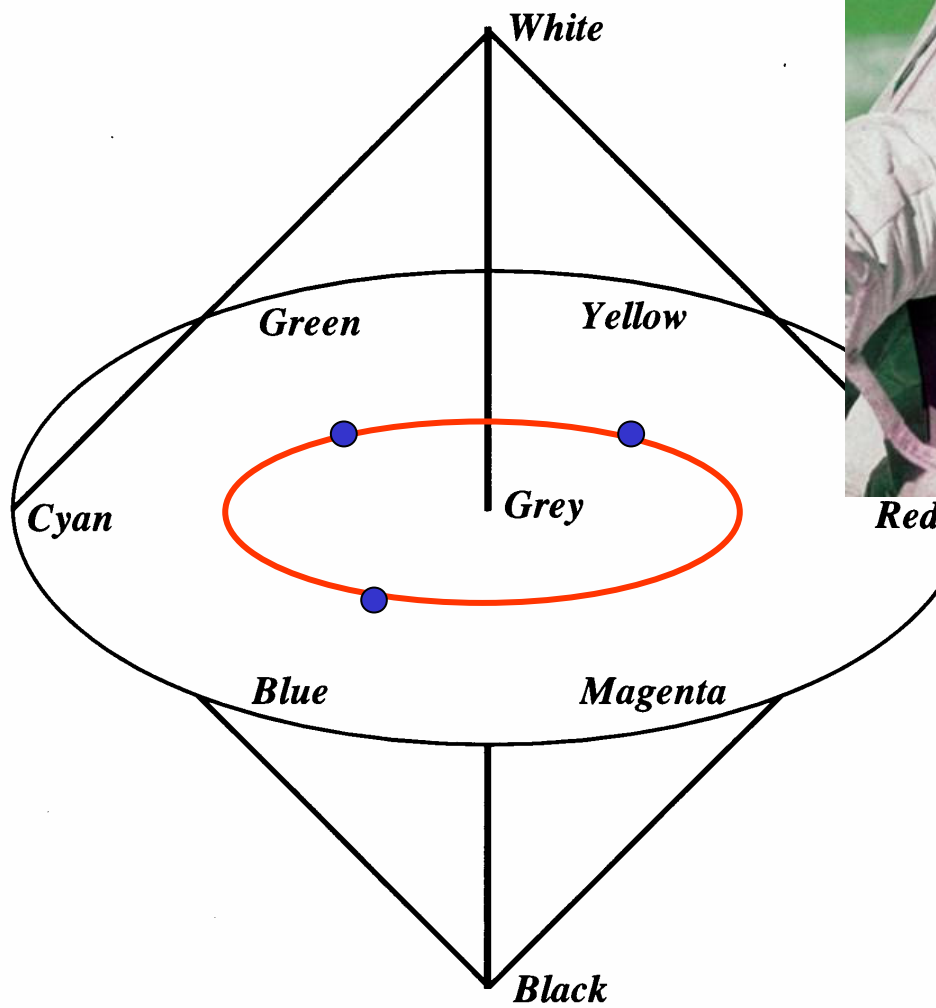
RGB \leftrightarrow HSI

Useful in designing colour graphics

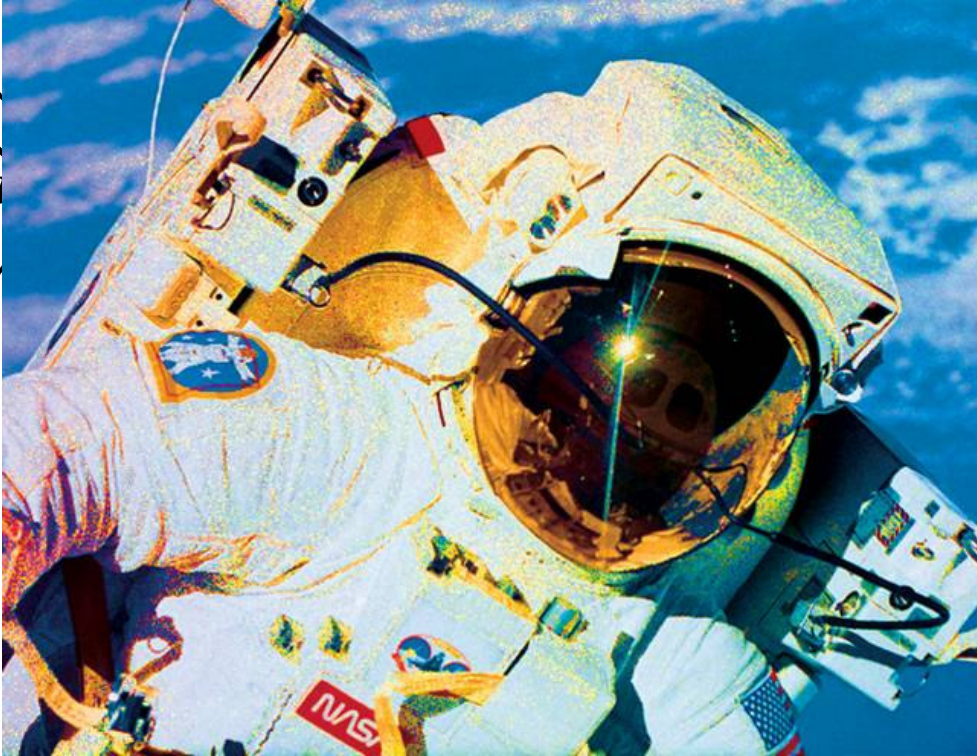
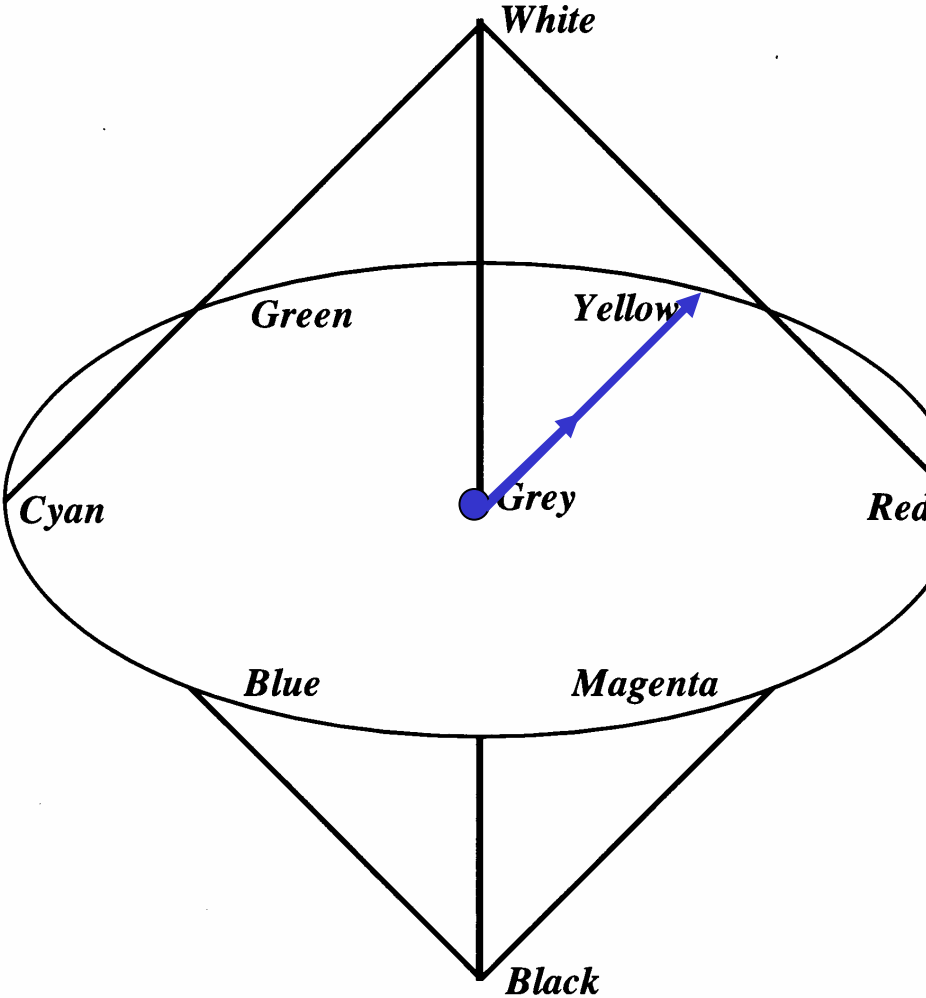


Wikipedia

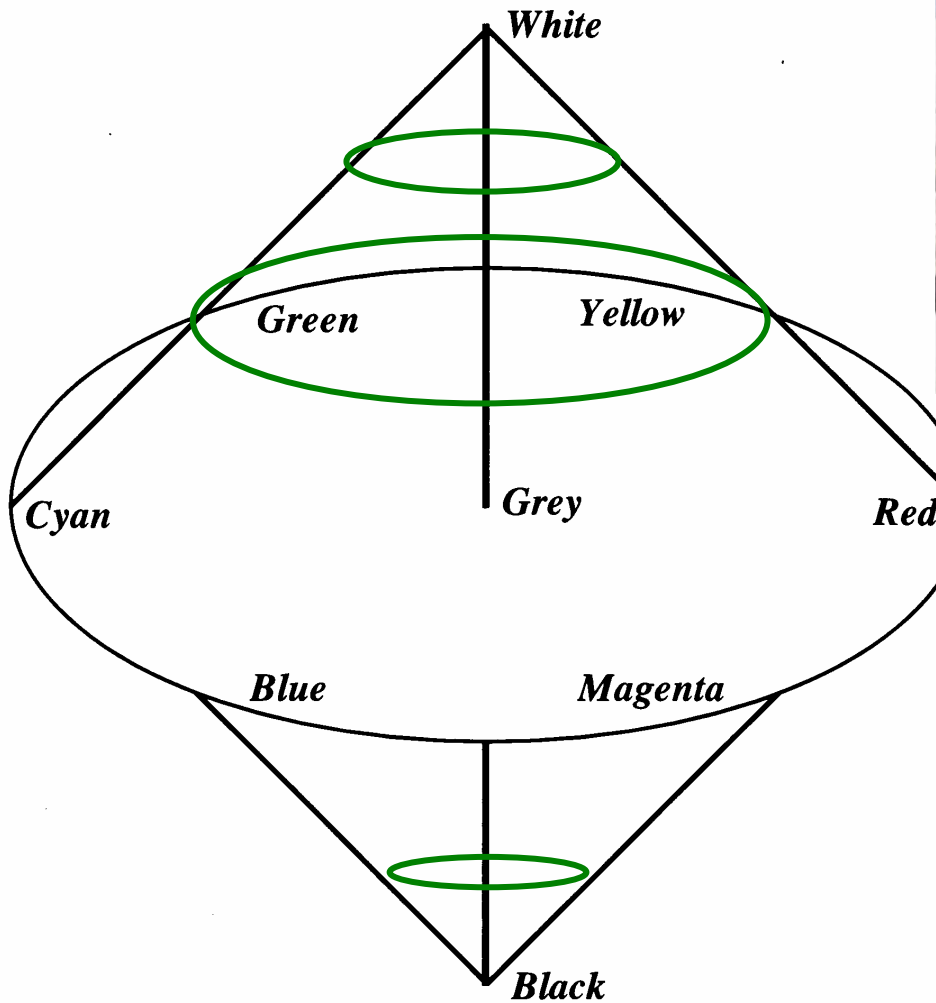
Hue



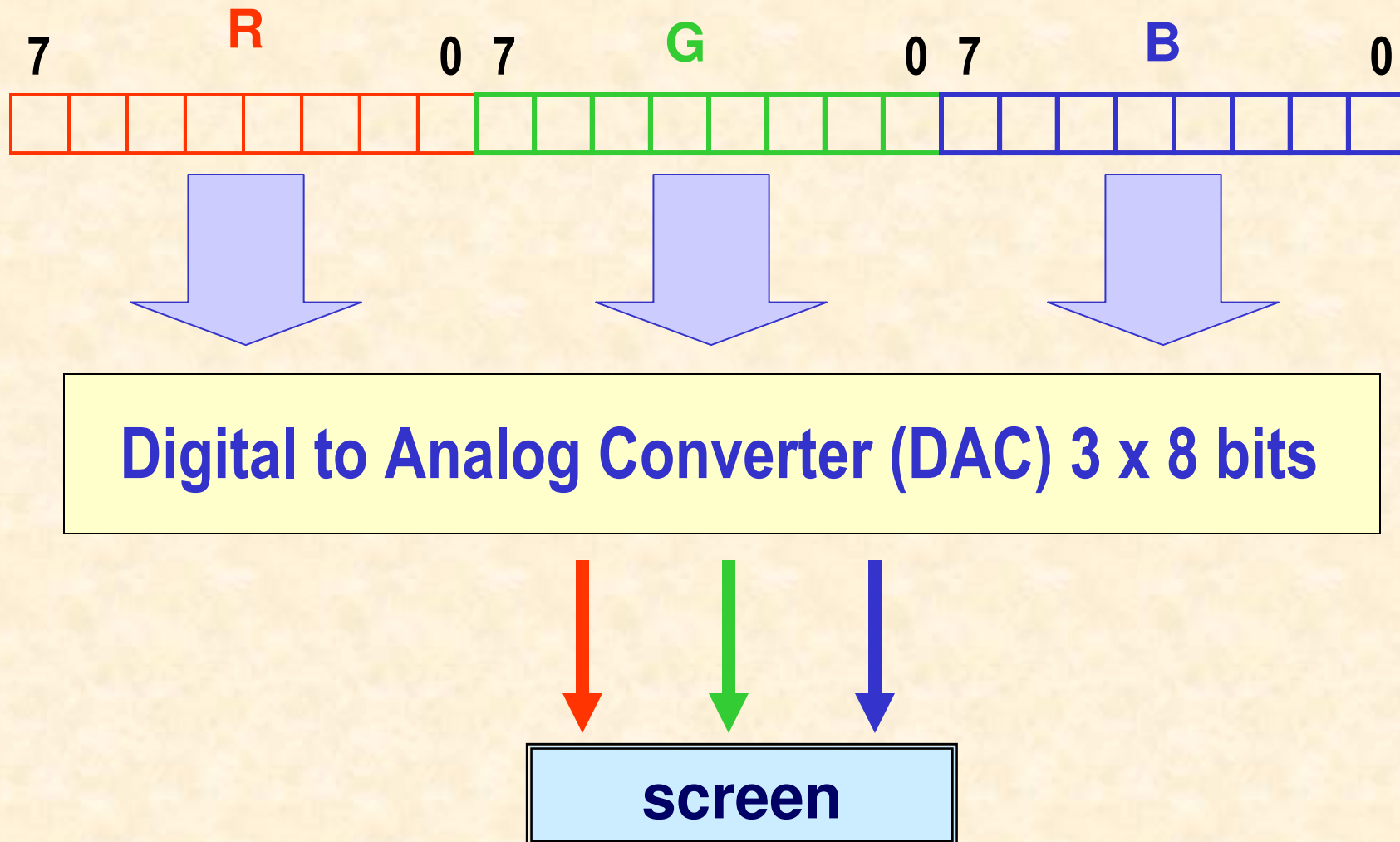
Saturation



Intensity (Value)



Colour coding in SVGA graphics cards

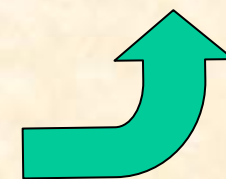
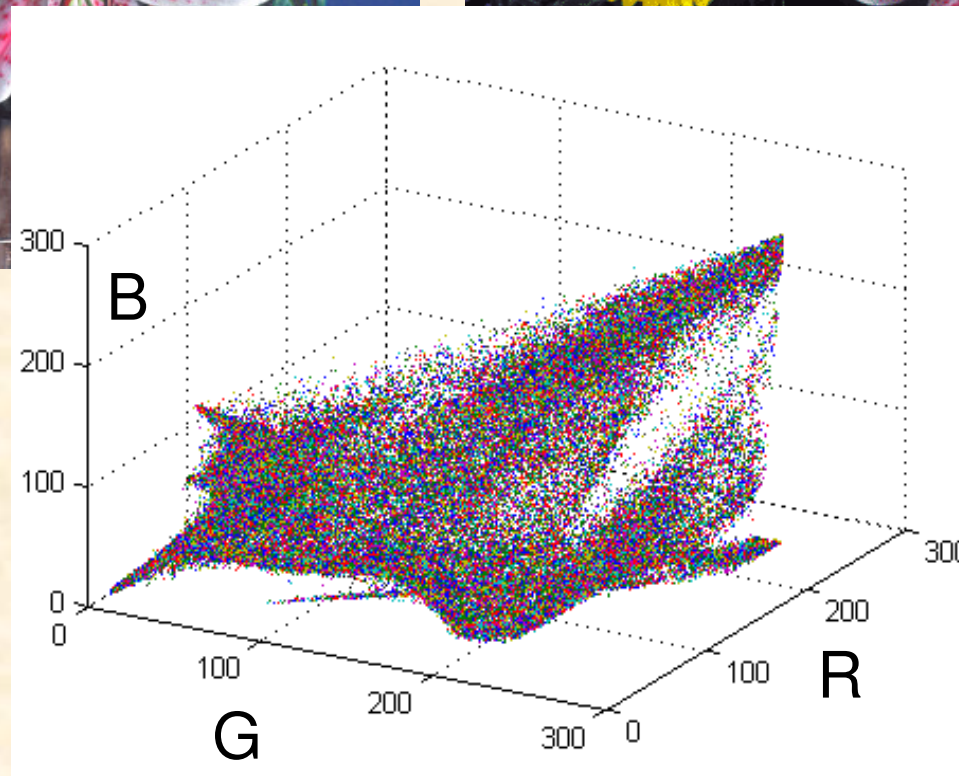
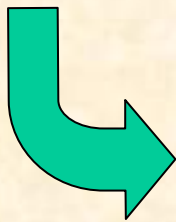


Colour resolutions in PC computers

- True-colour: 2^{24} colours -> 16777216
- High-colour: 2^{16} colours -> 65536 (R5, G6, B5)
- 256 colours (indexed colours from look-up-table)

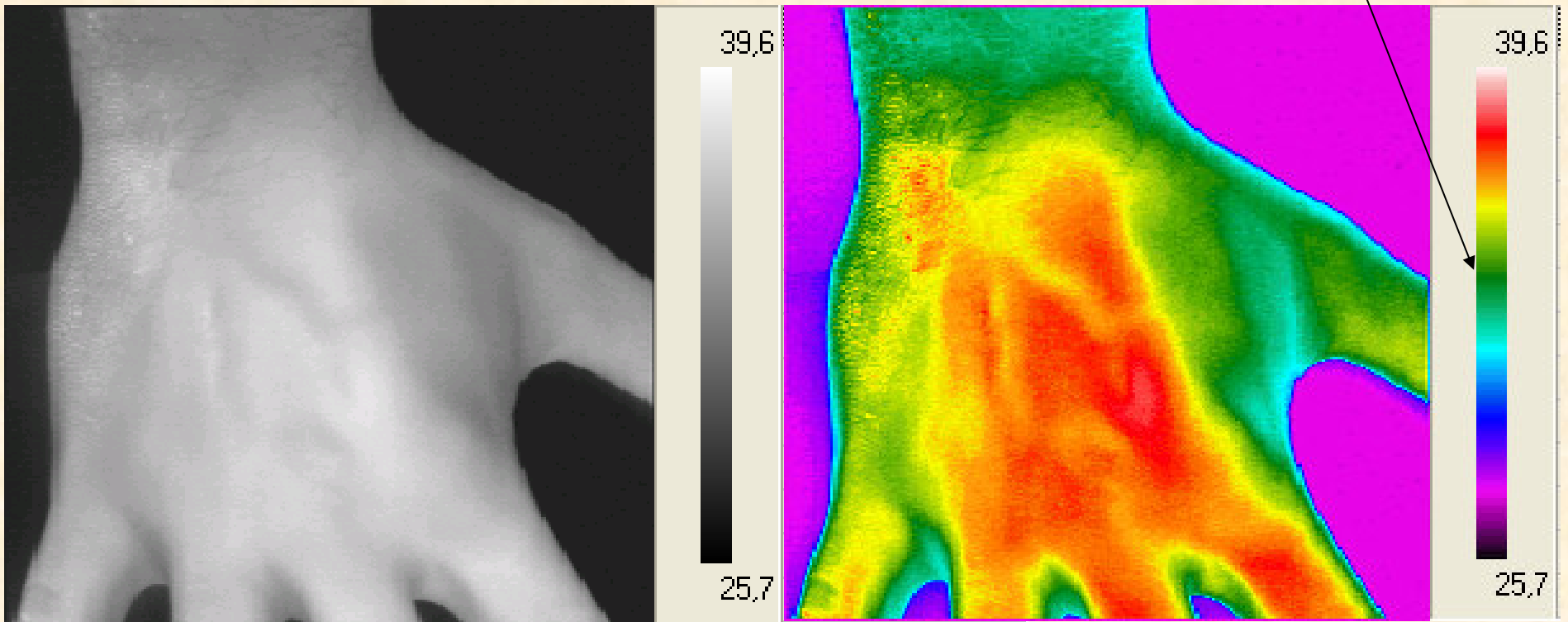


RGB to indexed image

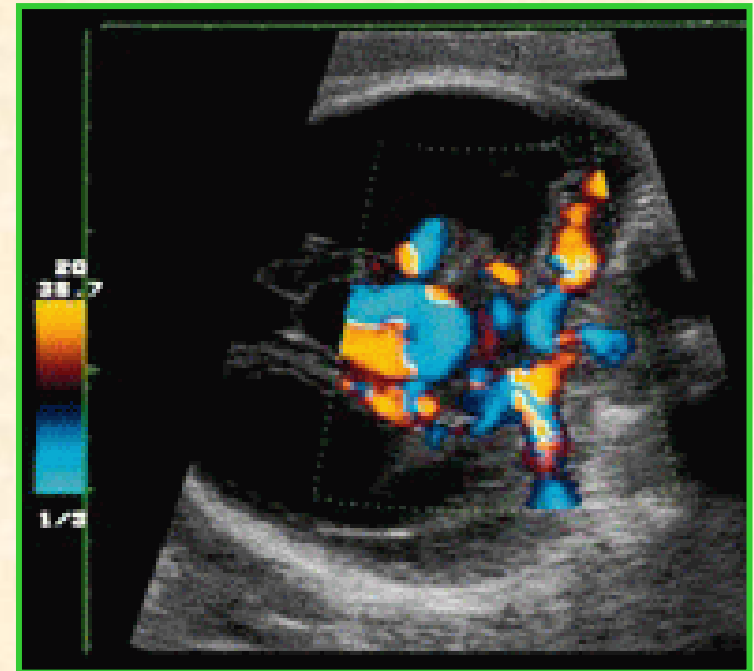
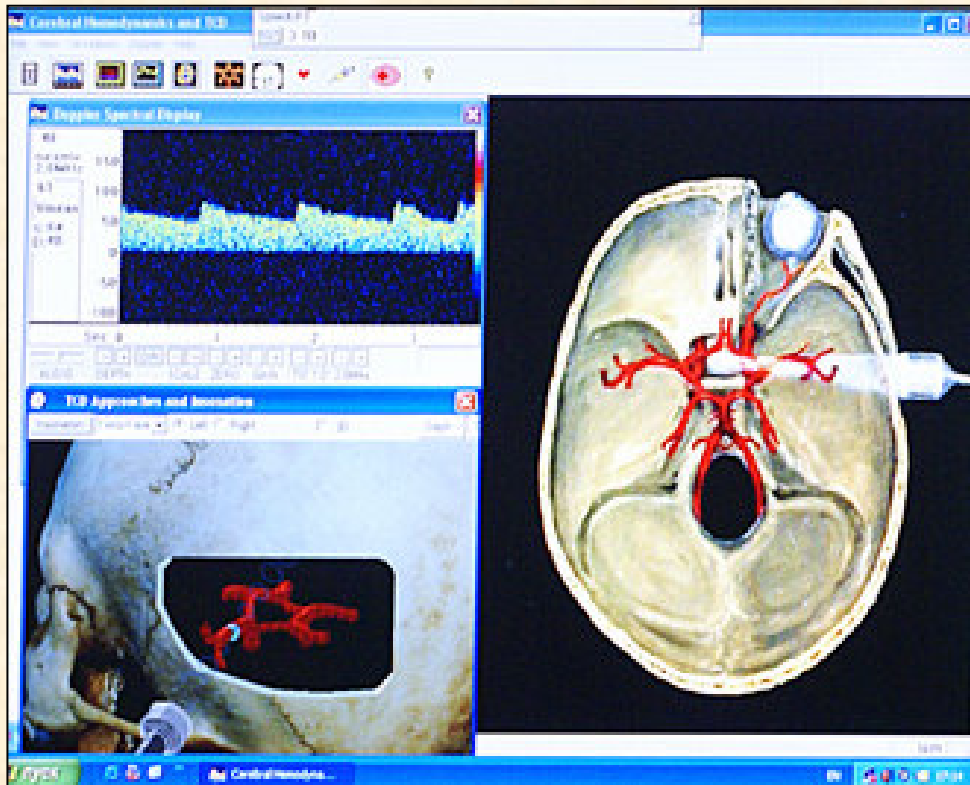


Indexed images in thermography

Colour palette



Indexed images in medicine



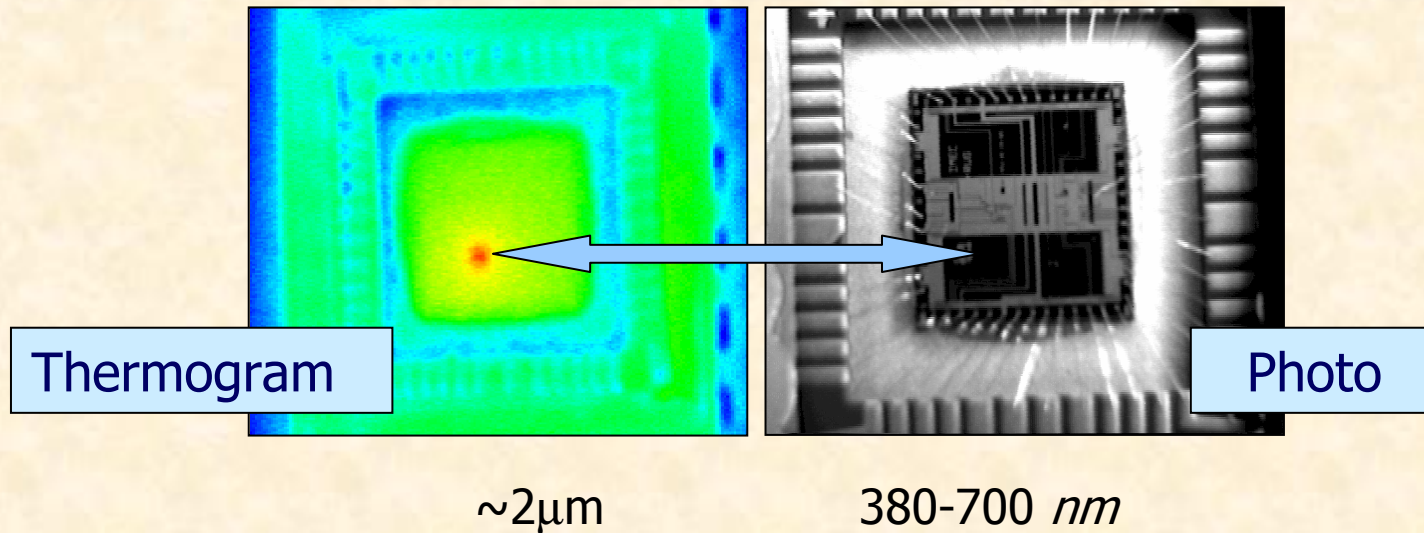
Pseudo-colours represent blood flow velocity

Images recorded in the Moscow Institute of Electronic Technologies

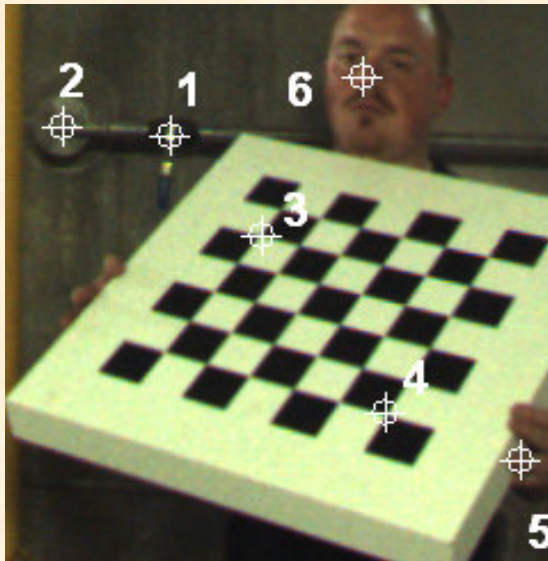
Multimodal images

Multimodal images come from different imaging techniques of the same objects, these images are called **modalities**

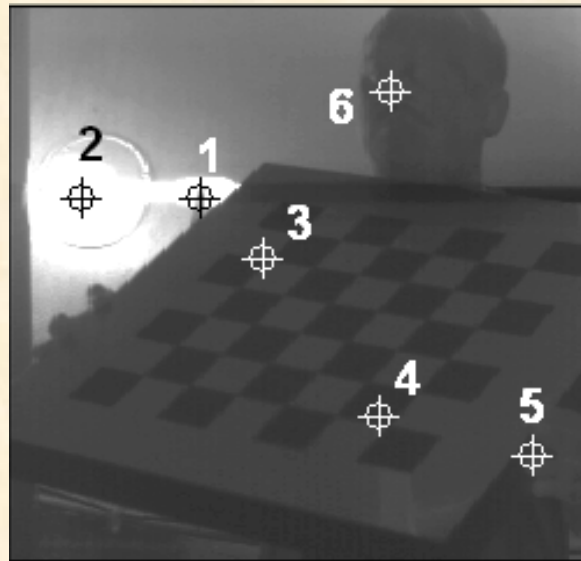
Different modalities of an integrated circuit



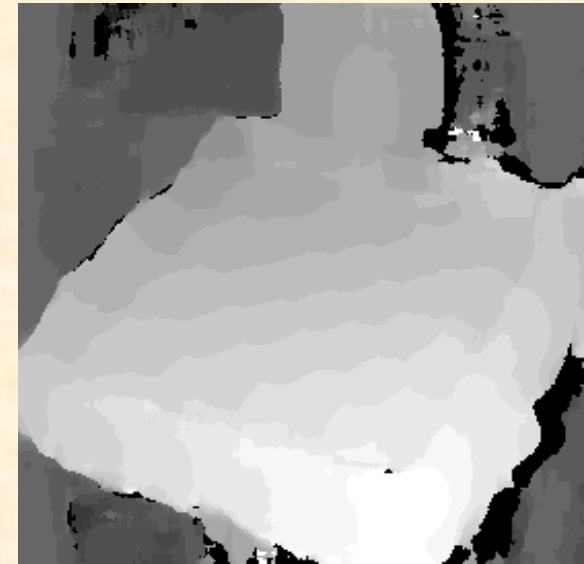
Multimodal images



RGB image



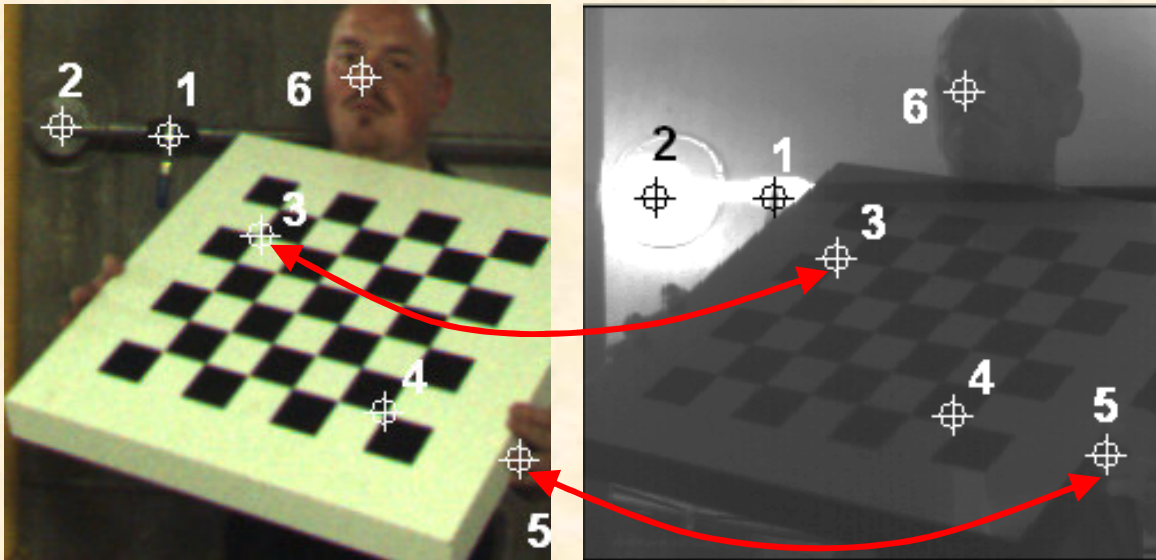
Thermographic image



Stereovision image
(depth map)

Multimodal images

Matching (Registration) – geometric transformation of different modalities into one coordinate system



1. Detection of the same characteristic points

2. Matching

Reference points method

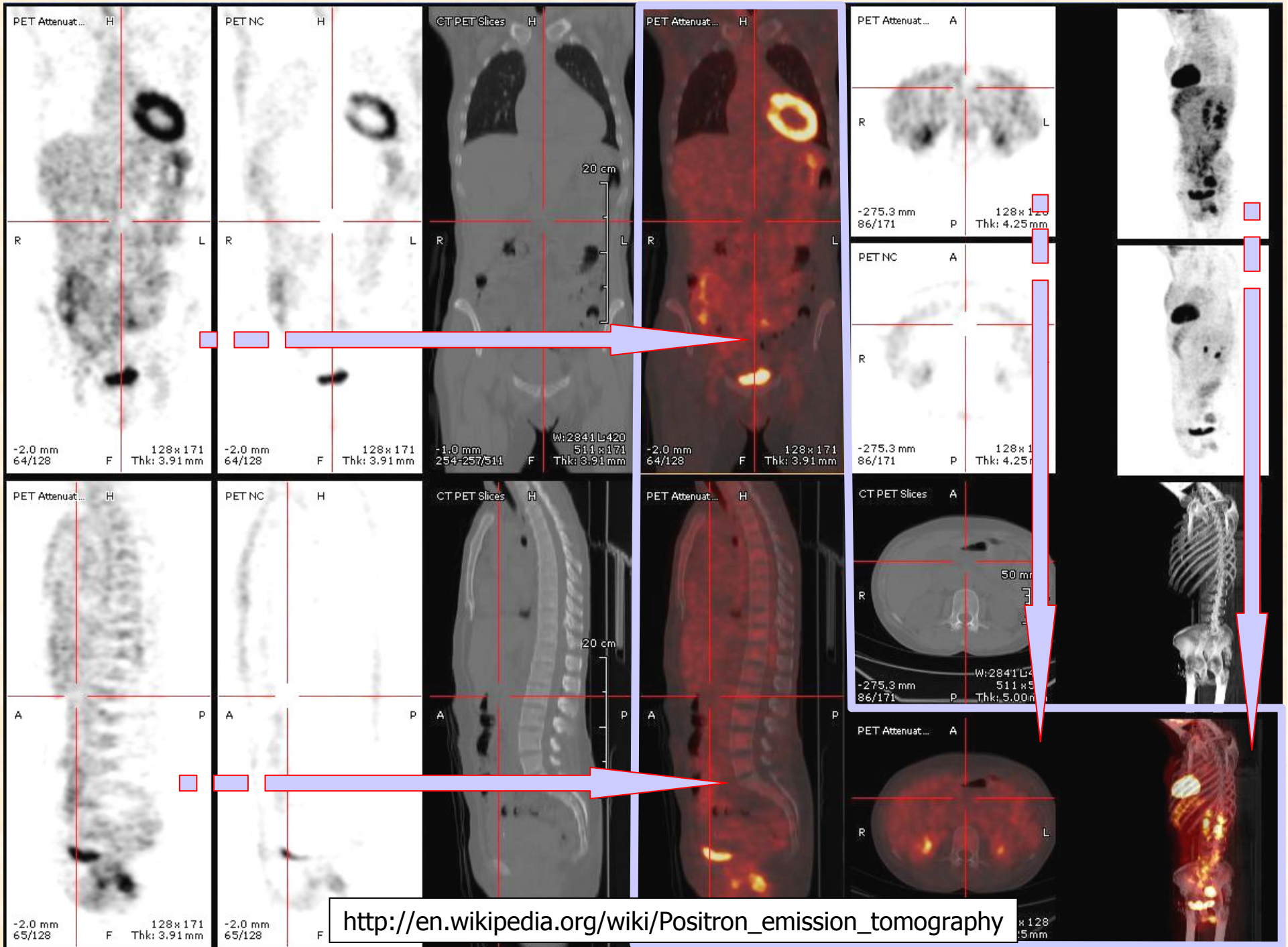
Multimodal images

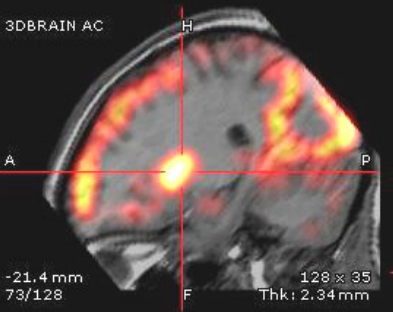
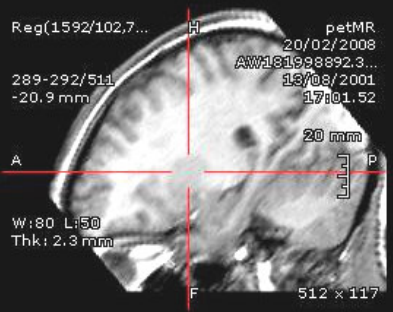
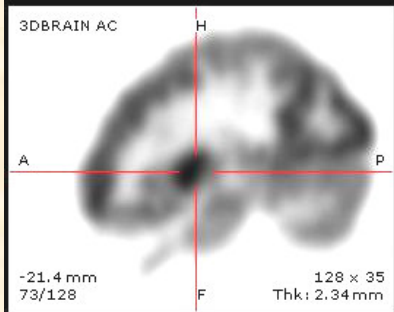
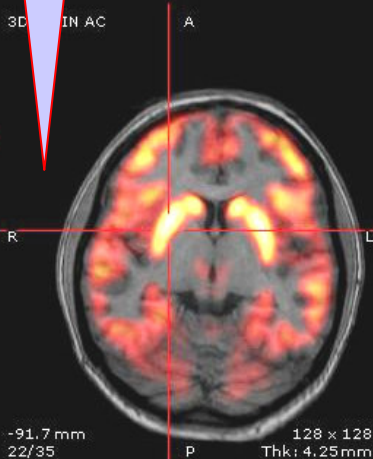
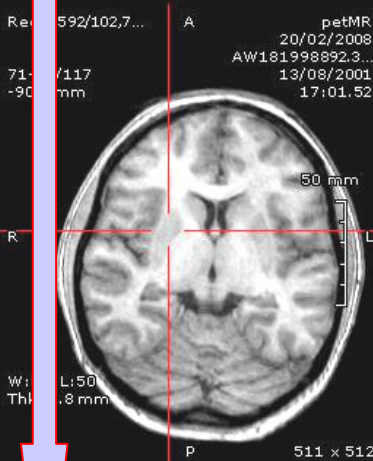
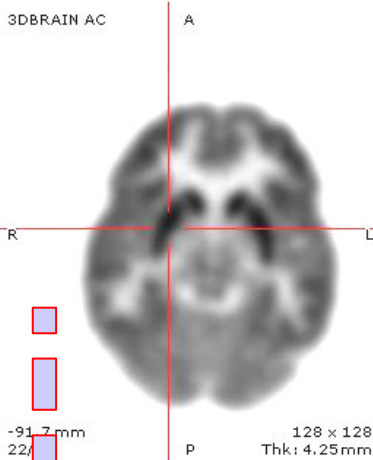
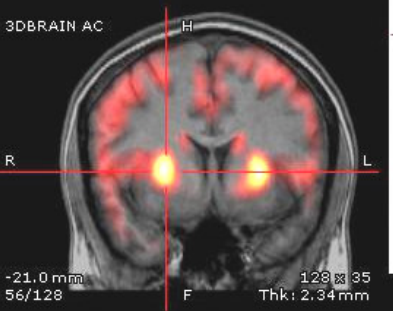
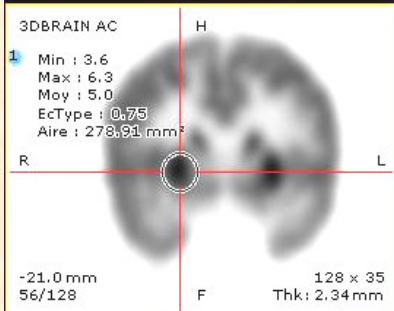
Image fusion is combining of modalities for display into a single image.

Next slides show PET and CT modalities and their fusion techniques.

[The images are downloaded from public domain repository:

http://en.wikipedia.org/wiki/Positron_emission_tomography]

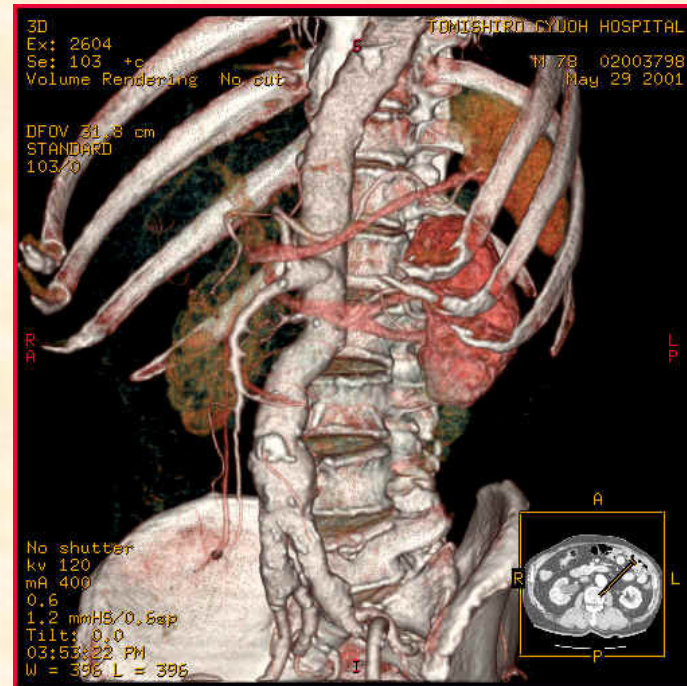
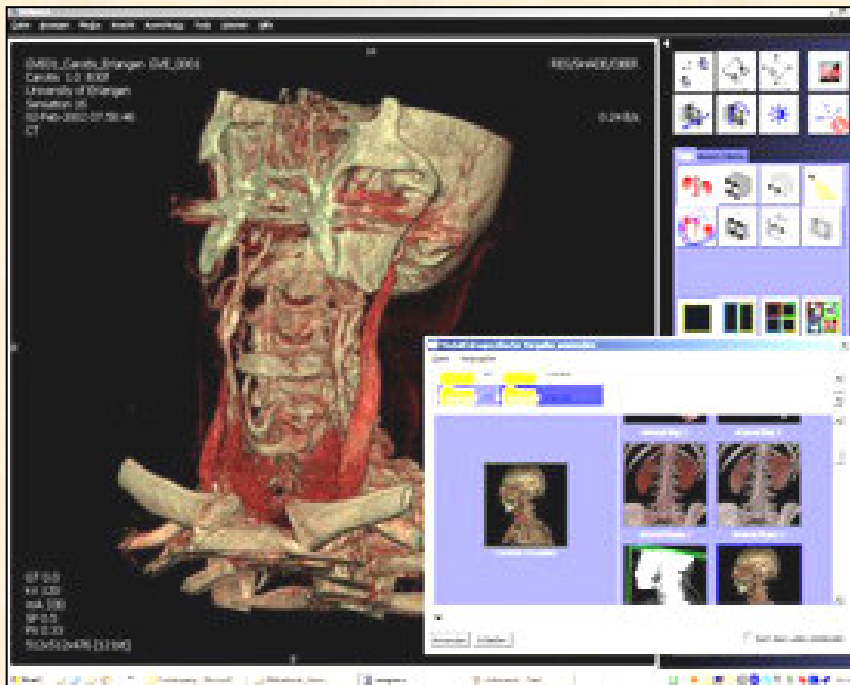




PET
+
CT

http://en.wikipedia.org/wiki/Positron_emission_tomography

3D image fusion



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