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A Review on Image Processing

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Abstract:

Image processing is the act of modifying the nature of a picture in order to improve its graphical information for human interpretation or for autonomous machine perception, among other things. Image processing is also known as image enhancement or image enhancement processing. In the electronic domain, image processing using digital technology is a subset of the process in which a digital image is converted into an array of small integers, known as pixels, that represent some physical quantity such as scene radiance, and then stored in digital memory before being processed by a computer or other digital hardware. According to the authors, the interest in digital image processing methods is primarily driven by two primary application areas: the enhancement of pictorial information for human interpretation, as well as processing of image data for storage, transport, and representation in order to enable autonomous machine perception. In image processing, edges are used to discern boundaries, and edge detection is one of the most difficult issues to solve. As a result, it is considered to be a subject of fundamental importance within the area of image processing. In this research, we will take a look at the many techniques that are involved in digital image processing. For example, a non-linear Adaptive median filter implementation with high speed is detailed in depth in the next section. Once the picture has been cleaned up, the Adaptive Median Filter achieves the twin purpose of eliminating impulse noise from the image while also decreasing distortion in the image as a result of clearing away the impulse noise from the image. Images are processed with the help of the Image Processing Toolbox programme, which is a collection of functions that extend the capabilities of the MATLAB numeric computing environment, which is utilised to do so. The toolbox is capable of conducting a wide range of image processing operations on the picture that is now being shown in the window.

Keywords - Image Enhancement, Feature Extraction •

I.INTRODUCTION

Since the creation of the electronic medium, and notably the computer, society has been more dependent on computers for the processing, storage, and transmission of information, and this need is only expanding in the coming decades. Computers have an important part in all elements of current life and civilization, and they are ubiquitous in today's society and daily life. Man becomes increasingly linked to the computer as technology advances, and the computer has emerged as the leader of this contemporary period as a consequence. As a result,

the technological revolution has swept the world, with the United States leading the way. That event has signalled the beginning of a new age, one in which humans may go on a trip into an entirely new planet, known as the technological world, to which it has been renamed. Today's society is increasingly reliant on computer vision for many tasks. One of the most essential goals in computer vision is to achieve visual recognition skills that are comparable to those of humans [1, 2, 3]. Numerous researchers have been drawn to the field of face recognition over

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the last two decades, primarily because of its potential applications in areas such as surveillance, secure trading terminals, closed circuit television (CCTV) control, user authentication, HCI (Human Computer Interface), intelligent robots, and a variety of other areas. Face recognition techniques have been presented [4], and certain face recognition systems have been created in the previous decade that are linked to these approaches. When limited to an office or a home environment, a computer model of facial recognition that is rapid, reasonably simple, and accurate is tested against a competing model, the results are inconclusive.

As opposed to other face recognition approaches, these techniques have advantages in terms of speed and simplicity, as well as learning capacity and a relative insensitivity to tiny or gradual changes in the face image as compared to other face identification systems. Facial recognition technology begins with the capture of faces in visual media, which is the first step in the face recognition process. It is not only necessary to detect faces in order to recognise them, but it is also necessary to align the faces accurately in order for them to be matched together for recognition reasons. We are able to accomplish this alignment on a computer automatically via the use of posture estimation and landmark localization techniques.

II. DIFFERENT APPROACHES TO THE PROBLEM

Image Processing (also known as image manipulation): Analogue image processing is the process of processing photographs that are analogue in nature by analogue computers. Digital image processing is the processing of pictures that are digital in nature by a digital computer. To begin, three primary applications serve as the driving force behind this initiative. To begin with, we aim to increase the quality of visual information for human perception, which implies that whatever picture you receive, we want to make it seem better. The second sort of application is an autonomous machine application, which has a wide range of applications in industry, notably in quality control and assembly automations, among others. The third use is the efficient storage and transfer of data and information. In the case of storing a picture on our computer, this image will take a certain amount of space on our hard disc; as a result, we use some approach to decrease the amount of disc space required by the image.

When it comes to signal processing, image processing may be described as any sort of signal processing in which the input is represented graphically. Digital image processing is the study of the representation and manipulation of visual information by a computer, and it is also known as digital picture retouching or digital image retouching.

Digital cameras, frame grabbers, satellite and airborne sensors, among other devices, are supported by this programme. Besides medical imaging equipment, microscopes, telescopes, and other scientific instruments, it also supports pictures created by other scientific instruments. Visualizing, analysing, and processing pictures in a range of data kinds, including single- and double-precision floating point numbers, as well as signed or unsigned 8-, 16-, and 32-bit integers, are all possible with this software. It is possible to import and export pictures into and out of the MATLAB environment, which may then be used in data analysis. There are a number of techniques for doing so. Using the Image Acquisition Toolbox, it can capture live pictures from a range of devices, including Web cameras, frame grabbers, DCAM-compatible cameras, and other devices (which is sold separately). Using Database Toolbox, it is possible to access photos that are stored in ODBC/JDBC-compliant database systems (which is also available separately). MATLAB supports a wide range of common data and picture formats, including JPEG, TIFF, PNG, HDF, HDF-EOS, FITS, Microsoft Excel, ASCII, and binary files. MATLAB also supports a wide range of custom data and image formats. Also included is the ability to work with a broad variety of bespoke data and picture formats. Image formats having numerous bands, such as LANDSAT, are also supported by the software. I/O functions at the lowest level of abstraction allow for the construction of bespoke routines for a wide range of applications.

dealing with any kind of data file format that may exist It is possible to deal with a wide range of specialised picture file formats using the Picture Processing Toolbox. As an example, consider the following image as input: Certain types of photographs must be used as input for the system to function properly. These images need the use of computer algorithms in line with the original image.

A noisy image and a magnitude image are two types of images created by these computer algorithms, according to Computer Algorithm: a noisy image is a picture with lots of noise and a magnitude image is one with a lot of magnitude. The following are the dimensions of the images: There are three various picture sizes that we may use, the greatest of which is (512 by 512) inches, followed by (256 by 256) inches, and the smallest of which is (256 by 256) inches (1024 by 1024). The following image file formats are supported: jpg, png, and gif. At the present, a large number of different photo file formats are available. TIFF, JPEG, GIF, BMP, and so on are examples of image formats. When it comes to image formats in this context, TIFF and JPEG are the most often used, and they are characterised as follows: In the computer industry, TIFF is an acronym for Tagged Image File Format. The file types ".tif" and ".tiff" are both permitted as extensions for this sort of file. These are the file formats that are used to store images on computer systems, such as photographs and line art, and they are divided into three categories. Greyscale images were originally supported, followed by colour images later on in the development process. Today, it is a widespread format for images with a high colour depth, and it is often used in combination with the JPEG format. The Joint Photographic Experts Group (JPEG) is an acronym for the Joint Photographic Experts Group. It is permissible to use the file extensions ".jpg" and ".jpeg" in your documents. It is the most extensively used format for storing and transmitting photographic images on the World Wide Web, and it is also the most often utilised method of compressing photographic images on the Internet, according to a recent study.



Fig.1. .JPG Image Format

Images of the following sorts are available: There are four distinct types of photos to choose from: High-intensity images - A high-intensity image is a data matrix whose values represent high-intensities that fall within a certain range of intensity. An intensity picture's elements belonging to the uint8 or uint16 classes have integer values in the ranges (0, 255) and [0, 65535], respectively, when the integer values are examined. As an additional benefit of being a member of the double-class, the values associated with the image may be expressed as floating-point numbers. Conforming to popular thinking, the range of pixels for intensity photographs with scaled, class double data types is from 0 to 1. For the purposes of MATLAB, an intensity picture is stored as a single matrix, with each element of the matrix representing one pixel of the related image.



Fig.2. GRAY Image Format

0s and 1s are represented as binary images in computer programming, and they are used to represent numbers in a logical array. Pixels with the value 0 are displayed with a black background, while pixels with the value 1 are presented with a white backdrop. Following the specifications of the MATLAB language, binary pictures must be classed as belonging to the logic class, which is why intensity images that contain just 0s and 1s are not classified as binary images[6].



Fig.3. BW Image Format .This gives image in Black andWhite.

The term "indexed image" refers to a picture that is composed of two data matrixes: the X matrix and a colour map matrix, which is

referred to as the "map." Specifically, the "map" is an array of class double values in the range [0, 1] that is m by n in size, and it also includes floating-point values in the range [0, 1]. When a single colour is supplied, it is represented by a single row in which the red, green, and blue components of that particular colour are defined as well. Photographs with their pixel values precisely translated to their corresponding colour maps [7] are shown here.

Image with three colours (RGB)- An RGB picture, often known as a true-color picture, is a kind of image that includes three colours. In MATLAB, these images are stored in the form of an m-by-n-by-3 data array, with the red, green, and blue components of each pixel specified by the red, green, and blue components of the data array that contains the image. The colour of each pixel is determined by the combination of the red, green, and blue intensities stored in each colour plane at the pixel's location, which are stored in each colour plane at the pixel's location. Images in RGB format are saved as 24-bit images in graphics file formats, with each of the red, green, and blue components carrying eight bits of information. It is conceivable for an RGB array to belong to the double, uint8, or uint16 classes, depending on the kind of data it contains. 0 is assigned to each colour component of an RGB array of type double, while 1 is assigned to the whole array. Whenever the colour components of a pixel are (0,0,0), it is shown as black; otherwise, it is displayed as white (1,1,1). It is recorded in the third dimension of the data array, which runs along one of the third dimensions of the data array, that each pixel has three colour components stored in it.



Figure 5: RGB Image Format

Image resolution is achieved in the same manner that sampling for one-dimensional time signals is accomplished in the spatial domain; similarly, quantization for brightness values is accomplished in the spatial domain for images. During the sample operation, the domain of images is partitioned into N rows and M columns, with each row representing a single image in the domain of pictures. The region of interactivity between a row and a column is defined as a pixel in computer science. The value assigned to each pixel in the picture represents the average brightness of the regions represented by the image. Coordinates are used to indicate the position of each pixel in a visual by expressing the distance between them (x_i, x_j). The resolution of a digital signal is defined as the number of pixels shown in the number of columns divided by the number of rows divided by the number of columns in a digital signal with one column. Consider the following illustration:

In the case of an image with a resolution of 640x480, this means that the picture will show 640 pixels on each of the 480 rows in the image with the same resolution as the image. There are many more

common resolutions that are used, such as 800x600 and 1024x728, which are just a few examples. Digital cameras and other optical equipment create a large number of pictures, and the word "resolution" refers to one of the most often used expressions to describe how many images are produced by a digital camera or other optical equipment. The resolution of a display system or printing equipment is often represented as the number of dots per inch (dpi) that the system or equipment can show on a screen. For example, the resolution of a display system may be 72 dots per inch (dpi) or dots per centimetre (dpc). Pre- and post-processing images were shot in the following sequence: Image Processing Toolbox provides reference-standard algorithms for pre- and post-processing tasks that solve common system problems such as interfering noise, low dynamic range, out-of-focus optics, and differences in colour representation between input and output devices. Image Processing Toolbox includes algorithms for pre- and post-processing tasks that are based on industry standards. From the Internet Archive, you can get a hold of Image Processing Toolbox for free. The following are examples of image processing procedures: There are three basic types of image processing processes that may be categorised, and they can be summarised as follows: A) Image Restoration (restoration of images) (restoration of images) B) Image Enhancement (also known as image enhancement) (also known as image enhancement) Compression of images C) Remove "noise" from an image D) Remove noise from an image E) Removal of motion blur from an image F) Image Segmentation (also known as image segmentation) (also known as image segmentation) G) The extraction of characteristics H) The change of a visual representation I) Picture Restoration: Image restoration is the act of taking a damaged image and trying to recreate it in the most pristine condition possible. Because of the huge range of sensor types that are prone to noise, this results in corrupted images that do not accurately depict the real-world scenario, and ancient photograph and film archives often suffer considerable damage as a consequence. The effectiveness of picture restoration is dependent on its ability to perform well in two key applications: Sensor noise elimination and the restoration of old, archived video and images are two of the most prevalent uses for this technology. Detailed explanations of what is going on are provided in Figures 6 and 7.

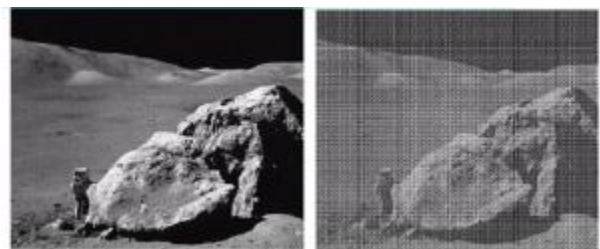


Fig.6. Original image Fig.7. Image after restoration

2. Remove "noise" from an image:

There have been several unusual occurrences observed. Internal noise may be generated inside the electrical components of the input amplifier, or it can

be introduced into the signal as it travels down the input cables to the amplifier (external noise). Internal noise and external noise are two different things (external noise). Many different types of noise are available in MATLAB, including Gaussian, Poisson, and Speckle, as well as "localvar," "salt & pepper," and other variants (Median). The input photographs are subjected to a layer of noise in order to test their various qualities. Specifically, noise is being eliminated from the image in this instance. In addition to the fundamental deblurring algorithms such as blind, Lucy-Richardson, Wiener and regularised filter deconvolution, Image Processing Toolbox also includes conversions between point spread and optical transfer functions and conversions between point spread and optical transfer functions. It also supports conversions between point spread and optical transfer function, which are included in Image Processing Toolbox. These factors, in addition to blurring caused by out-of-focus optics, movement of the camera or subject during photo capture, atmospheric conditions, a short exposure duration, and other reasons, may also aid in the correction of blurring. All of the deblurring functions are effective with both two- and three-dimensional images. The use of image compression algorithms is essential in order to store these photos and make them available over a network environment (for example, the internet). In order to minimise the amount of data required to represent an image in digital form, compression is applied to the image. It is necessary to compress the data.

When it comes to digital photographs, picture compression is quite important, as seen in the accompanying figure. If you want to save a colour image of moderate size, such as 512512 pixels, on a computer's hard drive, you'll need 0.75 MB (megabytes) of disc space. b) A 35mm digital slide with a resolution of 12 microns takes up 18 megabytes of storage space on a standard computer hard drive. It requires 27 megabytes of storage capacity to store one second of digital PAL (Phase Alternation Line) footage in digital format. The storage and transmission of a photograph with a resolution of 1024 pixels by 1024 pixels and a depth of 24 bits would require 3 MB of space and 7 minutes, respectively, utilising a high-speed ISDN connection running at 64 Kbits per second. A 10:1

compression ratio decreases the amount of storage space needed for the image to 300 KB and the amount of time it takes to transmit the image to less than 6 seconds. It is possible to categorise compression into the following types: Techniques for lossless encoding include the following: There are many choices, including A) run length coding;

B) Huffman encoding;

C) Arithmetic encoding;

D) Entropy coding; and

E) Area coding. There are many types of loss coding techniques available, including: a) prediction; b) transform (FT/DCT/Wavelets); and c) wavelet coding.

F) Image Segmentation (also known as image segmentation): Images are segmented for a number of purposes, the most essential of which is to split them into segments that are closely linked with the things or areas of the real world that are shown inside the photograph. During image processing, the significant pixels in a picture are separated from the rest of the image's pixels, which is known as segmentation. A picture segmentation algorithm provides a collection of segments that together cover the whole image, or a collection of contours that are recovered from the image.

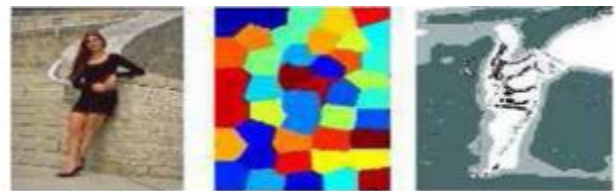


Fig.13. Perceptual Image Segmentation Algorithm

3. RESULT AND DISCUSSION

When used to image processing, it assists in the augmentation of graphical information that is easily grasped by humans and that can be quickly recorded, shared, and represented for autonomous machine perception, among other applications. It is feasible to finish the different steps of digital image processing in a reasonably short period of time by using a non-linear adaptive median filter. It also fulfils the dual

objective of removing impulsive noise from the image while at the same time minimising distortion within the image. By incorporating the Image Processing Toolbox software into the MATLAB numerical computing environment, it is possible to expand the capabilities of the environment. Finally, some last thoughts. Throughout the next sections, you will learn about the many stages of image processing, beginning with the first step of taking a basic photograph and progressing through each step of digital image processing to the final output. The optional steps for each stage are addressed in further depth in this part of the document. Using this study, an accurate computational model for face recognition is developed that is both rapid and simple to put into practise.

When compared to other face recognition systems, these approaches have the following advantages: they are quick and simple to use, they have a high learning capacity, and they are relatively unaffected by little or gradual changes in the face image. These are the ways that you feel are the most appropriate for our goal. As an example, many edge detection techniques are illustrated in the following diagram, each with its unique set of features and characteristics. In a similar vein, two strategies were used for feature extraction in this study: centriod (X and Y) and the gabor filter approach (both of which are described below). Regardless of whatever choice is considered, it will be defined by the end purpose in mind.

4. Conclusion

We may use the best approach to determine the best result in light of the noise, blurriness, and a variety of other undesirable flaws that are present in the image. The compression of photographs is an important consideration to have in mind. Picture compression, which employs various transformations to decrease the amount of data needed to represent an image, is crucial because it lowers the amount of data required to show the picture on a computer screen.

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