



# ROHINI

## COLLEGE OF ENGINEERING & TECHNOLOGY

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### **SAMPLING AND QUANTIZATION:**

To create a digital image, we need to convert the continuous sensed data into digital form. This involves two processes – sampling and quantization. An image may be continuous with respect to the x and y coordinates and also in amplitude. To convert it into digital form we have to sample the function in both coordinates and in amplitudes. Digitalizing the coordinate values is called sampling. Digitalizing the amplitude values is called quantization. There is a continuous the image along the line segment AB. To sample this function, we take equally spaced samples along line AB. The location of each samples is given by a vertical tick back (mark) in the bottom part. The samples are shown as block squares superimposed on function the set of these discrete locations gives the sampled function.

In order to form a digital, the gray level values must also be converted (quantized) into discrete quantities. So we divide the gray level scale into eight discrete levels ranging from eight level values. The continuous gray levels are quantized simply by assigning one of the eight discrete gray levels to each sample. The assignment it made depending on the vertical proximity of a simple to a vertical tick mark.

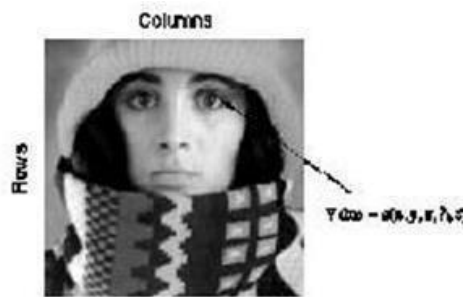
Starting at the top of the image and covering out this procedure line by line produces a two dimensional digital image.

#### **Digital Image definition:**

A digital image  $f(m,n)$  described in a 2D discrete space is derived from an analog image  $f(x,y)$  in a 2D continuous space through a sampling process that is frequently referred to as digitization. The mathematics of that sampling process will be described in

subsequent Chapters. For now we will look at some basic definitions associated with the digital image. The effect of digitization is shown in figure.

The 2D continuous image  $f(x,y)$  is divided into  $N$  rows and  $M$  columns. The intersection of a row and a column is termed a pixel. The value assigned to the integer coordinates  $(m,n)$  with  $m=0,1,2..N-1$  and  $n=0,1,2...N-1$  is  $f(m,n)$ . In fact, in most cases, is actually a function of many variables including depth, color and time ( $t$ ).



There are three types of computerized processes in the processing of image

- Low level process -these involve primitive operations such as image processing to reduce noise, contrast enhancement and image sharpening. These kind of processes are characterized by fact the both inputs and output are images.
- Mid level image processing - it involves tasks like segmentation, description of those objects to reduce them to a form suitable for computer processing, and classification of individual objects. The inputs to the process are generally images but outputs are attributes extracted from images.
- High level processing – It involves “making sense” of an ensemble of recognized objects, as in image analysis, and performing the cognitive functions normally associated with vision.

### **Representing Digital Images:**

The result of sampling and quantization is matrix of real numbers. Assume that an image  $f(x,y)$  is sampled so that the resulting digital image has  $M$  rows and  $N$  Columns. The values of the coordinates  $(x,y)$  now become discrete quantities thus the value of the coordinates at origin become  $(X,y)=(0,0)$  The next Coordinates value along the first signify the image along the first

row. It does not mean that these are the actual values of physical coordinates when the image was sampled.

$$f(x, y) = \begin{bmatrix} f(0, 0) & f(0, 1) & \dots & f(0, M-1) \\ f(1, 0) & f(1, 1) & \dots & f(1, M-1) \\ \vdots & \vdots & \ddots & \vdots \\ f(N-1, 0) & f(N-1, 1) & \dots & f(N-1, M-1) \end{bmatrix}$$

Thus the right side of the matrix represents a digital element, pixel or pel. The matrix can be represented in the following form as well. The sampling process may be viewed as partitioning the xy plane into a grid with the coordinates of the center of each grid being a pair of elements from the Cartesian products  $Z^2$  which is the set of all ordered pair of elements  $(Z_i, Z_j)$  with  $Z_i$  and  $Z_j$  being integers from  $Z$ . Hence  $f(x, y)$  is a digital image if gray level (that is, a real number from the set of real number  $R$ ) to each distinct pair of coordinates  $(x, y)$ . This functional assignment is the quantization process. If the gray levels are also integers,  $Z$  replaces  $R$ , then a digital image becomes a 2D function whose coordinates and amplitude value are integers. Due to processing storage and hardware consideration, the number gray levels typically is an integer power of 2.

$$L = 2^k$$

Then, the number,  $b$ , of bites required to store a digital image is  $b = M * N * k$ . When  $M = N$ , the equation becomes

$$B = N^2 * k$$

When an image can have  $2^k$  gray levels, it is referred to as “ $k$ - bit”. An image with 256 possible gray levels is called an “8- bit image” ( $256 = 2^8$ ).

### **Spatial and Gray level resolution:**

Spatial resolution is the smallest discernible details in an image. Suppose a chart can be constructed with vertical lines of width  $w$  with the space between them also having

width  $W$ , so a line pair consists of one such line and its adjacent space thus. The width of the line pair is  $2w$  and there is  $1/2w$  line pair per unit distance resolution is simply the smallest number of discernible line pair unit distance.

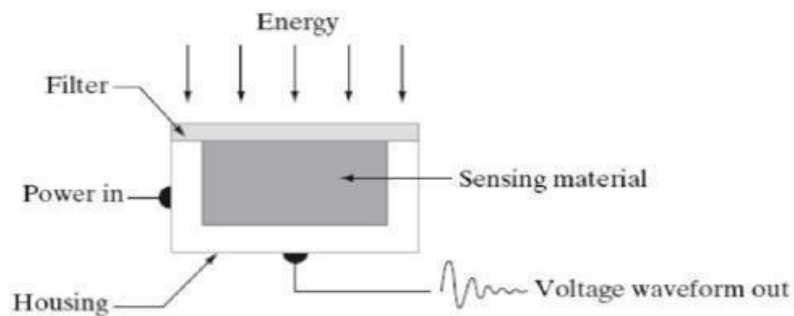
Gray levels resolution refers to smallest discernible change in gray levels. Measuring discernible change in gray levels is a highly subjective process reducing the number of bits  $R$  while repairing the spatial resolution constant creates the problem of false contouring.

It is caused by the use of an insufficient number of gray levels on the smooth areas of the digital image. It is called so because the ridges resemble top graphics contours in a map. It is generally quite visible in image displayed using 16 or less uniformly spaced gray levels.

### **Image sensing and Acquisition:**

The types of images in which we are interested are generated by the combination of an “illumination” source and the reflection or absorption of energy from that source by the elements of the “scene” being imaged. We enclose *illumination* and *scene* in quotes to emphasize the fact that they are considerably more general than the familiar situation in which a visible light source illuminates a common everyday 3-D (three-dimensional) scene. For example, the illumination may originate from a source of electromagnetic energy such as radar, infrared, or X-ray energy. But, as noted earlier, it could originate from less traditional sources, such as ultrasound or even a computer-generated illumination pattern. Similarly, the scene elements could be familiar objects, but they can just as easily be molecules, buried rock formations, or a human brain. We could even image a source, such as acquiring images of the sun. Depending on the nature of the source, illumination energy is reflected from, or transmitted through, objects. An example in the first category is light reflected from a planar surface. An example in the second category is when X-rays pass through a patient’s body for the purpose of generating a diagnostic X-ray film. In some applications, the reflected or transmitted energy is focused onto a photo converter (e.g., a phosphor screen), which converts the energy into visible light. Electron microscopy and some applications of gamma imaging

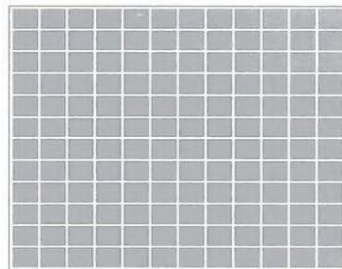
use this approach. The idea is simple: Incoming energy is transformed into a voltage by the combination of input electrical power and sensor material that is responsive to the particular type of energy being detected. The output voltage waveform is the response of the sensor(s), and a digital quantity is obtained from each sensor by digitizing its response. In this section, we look at the principal modalities for image sensing and generation.



**Fig: Single Image sensor**



**Fig: Line Sensor**

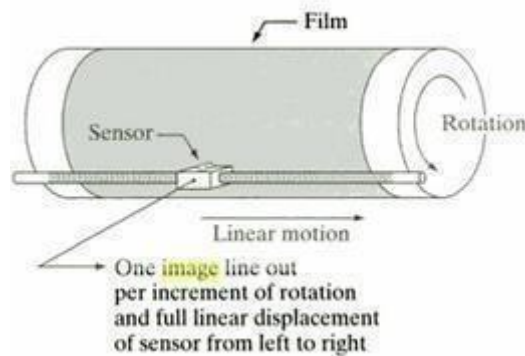


**Fig: Array sensor**

### **Image Acquisition using a Single sensor:**

The components of a single sensor. Perhaps the most familiar sensor of this type is the photodiode, which is constructed of silicon materials and whose output voltage waveform is proportional to light. The use of a filter in front of a sensor improves

selectivity. For example, a green (pass) filter in front of a light sensor favors light in the green band of the color spectrum. As a consequence, the sensor output will be stronger for green light than for other components in the visible spectrum.



In order to generate a 2-D image using a single sensor, there has to be relative displacements in both the x- and y-directions between the sensor and the area to be imaged. Figure shows an arrangement used in high-precision scanning, where a film negative is mounted onto a drum whose mechanical rotation provides displacement in one dimension. The single sensor is mounted on a lead screw that provides motion in the perpendicular direction. Since mechanical motion can be controlled with high precision, this method is an inexpensive (but slow) way to obtain high-resolution images. Other similar mechanical arrangements use a flat bed, with the sensor moving in two linear directions. These types of mechanical digitizers sometimes are referred to as micro densitometers.

### **Image Acquisition using a Sensor strips:**

A geometry that is used much more frequently than single sensors consists of an in-line arrangement of sensors in the form of a sensor strip, shows. The strip provides imaging elements in one direction. Motion perpendicular to the strip provides imaging in the other direction. This is the type of arrangement used in most flat bed scanners. Sensing devices with 4000 or more in- line sensors are possible. In-line sensors are used routinely in airborne imaging applications, in which the imaging system is mounted on an aircraft that flies at a constant altitude and speed over the geographical area to be imaged. One

dimensional imaging sensor strips that respond to various bands of the electromagnetic spectrum are mounted perpendicular to the direction of flight. The imaging strip gives one line of an image at a time, and the motion of the strip completes the other dimension of a two-dimensional image. Lenses or other focusing schemes are used to project area to be scanned onto the sensors. Sensor strips mounted in a ring configuration are used in medical and industrial imaging to obtain cross-sectional (“slice”) images of 3-D Objects.

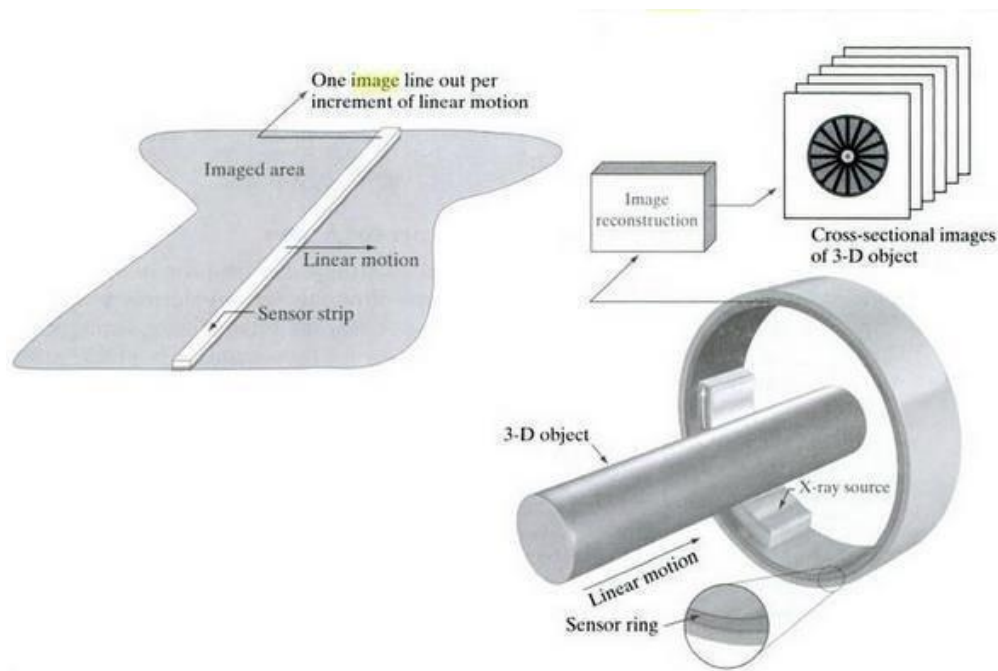
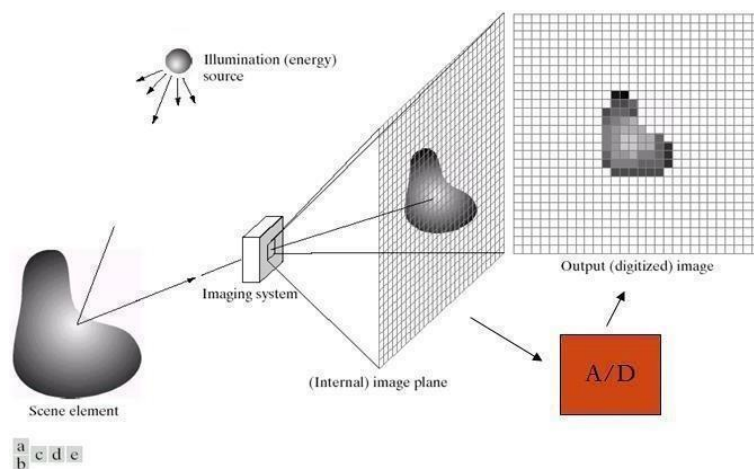


Fig: Image Acquisition using linear strip and circular strips.

### **Image Acquisition using a Sensor Arrays:**

The individual sensors arranged in the form of a 2-D array. Numerous electromagnetic and some ultrasonic sensing devices frequently are arranged in an array format. This is also the predominant arrangement found in digital cameras. A typical sensor for these cameras is a CCD array, which can be manufactured with a broad range of sensing properties and can be packaged in rugged arrays of elements or more. CCD sensors are used widely in digital cameras and other light sensing instruments. The response of each sensor is proportional to the integral of the light energy projected onto the surface of the

sensor, a property that is used in astronomical and other applications requiring low noise images. Noise reduction is achieved by letting the sensor integrate the input light signal over minutes or even hours. The two dimensional, its key advantage is that a complete image can be obtained by focusing the energy pattern onto the surface of the array. Motion obviously is not necessary, as is the case with the sensor arrangements this figure shows the energy from an illumination source being reflected from a scene element, but, as mentioned at the beginning of this section, the energy also could be transmitted through the scene elements. The first function performed by the imaging system is to collect the incoming energy and focus it onto an image plane. If the illumination is light, the front end of the imaging system is a lens, which projects the viewed scene onto the lens focal plane. The sensor array, which is coincident with the focal plane, produces outputs proportional to the integral of the light received at each sensor. Digital and analog circuitry sweeps these outputs and converts them to a video signal, which is then digitized by another section of the imaging system.



**FIGURE** An example of the digital image acquisition process. (a) Energy ("illumination") source. (b) An element of a scene. (c) Imaging system. (d) Projection of the scene onto the image plane. (e) Digitized image.

