


# Lesson: Digital image pre- processing: Part 1

Charlotte Flasse  
Université Libre de Bruxelles

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**IDEA**  
**MAP**  
**SUDAN**

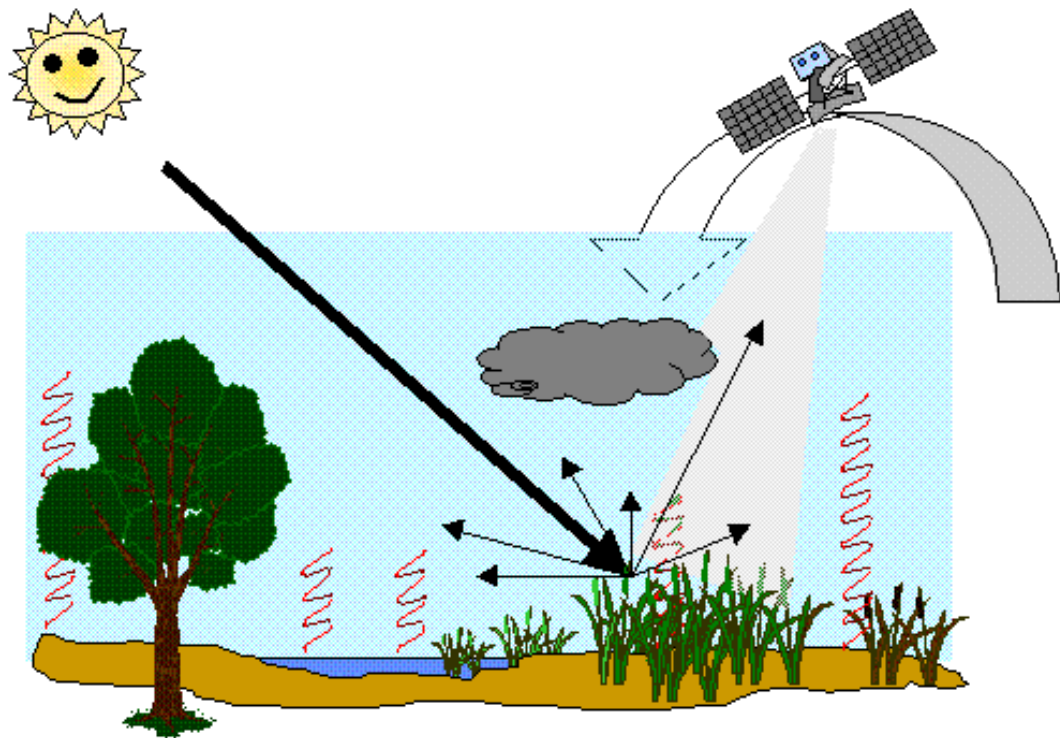


African Population and  
Health Research Center

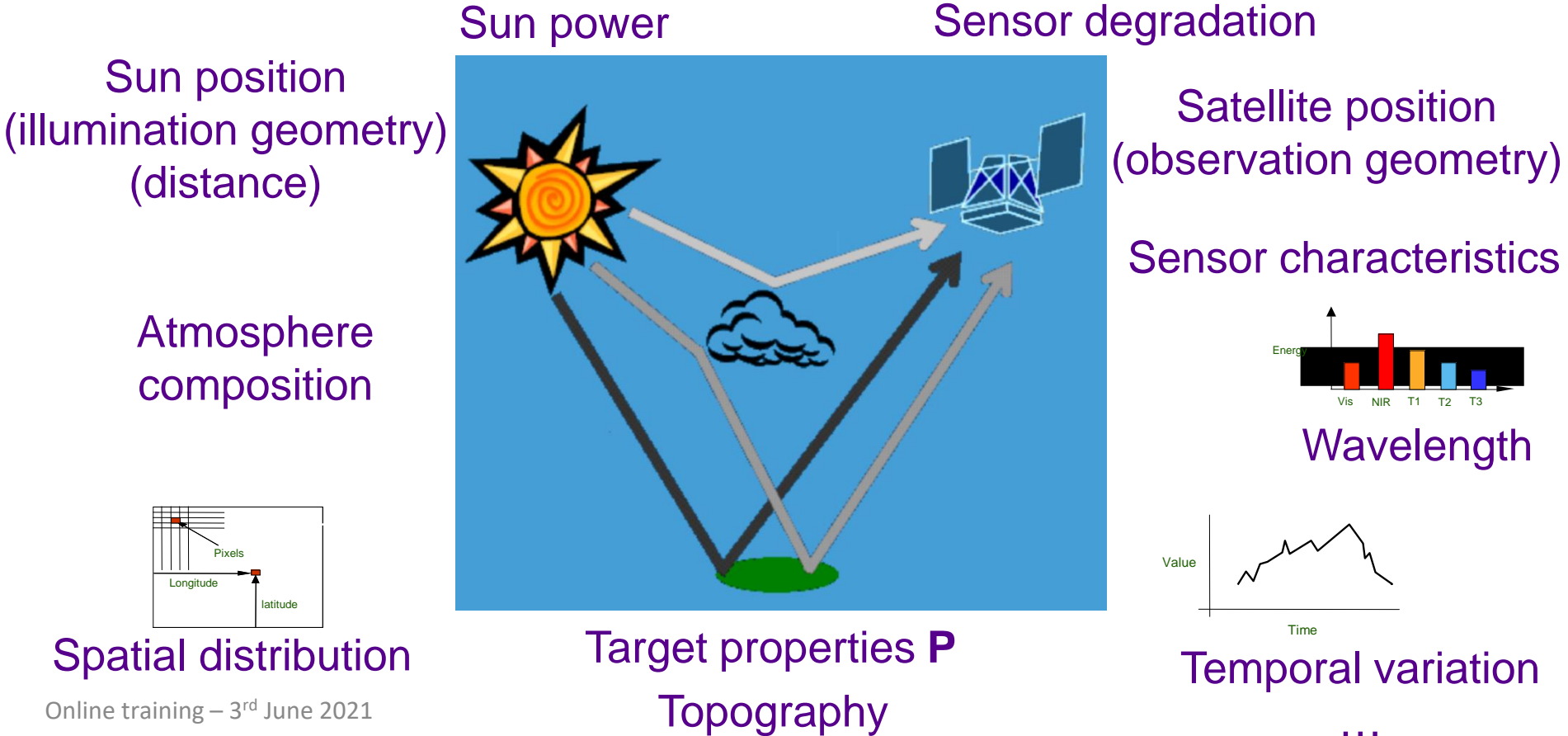


**nuffic**  
meet the world

Optical main  
physical  
quantity:  
**REFLECTANCE**



# Source of variation in the observed quantity

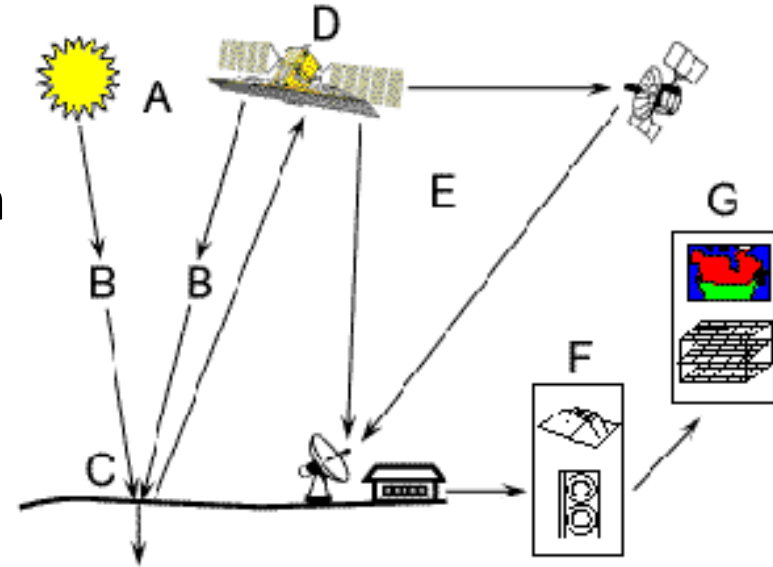


## Image pre-processing

The operations and corrections that are carried out to improve an image before processing and analysis

## Corrections (usually) required before image processing and analysis

- Geometric correction
- Radiometric calibration & correction
  - Sensor imperfections
  - Sun elevation correction
  - Atmospheric correction
- Image enhancement



Pre-processing corrections should be adapted to  
the needs

Different needs = different uses

# 1. Image enhancement



# What is image enhancement?

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Improves the visual appearance of digital images for visual interpretation

- Sensors & platforms designed to deal with many situations -> image not optimised for visual interpretation
  - No 'standard' enhancement
  - Enhance image for application required
- !! Any radiometric and geometric pre-processing should be carried out first

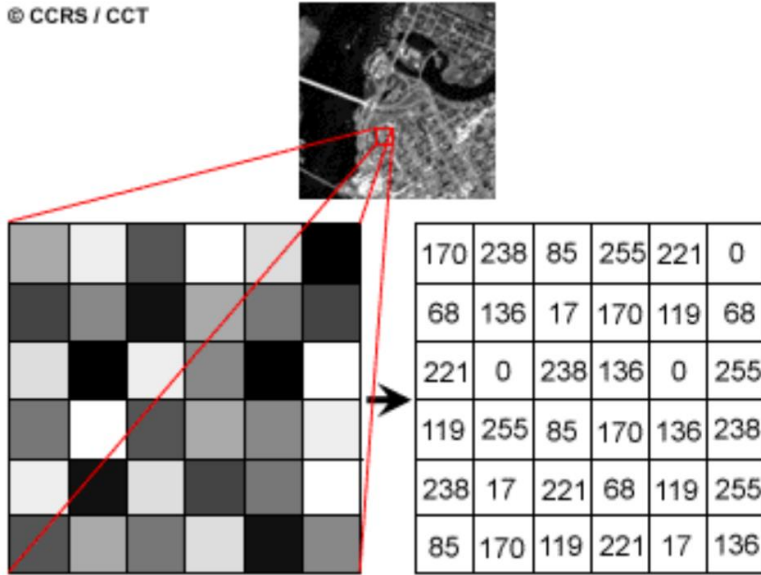


- 2 main techniques:
  - Histogram operations** e.g. contrast stretching, histogram equalisation
  - Spatial filter operations** e.g. smoothing, sharpening, edge enhancement
- Also a type of enhancement: **image fusion** e.g. pan-sharpening

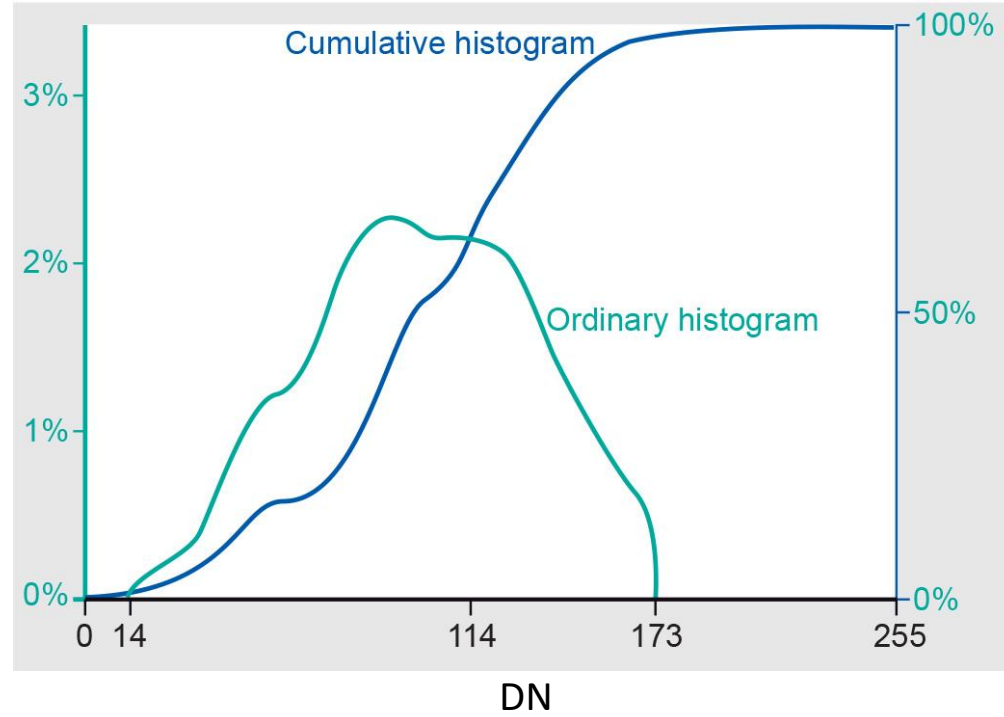
# 1.1 Histogram operations

# Image histograms

© CCRS / CCT

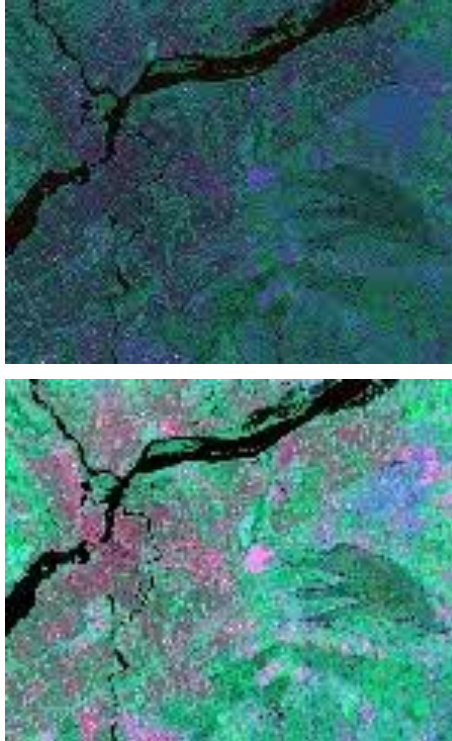
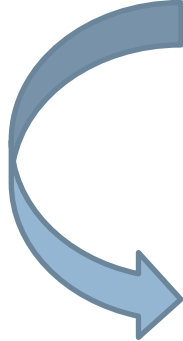


- 8-bit: 0 – 255
- 16-bit: 0 - 65535

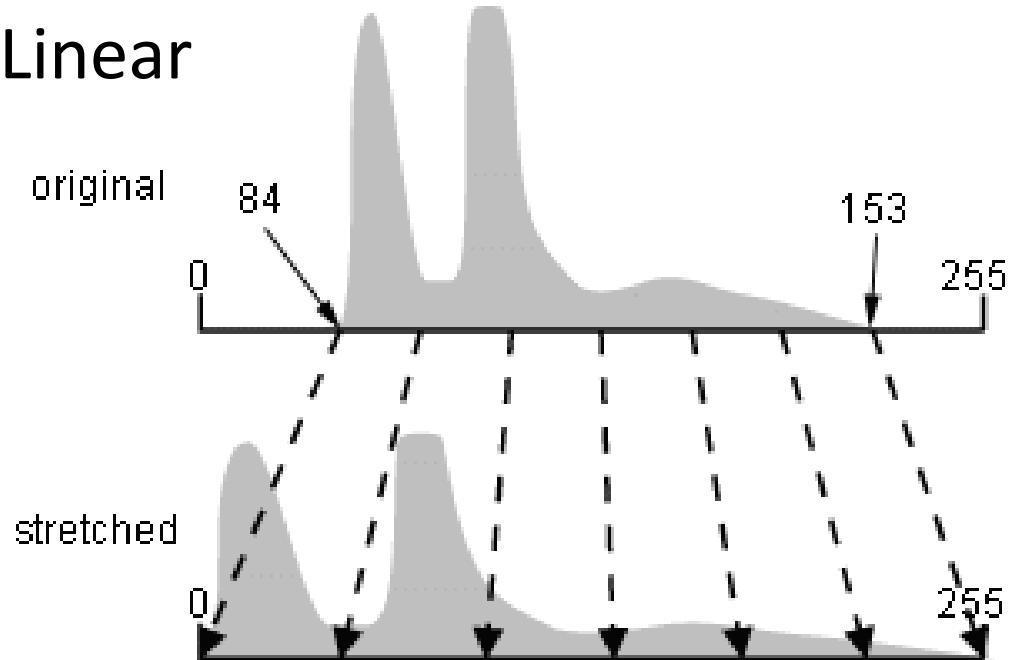


- Use the image histogram to increase ***visual*** distinction between features
- Look at pixel values, without considering where they occur => ***Global contrast enhancement***
- Assign new values based on a look-up table => **does not modify original data !**
- E.g. Linear contrast stretch & histogram equalisation

# Linear contrast stretch

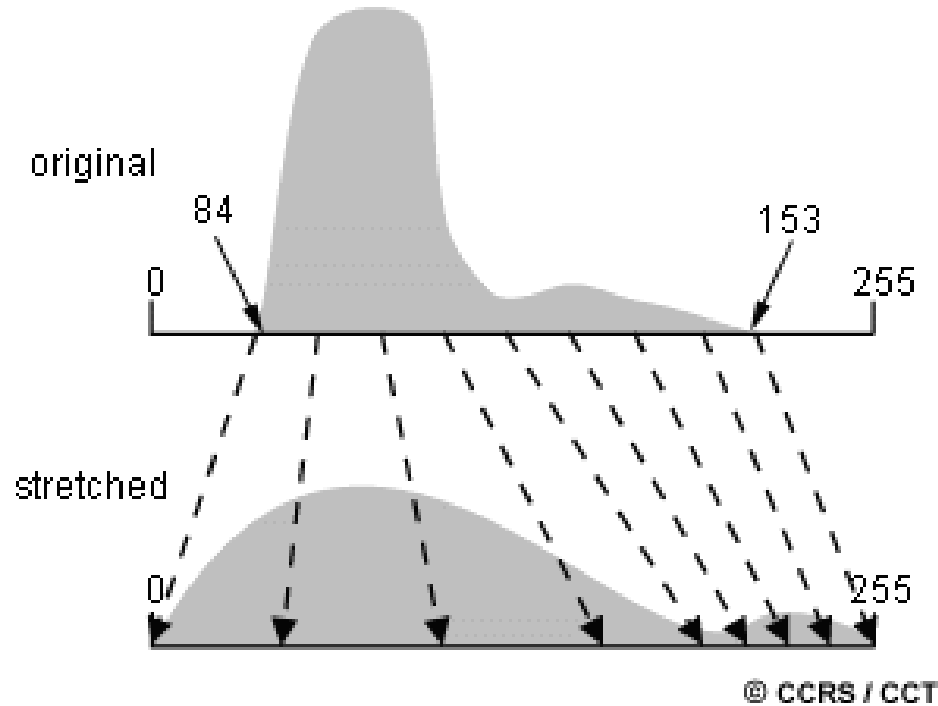


## Linear

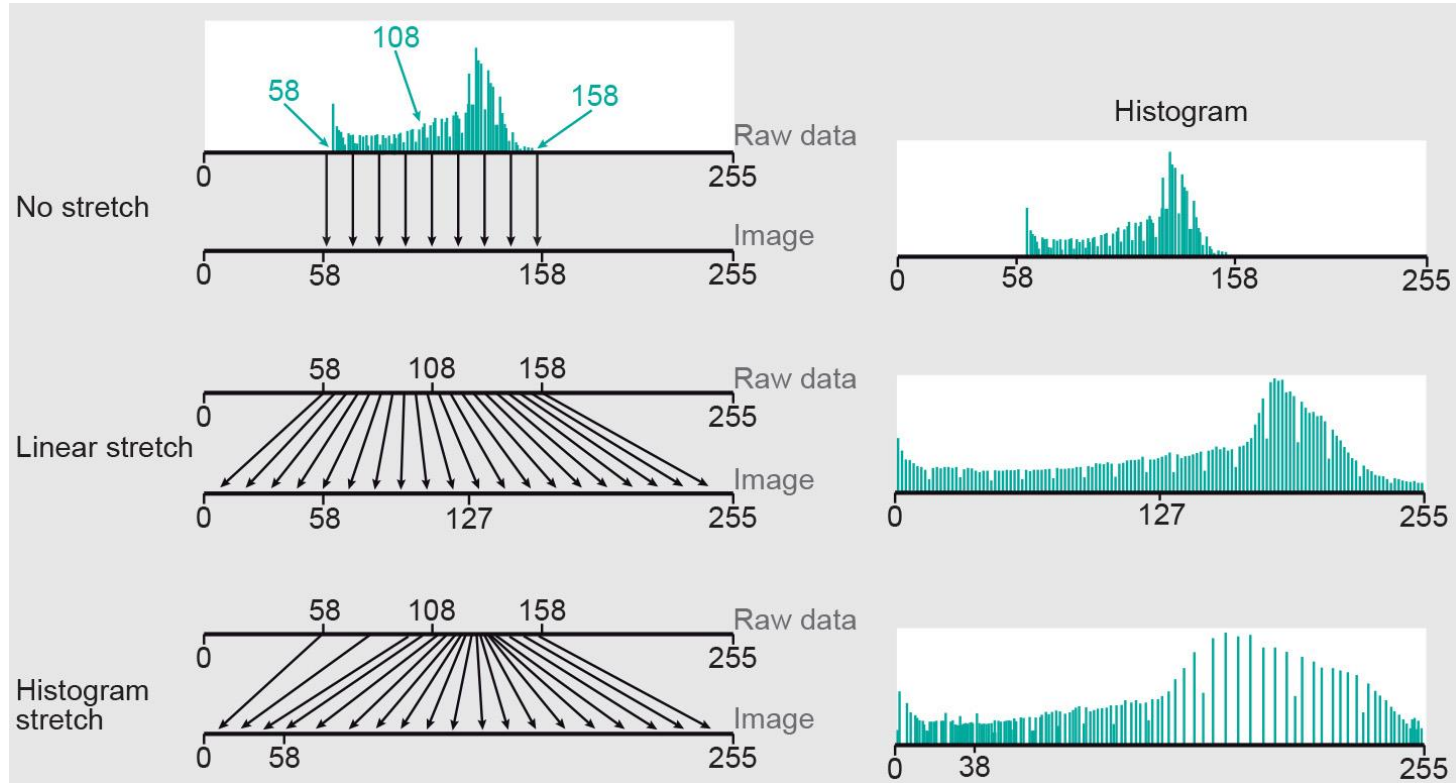


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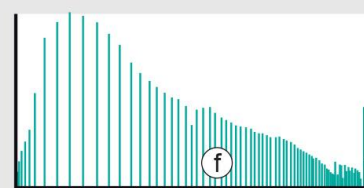
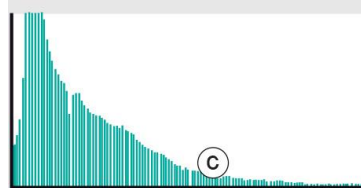
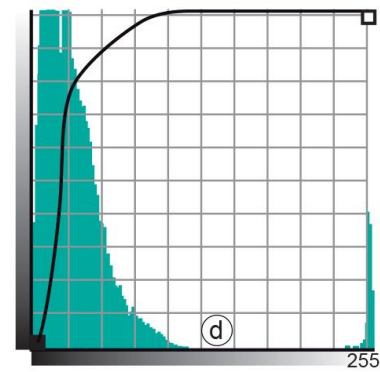
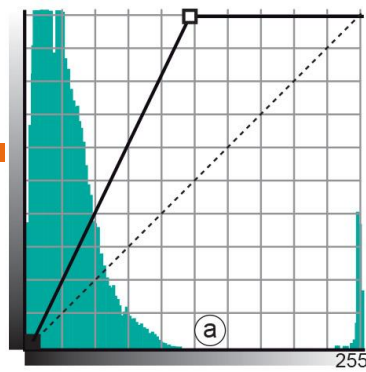
# Histogram equalisation



- Non-linear





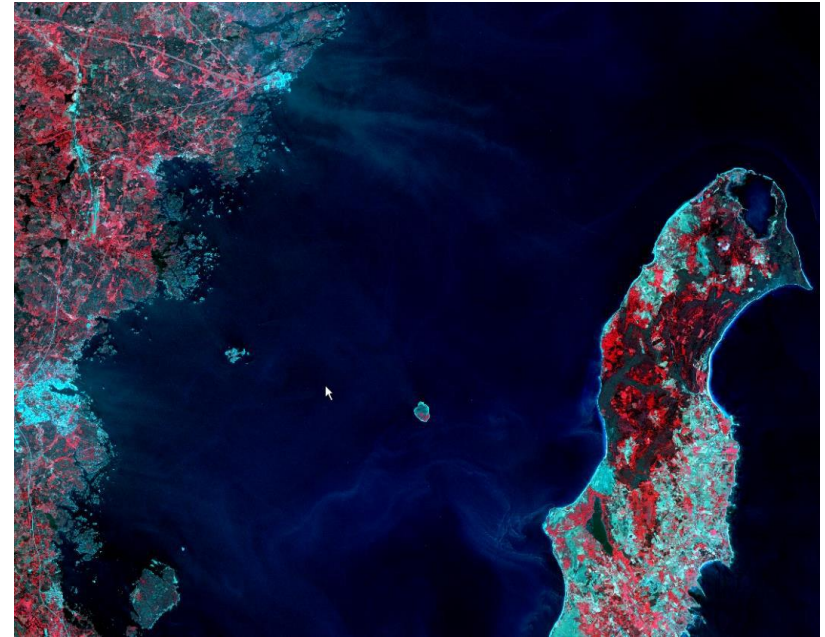


Adapted from  
<https://ltb.itc.utwente.nl/481/concept/78667>

# Custom histogram stretches



Stretched to enhance water  
pixels

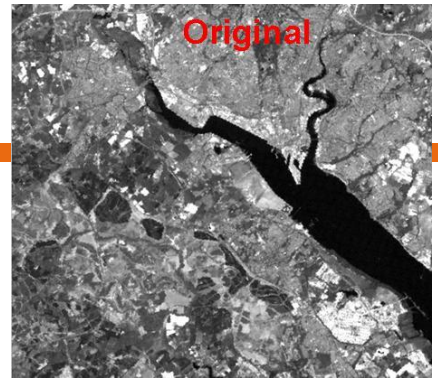


Stretched to enhance land  
pixels

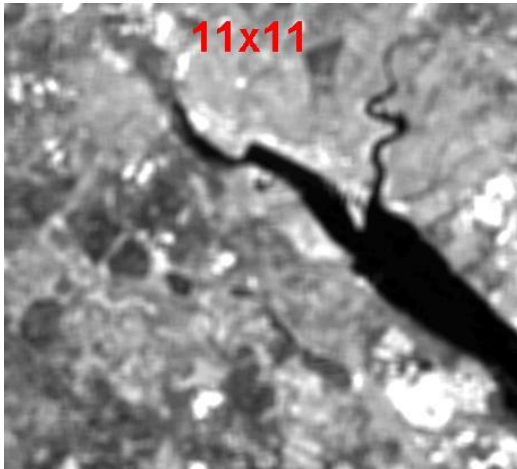
## 1.2 Spatial filter operations

- Usually for a single band
- Look at pixel values spatially in relation to their neighbours => ***Local contrast enhancement***
- **Modifies original data !**
- E.g.
  - Low pass filters (smoothing)
  - High pass filters (sharpening)
  - Directional filters (edge detection)

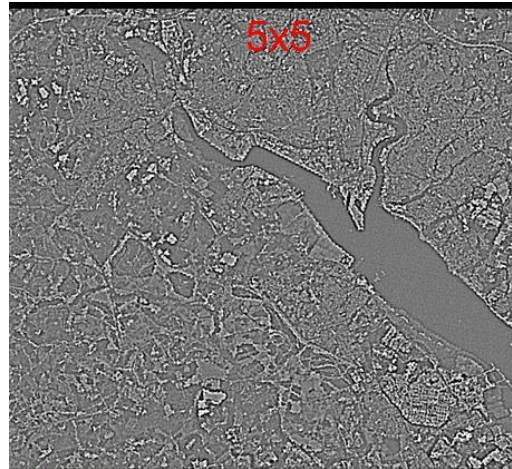
# Example filter operations



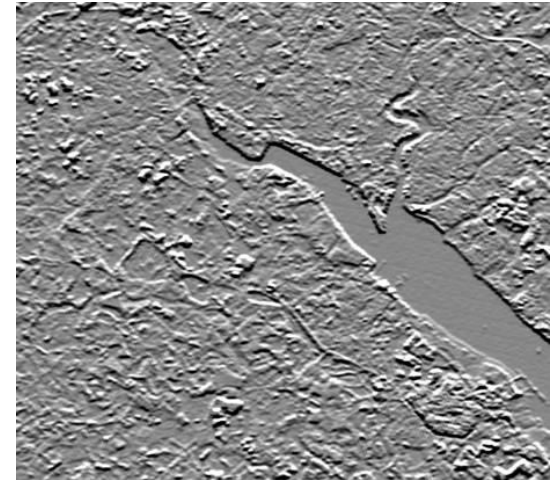
Low pass filters  
Smoothing



High pass filters  
Sharpening

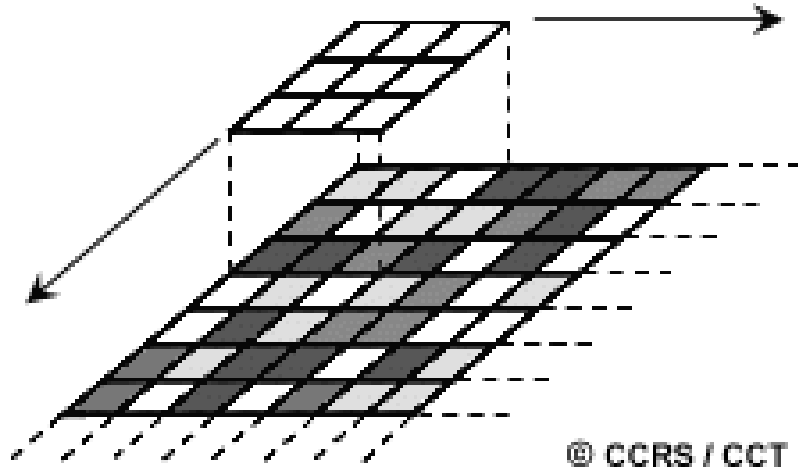


Directional filters





# Filtering window - kernel



- Smooth data (low pass), enhance detail (high pass), highlight linear features (directional)
- Neighbourhood operations – central cell given new value as a function of its neighbours
- Windows usually square – 3x3 or 5x5...
- Increased filter effect with increased window size

## Example 1 – average:

<https://ltb.itc.utwente.nl/481/concept/78628>

Input

	16	12	20			
	13	9	15			
	2	7	12			

Output

		12				

3x3 kernel (i.e. weight matrix)

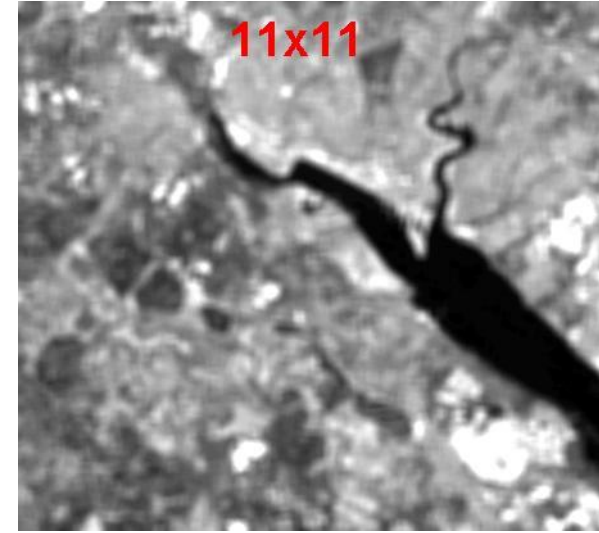
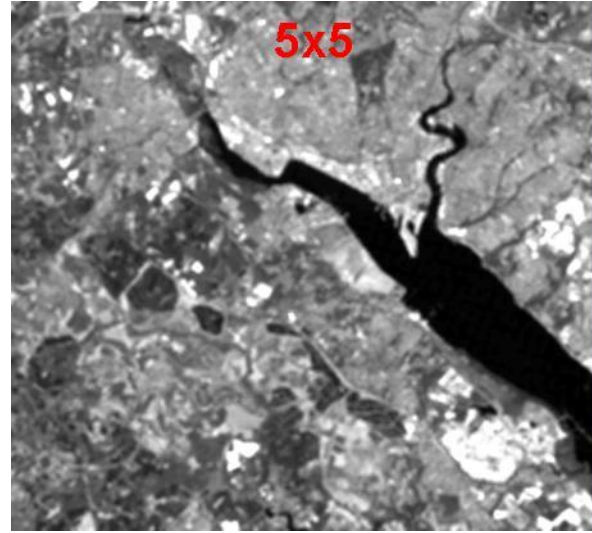
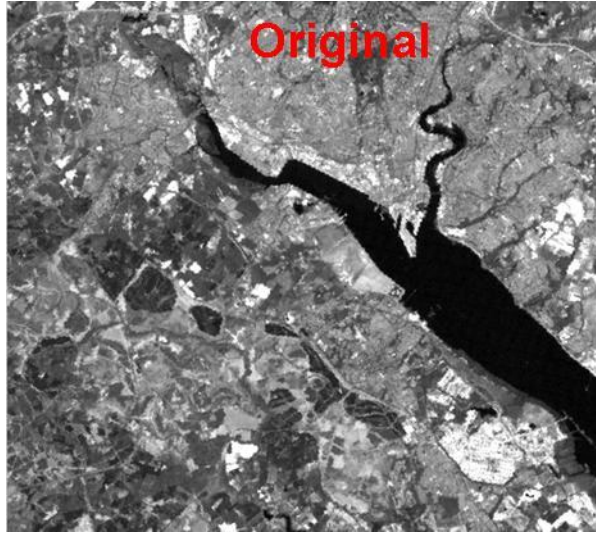
1	1	1
1	1	1
1	1	1

$$\frac{16 + 12 + 20 + 13 + 9 + 15 + 2 + 7 + 12}{9} = 12$$

= Moving average filter

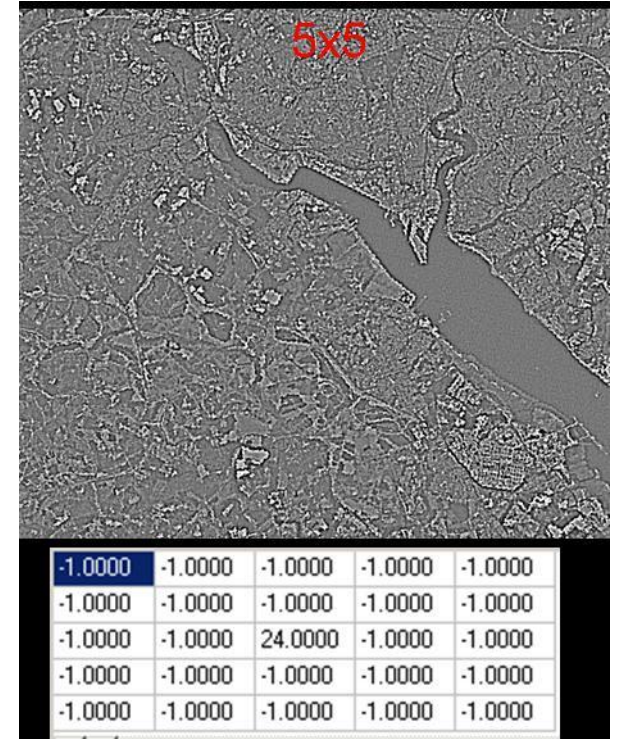
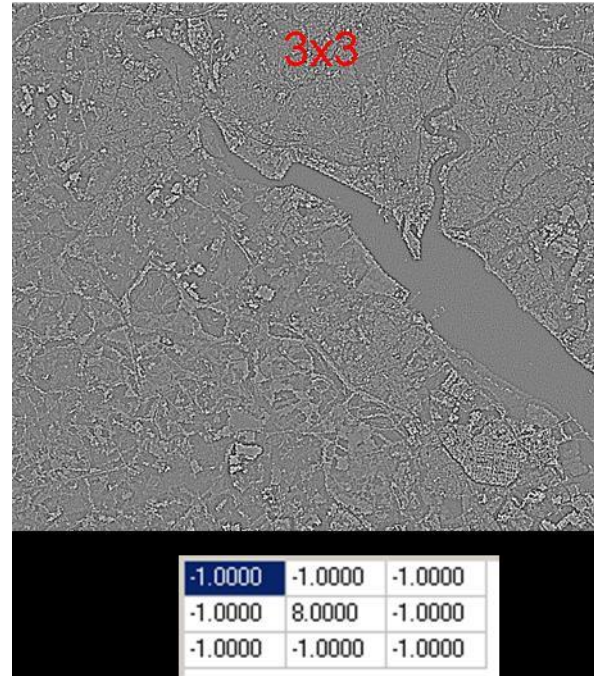
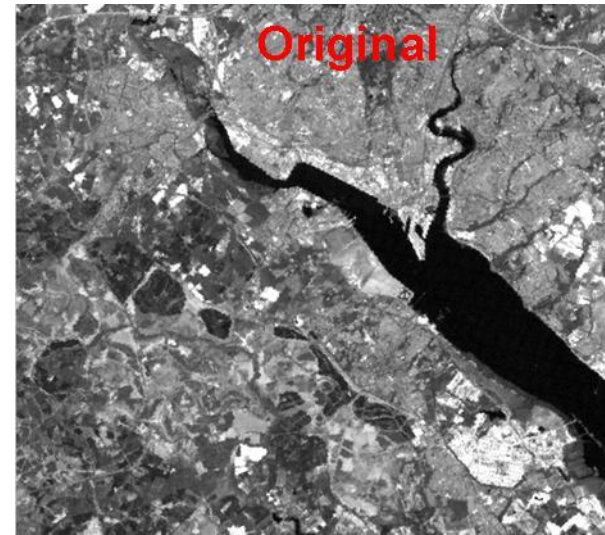


# Image smoothing example



The bigger the kernel, the stronger the smoothing

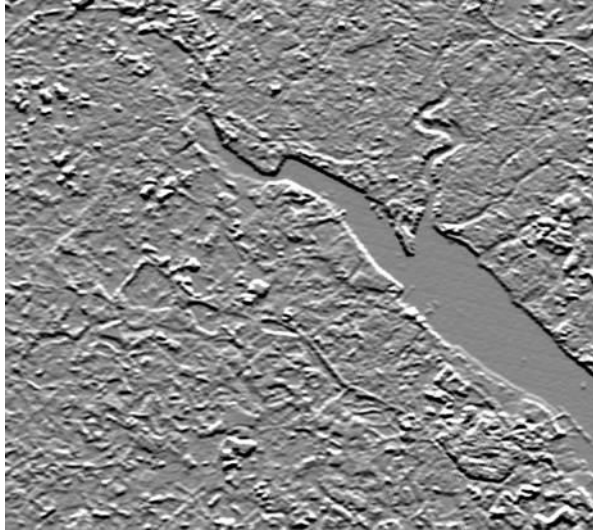
# High pass filters – Sharpening



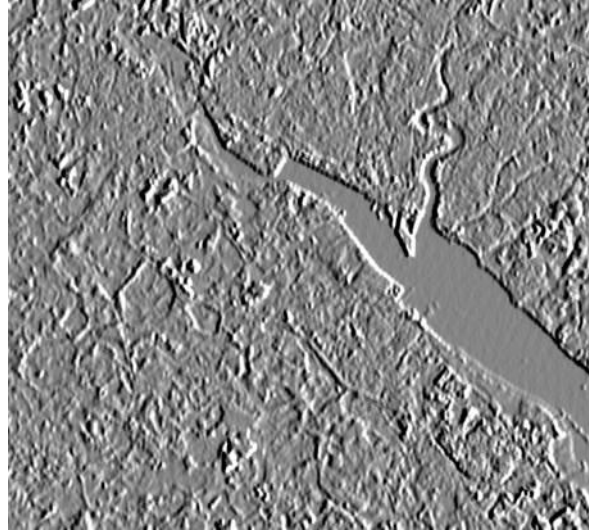


# Directional filters – Edge detection

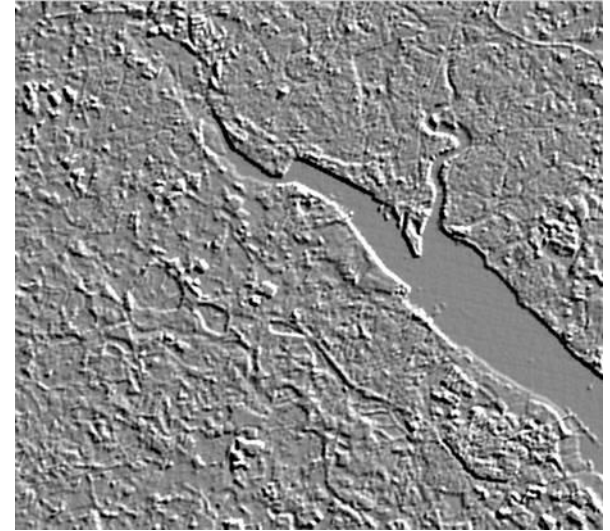
Horizontal



Vertical



Diagonal



# Directional filters

Uses gradient filters – calculates the difference between neighbour pixels in some direction

Horizontal

(y-gradient filter)

1	1	1
0	0	0
-1	-1	-1

-1	-1	-1
0	0	0
1	1	1

Vertical

(x-gradient filter)

-1	0	1
-1	0	1
-1	0	1

1	0	-1
1	0	-1
1	0	-1

Diagonal filter

-1	-1	2
-1	2	-1
2	-1	-1

0	1	1
-1	0	1
-1	-1	0

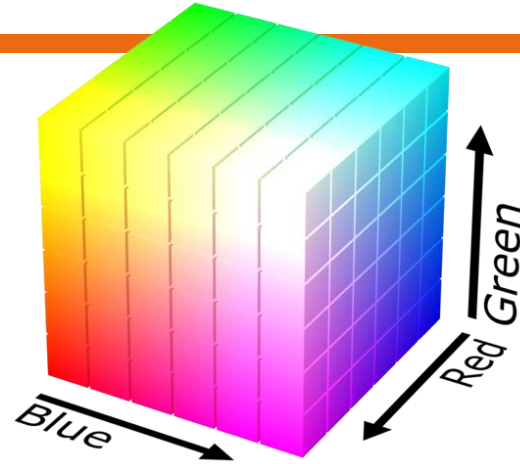
! The sum of the kernel elements must be zero !

## 1.3 Image fusion

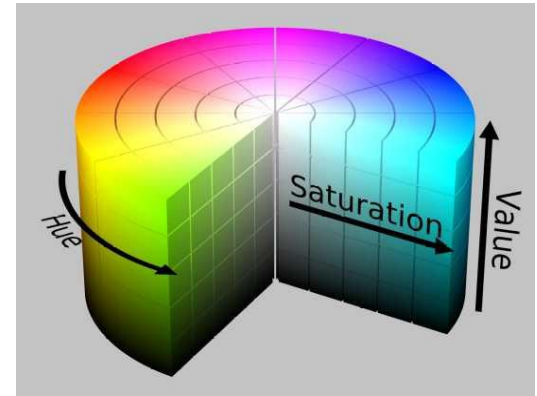
- Combine relevant information from multiple images to form a new more informative image
- E.g. combining lower-resolution multi-spectral images with a higher resolution panchromatic band => **Pansharpening**  
IF the difference in spatial resolution is not too different !
- Different techniques for image fusion exist e.g.
  - Colour based RGB-HIS
  - Brovey
  - Principal component analysis (PCA)

Different models to represent colours e.g.:

- **RGB** (Red, Green, Blue)
- **HIS** (Hue, Intensity/Value, Saturation)



<https://commons.wikimedia.org/w/index.php?curid=3375025>

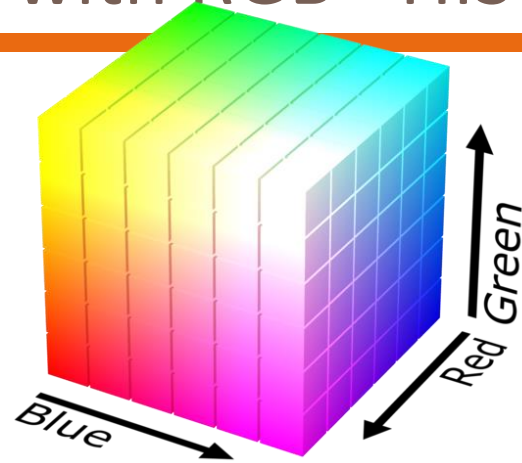


[https://en.wikipedia.org/wiki/File:HSV\\_color\\_solid\\_cylinder\\_saturation\\_gray.png](https://en.wikipedia.org/wiki/File:HSV_color_solid_cylinder_saturation_gray.png)

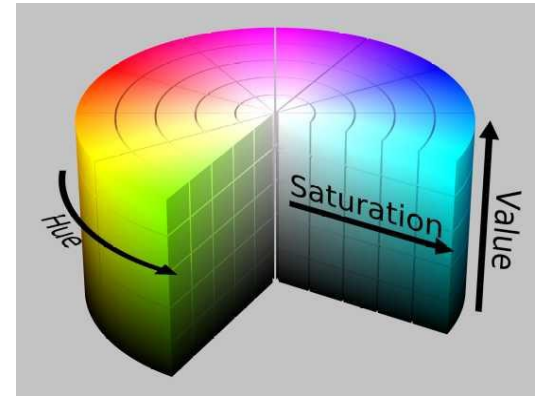


# Pansharpening with RGB - HIS

- Combine high resolution panchromatic with colours of low resolution image (RGB)
- But panchromatic corresponds to **Intensity** (Value) – it does not use RGB  
=> need to transform between RGB and HIS



<https://commons.wikimedia.org/w/index.php?curid=3375025>



[https://en.wikipedia.org/wiki/File:HSV\\_color\\_solid\\_cylinder\\_saturation\\_gray.png](https://en.wikipedia.org/wiki/File:HSV_color_solid_cylinder_saturation_gray.png)

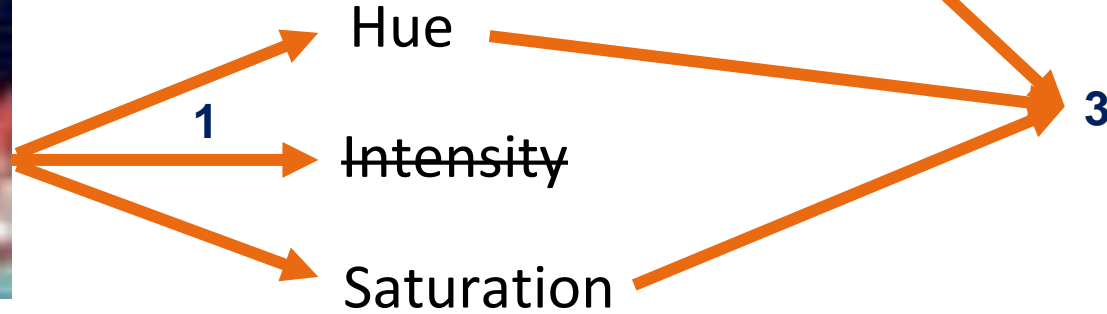
Panchromatic  
IKONOS P (1m)



Multispectral  
IKONOS XS (4m)



XS + P (1m)



1. Convert multi-spectral bands from RGB to HIS colour space
2. Replace the intensity band with the panchromatic band
3. Convert back into RGB colour space

- Image enhancement includes:
  - Histogram operations
  - Spatial filter operations
  - Image fusion
- It improves the visual appearance of digital images for visual interpretation
- Enhancement is performed for a specific application