Blending

• Frame buffer
  – Simple color model: R, G, B; 8 bits each
  – \( \alpha \)-channel A, another 8 bits
• Alpha determines opacity, pixel-by-pixel
  – \( \alpha = 1 \): opaque
  – \( \alpha = 0 \): transparent
• Blend translucent objects during rendering
• Achieve other effects (e.g., shadows)
Image Compositing

- Compositing operation
  - Source: \( s = [s_r, s_g, s_b, s_a] \)
  - Destination: \( d = [d_r, d_g, d_b, d_a] \)
  - \( b = [b_r, b_g, b_b, b_a] \) source blending factors
  - \( c = [c_r, c_g, c_b, c_a] \) destination blending factors
  - \( d' = [b_r s_r + c_r d_r, b_g s_g + c_g d_g, b_b s_b + c_b d_b, b_a s_a + c_a d_a] \)

- Overlay \( n \) images with equal weight
  - Set \( \alpha \)-value for each pixel in each image to \( 1/n \)
  - Source blending factor is \( \alpha \)
  - Destination blending factor is \( 1 \)

Blending in OpenGL

- Enable blending
  
  ```
  glEnable(GL_BLEND);
  ```

- Set up source and destination factors
  
  ```
  glBlendFunc(source_factor, dest_factor);
  ```

- Source and destination choices
  - GL_ONE, GL_ZERO
  - GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA
  - GL_DST_ALPHA, GL_ONE_MINUS_DST_ALPHA
Blending Errors

- Operations are not commutative
- Operations are not idempotent
- Interaction with hidden-surface removal
  - Polygon behind opaque one should be culled
  - Translucent in front of others should be composited
  - Solution: make z-buffer read-only for translucent polygons with `glDepthMask(GL_FALSE);`

Antialiasing Revisited

- Single-polygon case first
- Set $\alpha$-value of each pixel to covered fraction
- Use destination factor of “$1 - \alpha$”
- Use source factor of “$\alpha$”
- This will blend background with foreground
- Overlaps can lead to blending errors
Antialiasing with Multiple Polygons

- Initially, background color $C_0$, $\alpha_0 = 0$
- Render first polygon; color $C_1$ fraction $\alpha_1$
  - $C_d = (1 - \alpha_1)C_0 + \alpha_1C_1$
  - $\alpha_d = \alpha_1$
- Render second polygon; assume fraction $\alpha_2$
- If no overlap (a), then
  - $C'_d = (1 - \alpha_2)C_d + \alpha_2C_2$
  - $\alpha'_d = \alpha_1 + \alpha_2$

Antialiasing with Overlap

- Now assume overlap (b)
- Average overlap is $\alpha_1\alpha_2$
- So $\alpha_d = \alpha_1 + \alpha_2 - \alpha_1\alpha_2$
- Make front/back decision for color as usual
Antialiasing in OpenGL

- Avoid explicit $\alpha$-calculation in program
- Enable both smoothing and blending

```c
glEnable(GL_POINT_SMOOTH);
glEnable(GL_LINE_SMOOTH);
glEnable(GL_BLEND);
glBlendFunc(GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA);
```

Outline

- Blending
- Display Color Models
- Filters
- Dithering
- Image Compression
Displays and Framebuffers

- Image stored in memory as 2D pixel array, called framebuffer
- Value of each pixel controls color
- Video hardware scans the framebuffer at 60Hz
- Depth of framebuffer is information per pixel
  - 1 bit: black and white display (cf. Smithsonian)
  - 8 bit: 256 colors at any given time via colormap
  - 16 bit: 5, 6, 5 bits (R,G,B), \(2^{16} = 65,536\) colors
  - 24 bit: 8, 8, 8 bits (R,G,B), \(2^{24} = 16,777,216\) colors

Fewer Bits: Colormaps

- Colormaps typical for 8 bit framebuffer depth
- With screen \(1024 \times 768 = 786432 = 0.75\) MB
- Each pixel value is index into colormap
- Colormap is array of RGB values, 8 bits each
- All \(2^8\) colors can be represented
- Only \(2^8 = 256\) at a time
- Poor approximation of full color
- Who owns the colormap?
- Colormap hacks: affect image w/o changing framebuffer (only colormap)
More Bits: Graphics Hardware

- 24 bits: RGB
- + 8 bits: A (α-channel for opacity)
- + 16 bits: Z (for hidden-surface removal)
- * 2: double buffering for smooth animation
- = 96 bits
- For 1024 * 768 screen: 9 MB

Image Processing

- 2D generalization of signal processing
- Image as a two-dimensional signal
- Point processing: modify pixels independently
- Filtering: modify based on neighborhood
- Compositing: combine several images
- Image compression: space-efficient formats
- Other topics (not in this course)
  - Image enhancement and restoration
  - Computer vision
Outline

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Point Processing

- Input: \( a(x,y) \); Output: \( b(x,y) = f(a(x,y)) \)
- Useful for contrast adjustment, false colors
- Examples for grayscale, \( 0 \leq v \leq 1 \)
  - \( f(v) = v \) (identity)
  - \( f(v) = 1-v \) (negate image)
  - \( f(v) = v^p, \ p < 1 \) (brighten)
  - \( f(v) = v^p, \ p > 1 \) (darken)
- Gamma correction compensates monitor brightness loss
Gamma Correction Example

\[ \Gamma = 1.0; \ f(v) = v \]
\[ \Gamma = 0.5; \ f(v) = v^{1/0.5} = v^2 \]
\[ \Gamma = 2.5; \ f(v) = v^{1/2.5} = v^{0.4} \]

Signals and Filtering

- Audio recording is 1D signal: amplitude(t)
- Image is a 2D signal: color(x, y)
- Signals can be continuous or discrete
- Raster images are discrete
  - In space: sampled in x, y
  - In color: quantized in value
- Filtering: a mapping from signal to signal
Linear and Shift-Invariant Filters

- Linear with respect to input signal
- Shift-invariant with respect to parameter

Convolution in 1D
- $a(t)$ is input signal
- $b(s)$ is output signal
- $h(u)$ is filter
- Shorthand: $b = a * h$ (as an aside)

Convolution in 2D
\[
b(x, y) = \sum_{u=-\infty}^{+\infty} \sum_{v=-\infty}^{+\infty} a(u, v)h(x - u, y - v)
\]

Filters with Finite Support

- Filter $h(u,v)$ is 0 except in given region
- Represent $h$ in form of a matrix
- Example: $3 \times 3$ blurring filter
\[
b(x, y) = \frac{1}{9} \begin{pmatrix}
    a(x-1, y-1) & a(x, y-1) & a(x+1, y-1) \\
    a(x-1, y) & a(x, y) & a(x+1, y) \\
    a(x-1, y+1) & a(x, y+1) & a(x+1, y+1)
\end{pmatrix}
\]

- As function
\[
h(u, v) = \begin{cases}
    \frac{1}{9} & \text{if } -1 \leq u, v \leq 1 \\
    0 & \text{otherwise}
\end{cases}
\]

- In matrix form
\[
\frac{1}{9} \begin{bmatrix}
    1 & 1 & 1 \\
    1 & 1 & 1 \\
    1 & 1 & 1
\end{bmatrix}
\]
Blurring Filters

- Average values of surrounding pixels
- Can be used for anti-aliasing
- Size of blurring filter should be odd
- What do we do at the edges and corners?
- For noise reduction, use median, not average
  - Eliminates intensity spikes
  - Non-linear filter

Examples of Blurring Filter

Pictures have been removed for printing purposes due to a PowerPoint bug
Example Noise Reduction

Pictures have been removed for printing due to a PowerPoint bug

<table>
<thead>
<tr>
<th>Original image</th>
<th>Image with noise</th>
<th>Median filter (5x5?)</th>
</tr>
</thead>
</table>

Edge Filters

- Discover edges in image
- Characterized by large gradient

\[ \nabla a = \left[ \frac{\partial a}{\partial x} \frac{\partial a}{\partial y} \right], \quad |\nabla a| = \sqrt{\left(\frac{\partial a}{\partial x}\right)^2 + \left(\frac{\partial a}{\partial y}\right)^2} \]

- Approximate square root

\[ |\nabla a| \approx \left| \frac{\partial a}{\partial x} \right| + \left| \frac{\partial a}{\partial y} \right| \]

- Approximate partial derivatives, e.g.

\[ \frac{\partial a}{\partial x} \approx a(x + 1) - a(x - 1) \]
Sobel Filter

- Edge detection filter, with some smoothing
- Approximate
  \[
  \frac{\partial}{\partial x} \approx \begin{bmatrix}
  -1 & 0 & 1 \\
  -2 & 0 & 2 \\
  -1 & 0 & 1
  \end{bmatrix},
  \frac{\partial}{\partial y} \approx \begin{bmatrix}
  1 & 2 & 1 \\
  0 & 0 & 0 \\
  -1 & -2 & -1
  \end{bmatrix}
  \]
- Sobel filter is non-linear
  - Square and square root (more exact computation)
  - Absolute value (faster computation)

Sample Filter Computation

- Part of Sobel filter, detects vertical edges
Example of Edge Filter

Images have been removed due to a PowerPoint bug

Original image
Edge filter, then brightened

Outline

• Blending
• Display Color Models
• Filters
• Dithering
• Image Compression
Dithering

- Compensates for lack of color resolution
- Give up spatial resolution for color resolution
- Eye does spatial averaging
- Black/white dithering to achieve gray scale
  - Each pixel is black or white
  - From far away, color determined by fraction of white
  - For 3x3 block, 10 levels of gray scale

Halftone Screens

- Regular patterns create some artefacts
  - Avoid stripes
  - Avoid isolated pixels (e.g. on laser printer)
  - Monotonicity: keep pixels on at higher intensities
- Example of good 3x3 dithering matrix
  - For intensity n, turn on pixels 0..n–1

\[
\begin{bmatrix}
6 & 8 & 4 \\
1 & 0 & 3 \\
5 & 2 & 7 \\
\end{bmatrix}
\]
Floyd-Steinberg Error Diffusion

- Approximation without fixed resolution loss
- Scan in raster order
- At each pixel, draw least error output value
- Divide error into 4 different fractions
- Add the error fractions into adjacent, unwritten pixels

Floyd-Steinberg Example

Images have been removed due to a PowerPoint bug

Gray Scale Ramp

- Some worms
- Some checkerboards
- Enhance edges

Peter Anderson
Color Dithering

• Example: 8 bit framebuffer
  – Set color map by dividing 8 bits into 3,3,2 for RGB
  – Blue is deemphasized since we see it less well
• Dither RGB separately
  – Works well with Floyd-Steinberg
• Assemble results into 8 bit index into colormap
• Generally looks good

Outline

• Blending
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Image Compression

- Exploit redundancy
  - Coding: some pixel values more common
  - Interpixel: adjacent pixels often similar
  - Psychovisual: some color differences imperceptible
- Distinguish lossy and lossless methods

Some Image File Formats

<table>
<thead>
<tr>
<th></th>
<th>Depth</th>
<th>File Size</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>JPEG</td>
<td>24</td>
<td>Small</td>
<td>Lossy compression</td>
</tr>
<tr>
<td>TIFF</td>
<td>8, 24</td>
<td>Medium</td>
<td>Good general purpose</td>
</tr>
<tr>
<td>GIF</td>
<td>1, 4, 8</td>
<td>Medium</td>
<td>Popular, but 8 bit</td>
</tr>
<tr>
<td>PPM</td>
<td>24</td>
<td>Big</td>
<td>Easy to read/write</td>
</tr>
<tr>
<td>EPS</td>
<td>1,2,4,8,24</td>
<td>Huge</td>
<td>Good for printing</td>
</tr>
</tbody>
</table>
Image Sizes

- 1024*1024 at 24 bits uses 3 MB
- Encyclopedia Britannica at 300 pixels/inch and 1 bit/pixels requires 25 gigabytes (25K pages)
- 90 minute movie at 640x480, 24 bits per pixels, 24 frames per second requires 120 gigabytes
- Applications: HDTV, DVD, satellite image transmission, medial image processing, fax, ...

Exploiting Coding Redundancy

- Not limited to images (text, other digital info)
- Exploit nonuniform probabilities of symbols
- Entropy as measure of information content
  - $H = -\sum_i \text{Prob}(s_i) \log_2 (\text{Prob}(s_i))$
  - If source is independent random variable need $H$ bits
- Idea:
  - More frequent symbols get shorter code strings
  - Best with high redundancy (= low entropy)
- Common algorithms
  - Huffman coding
  - LZW coding (gzip)
Huffman Coding

- Codebook is precomputed and static
  - Use probability of each symbol to assign code
  - Map symbol to code
  - Store codebook and code sequence
- Precomputation is expensive
- What is “symbol” for image compression?

Lempel-Ziv-Welch (LZW) Coding

- Compute codebook on the fly
- Fast compression and decompression
- Can tune various parameters
- Both Huffman and LZW are lossless
Exploiting Interpixel Redundancy

• Neighboring pixels are correlated
• Spatial methods for low-noise image
  – Run-length coding:
    • Alternate values and run-length
    • Good if horizontal neighbors are same
    • Can be 1D or 2D (e.g. used in fax standard)
  – Quadtrees:
    • Recursively subdivide until cells are constant color
  – Region encoding:
    • Represent boundary curves of color-constant regions
• Combine methods
• Not good on natural images directly

Improving Noise Tolerance

• Predictive coding:
  – Predict next pixel based on prior ones
  – Output difference to actual
• Fractal image compression
  – Describe image via recursive affine transformation
• Transform coding
  – Exploit frequency domain
  – Example: discrete cosine transform (DCT)
  – Used in JPEG
• Transform coding for lossy compression
Discrete Cosine Transform

- Used for lossy compression (as in JPEG)

\[ F(u, v) = c(u)c(v) \sum_{x=0}^{n-1} \sum_{y=0}^{n-1} f(x, y) \cos \left( \frac{(2x + 1)u\pi}{2n} \right) \cos \left( \frac{(2y + 1)v\pi}{2n} \right) \]

where \( c(u) = 1/\sqrt{n} \) if \( u = 0 \), \( c(u) = \sqrt{2/n} \) otherwise

- JPEG (Joint Photographic Expert Group)
  - Subdivide image into \( n \times n \) blocks (\( n = 8 \))
  - Apply discrete cosine transform for each block
  - Quantize, zig-zag order, run-length code coefficients
  - Use variable length coding (e.g. Huffman)

- Many natural images can be compressed to 4 bits/pixels with little visible error

Summary

- Display Color Models
  - 8 bit (colormap), 24 bit, 96 bit

- Filters
  - Blur, edge detect, sharpen, despeckle

- Dithering
  - Floyd-Steinberg error diffusion

- Image Compression
  - Coding, interpixel, psychovisual redundancy
  - Lossless vs. lossy compression
Preview

- Assignment 5 due Thursday
- Assignment 6 out Thursday
- Thursday: Ray Tracing