Chapter-10

Colour Image Processing

- 1. Consider the following RGB triplets. Convert each triplet to CMY and YIQ.
 - a. (101)
 - b. (111)
 - c. (100)

Solution: The formula for Converting RGB to CMY and YIQ are given below

$$\begin{pmatrix} C \\ M \\ Y \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} - \begin{pmatrix} R \\ G \\ B \end{pmatrix}$$

a. (101) =
$$\begin{pmatrix} C \\ M \\ Y \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} Y \\ I \\ Q \end{pmatrix} = \begin{pmatrix} 0.299 & 0.587 & 0.114 \\ 0.596 & -0.271 & 0.322 \\ 0.211 & -0.523 & 0.311 \end{pmatrix} \times \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0.413 \\ 0.918 \\ 0.522 \end{pmatrix}$$

b. (111) =
$$\begin{pmatrix} C \\ M \\ Y \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} Y \\ I \\ Q \end{pmatrix} = \begin{pmatrix} 0.299 & 0.587 & 0.114 \\ 0.596 & -0.271 & 0.322 \\ 0.211 & -0.523 & 0.311 \end{pmatrix} \times \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 1.003 \\ 0.644 \\ 0.001 \end{pmatrix}$$

c. (1 0 0) =
$$\begin{pmatrix} C \\ M \\ Y \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} Y \\ I \\ Q \end{pmatrix} = \begin{pmatrix} 0.299 & 0.587 & 0.114 \\ 0.596 & -0.271 & 0.322 \\ 0.211 & -0.523 & 0.311 \end{pmatrix} \times \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0.299 \\ 0.596 \\ 0.211 \end{pmatrix}$$

2. Let the RGB values of a point is given as (0.2, 0.4, 0.6). Find the HSV equivalent of RGB? Also verify whether the original point can be obtained by the inverse transform from HSV to RGB?

Solution: Given RGB values are R = 0.2, G = 0.4, B=0.6.

$$k_{\text{max}} = \max\{R, G, B\} = \max\{0.2, 0.4, 0.6\} = 0.6$$

$$k_{\text{min}} = \min\{0.2, 0.4, 0.6\} = 0.2$$

$$k = 0.6 - 0.2 = 0.4$$

Therefore,

$$V = k_{\text{max}} = 0.6$$

$$S = \frac{k}{k_{\text{max}}} = \frac{0.4}{0.6} = 0.666$$

$$R' = \frac{k_{\text{max}} - R}{k} = \frac{0.6 - 0.2}{0.4} = 1$$

$$G' = \frac{k_{\text{max}} - G}{k} = \frac{0.6 - 0.4}{0.4} = 0.5$$

$$B' = \frac{k_{\text{max}} - B}{k} = \frac{0.6 - 0.6}{0.4} = 0$$

Finally,
$$H' = G' - R' + 4 = 0.5 - 1 + 4 = 3.5$$

$$H' > 0$$

Since $H = \frac{1}{6} \times 3.5 = 0.58$.

Finally the HSV point corresponding to the given RGB point is (0.5, 0.66, 0.6). This can be converted back to RGB. Since $\lfloor H' \rfloor = \lfloor 3.5 \rfloor = 3$, for case 3, the resultant (RGB) is (x,y,v). Here v = V. Therefore V = 0.6. The remaining x and y can be calculated using the formula given

$$x = (1 - S) \times V = (1 - 0.66) \times 0.6 \cong 0.2$$

 $y = (1 - (S \times (H' - | H' |))) \times 0.6 = 0.67 \times 0.6 \cong 0.4$

Therefore the original values of RGB are obtained exactly.

3. Determine the CIE chromaticity coordinate of a point given these details - $C_1 = (0.24, 0.6, 2)$ and $C_2 = (0.6, 0.8, 1)$. Find the third colour C₃?

Solution: There are two colours given with three coordinate points. Since chromaticity diagram is 2D, the intensity is aligned with Y axis. The resultant coordinate for the third colour point is given as

$$x_3 = \frac{x_1 k_1 + x_2 k_2}{k_1 + k_2};$$

$$y_3 = \frac{y_1 k_1 + y_2 k_2}{k_1 + k_2};$$

$$L_3 = L_1 + L_2$$

Here
$$k_1 = \frac{L_1}{y_1}$$
 and $k_2 = \frac{L_2}{y_2}$.

The given details are $x_1 = 0.24$, $y_1 = 0.6$, $x_2 = 0.6$, $y_2 = 0.8$, $L_1 = 2$, $L_2 = 1$

Therefore,
$$k_1 = \frac{L_1}{y_1} = \frac{2}{0.6} = 3.33, k_2 = \frac{L_2}{y_1} = \frac{1}{0.8} = 1.25$$

Now the third colour coordinates can be obtained as

$$x_3 = \frac{x_1 k_1 + x_2 k_2}{k_1 + k_2} = \frac{(0.24)(3.33) + (0.6)(1.25)}{3.33 + 1.25} = 0.338$$

$$y_3 = \frac{y_1 k_1 + y_2 k_2}{k_1 + k_2} = \frac{(0.6)(3.33) + (0.8)(1.25)}{3.33 + 1.25} = 0.65$$

$$L_3 = L_1 + L_2 = 2 + 1 = 3$$

Therefore the coordinate of the third colour point will be (0.338, 0.65, 3).