Course Coordinator: A.L Mohammed Hamzah

Abed

Course No: 7 408

Computer science Dept

Lecture No: 8 Image quantization (reduce size)

Image quantization is the process of reducing the image data by removing

some of the detail information by mapping group of data points to a single

point. This can be done by:

1. Gray\_Level reduction (reduce pixel values themselves I(r, c).

2. Spatial reduction (reduce the spatial coordinate (r, c).

The simplest method of gray-level reduction is Thresholding. We select a

threshold gray level and set everything above that value equal to "1"

andeverything below the threshold equal to "0". This effectively turns a gray

level image into a binary (two level) image and is often used as a

preprocessing step in the extraction of object features, such as shape, area,

or perimeter. A more versatile method of gray level reduction is the process

of taking the data and reducing the number of bits per pixel. This can be done

very efficiency by masking the lower bits via an AND operation. Within this

method, the numbers of bits that are masked determine the number of gray

levels available.

Example:

We want to reduce 8 bit information containing 256 possible gray level

values down to 32 possible values.

1

Each pixel in a gray level contain 1 byte with 256 possible gray level If we like to decrease it into 32 possible value.

0 ---- 31 = 32 possible value.

So take the maximum value 31 convert it into binary will be (11111)<sub>2</sub>

This can be done by ANDing each pixel value with (11111 000)

Corresponding to the lower three bits that we are masking and then shifting the result left three times.

If we have the following sub gray image

200	26
140	100

200 = 11001000

26 = 00011010

140 = 10001100

100 = 01100100

And operation with 11111000

11001000

11111000

-----

11001000 shifted three time so will get 11001 = 25 means 200 become 25 And do same way to other ....



Original 8-bit image, 256 grav levels



Quantized to 6 bits, 64 gray levels



Quantized to 3 bits,



Quantized to 1 bits, 2 gray levels