

Histogram equalization — derivation

Input: histogram $H(p)$ of the $N \times N$ image with gray levels $p = \langle p_0, p_k \rangle$.

Aim: find a monotonic pixel brightness transformation $q = \mathcal{T}(p)$, such that the desired output histogram $G(q)$ is uniform over the whole output brightness scale $q = \langle q_0, q_k \rangle$.

The monotonicity of the transformation implies:

$$\sum_{i=0}^k G(q_i) = \sum_{i=0}^k H(p_i) .$$

Equalized histogram \approx uniform density

$$G(q) = \frac{N^2}{q_k - q_0} .$$

Histogram equalization — derivation II

The exactly uniform histogram may be obtained only in continuous space.

$$\int_{q_0}^q G(s) ds = \int_{p_0}^p H(s) ds .$$

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$$q = \mathcal{T}(p)$$

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$$\begin{aligned}\int_{q_0}^q G(s) ds &= \int_{p_0}^p H(s) ds . \\ \int_{q_0}^q \frac{N^2}{q_k - q_0} ds &= \int_{p_0}^p H(s) ds . \\ \frac{N^2(q - q_0)}{q_k - q_0} &= \int_{p_0}^p H(s) ds . \\ N^2(q - q_0) &= (q_k - q_0) \int_{p_0}^p H(s) ds . \\ q = \mathcal{T}(p) &= \frac{q_k - q_0}{N^2} \int_{p_0}^p H(s) ds + q_0 .\end{aligned}$$

Histogram equalization — derivation III

Continuous space **distribution function**

$$q = \mathcal{T}(p) = \frac{q_k - q_0}{N^2} \int_{p_0}^p H(s) ds + q_0 .$$

Discrete space **cumulative histogram**

$$q = \mathcal{T}(p) = \frac{q_k - q_0}{N^2} \sum_{i=p_0}^p H(i) + q_0 .$$