

数字图像处理

(Digital Image Processing)

图像插值

图像插值

■ 图像插值的应用

□ Want “BIG” images

- 当我们需要放大一幅图像去观察某一细节时，需要确定给定的新位置的像素灰度

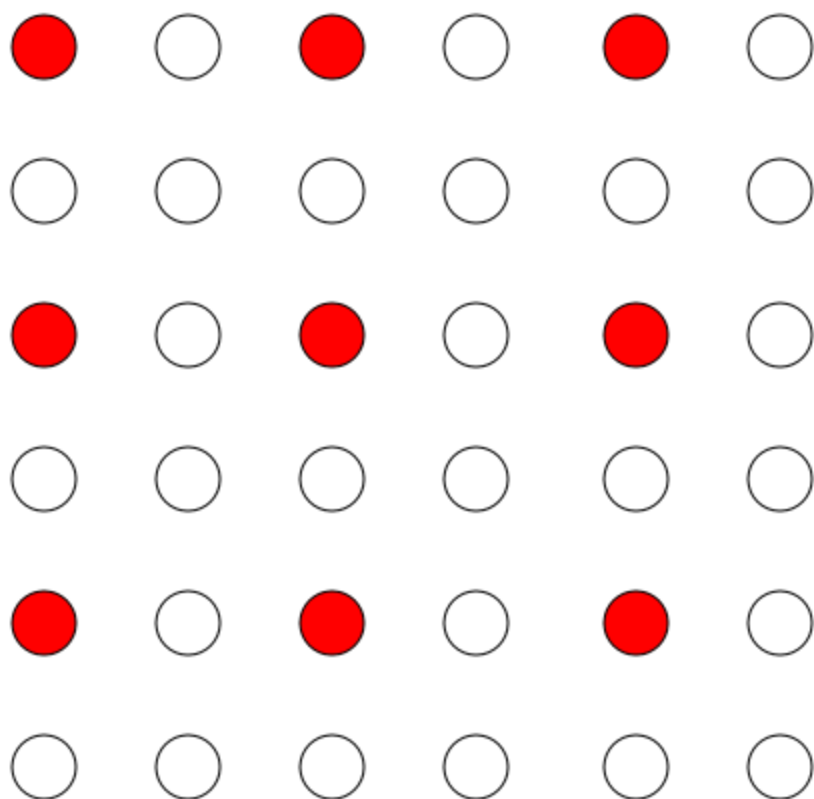
□ Want “GOOD” images

- 数字图像某部分缺失或损坏，需要去估计缺失的像素点灰度

□ Want “COOL” images

- 需要特殊艺术效果时，需要去估计仿射变换后像素点的灰度

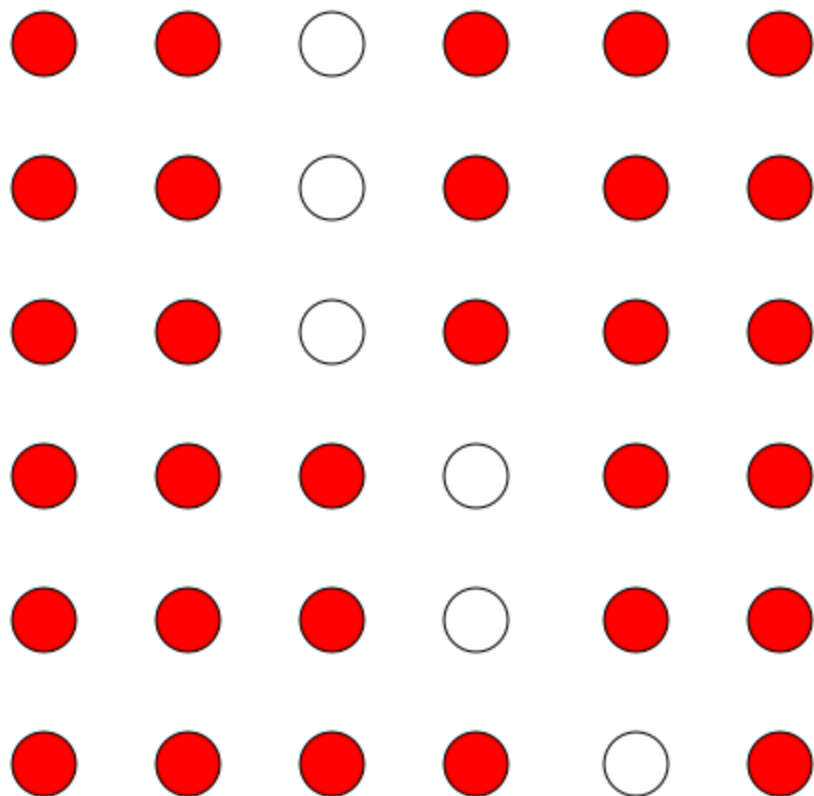
BIG IMAGES



 **Low-Res.**

 **High-Res.**

GOOD IMAGES

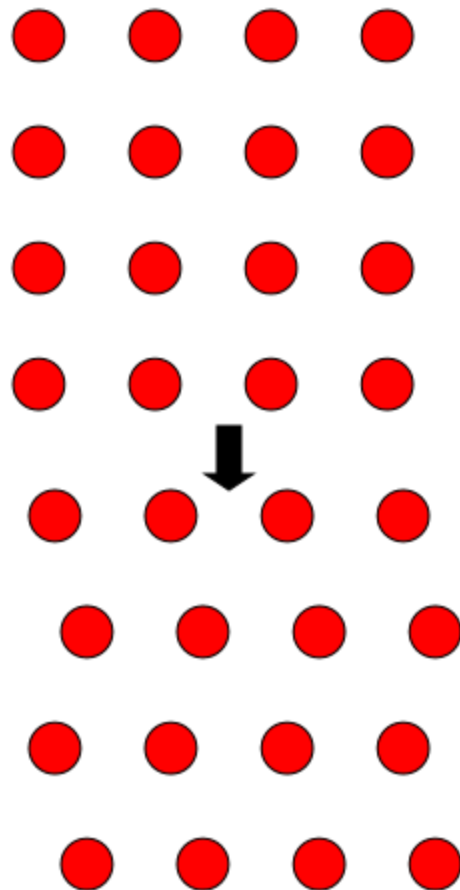


Non-damaged



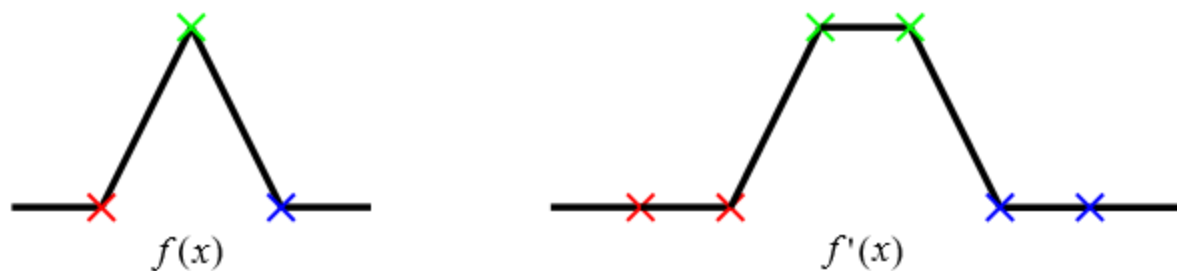
Damaged

COOL IMAGES

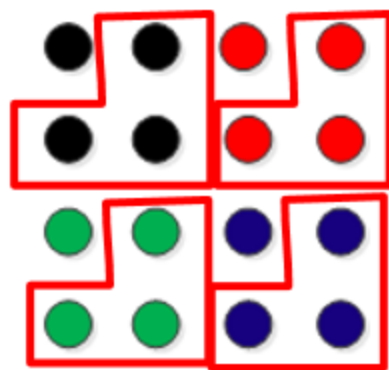


最近邻插值 (Pixel Replication)

1维信号



2维图像



最近邻插值



Input image 256×256



Output high-resolution image 512×512

最近邻插值



**low-resolution
image (100 × 100)**

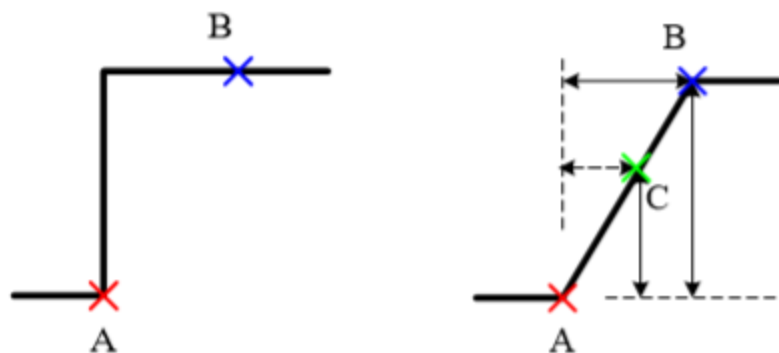
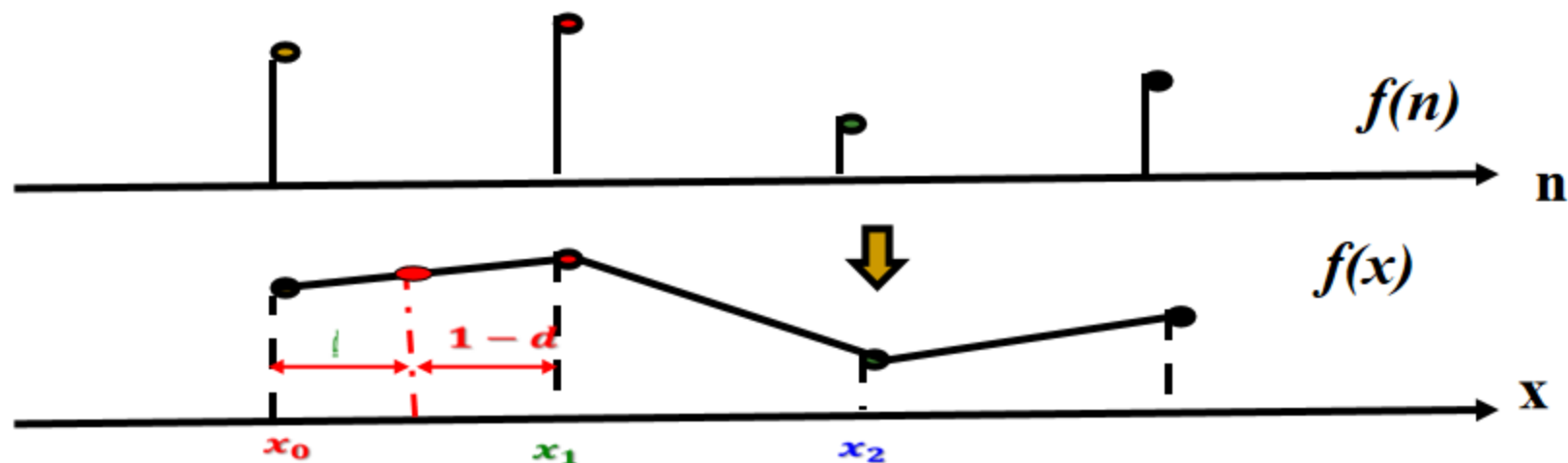


**high-resolution
image (400 × 400)**

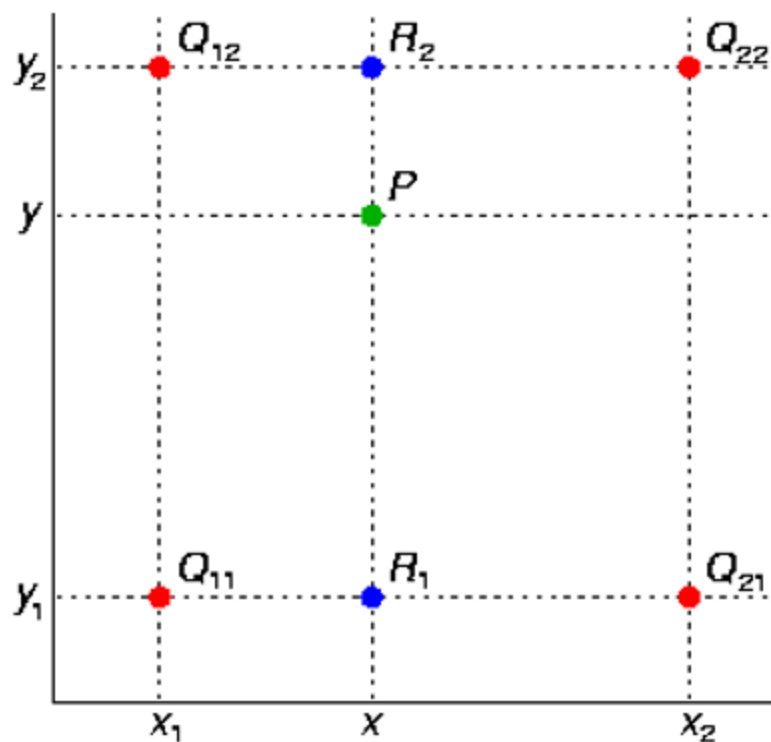
线性插值(Linear interpolation)

■ 线性插值

$$f(x_0 + d) = f(x_1) \cdot d + f(x_0) \cdot (1 - d)$$



双线性插值



首先在 x 方向进行线性插值, 得到

$$f(R_1) \approx \frac{x_2 - x}{x_2 - x_1} f(Q_{11}) + \frac{x - x_1}{x_2 - x_1} f(Q_{21})$$

$$f(R_2) \approx \frac{x_2 - x}{x_2 - x_1} f(Q_{12}) + \frac{x - x_1}{x_2 - x_1} f(Q_{22})$$

$$R_1 = (x, y_1), \quad R_2 = (x, y_2).$$

然后在 y 方向进行线性插值, 得到

$$f(P) \approx \frac{y_2 - y}{y_2 - y_1} f(R_1) + \frac{y - y_1}{y_2 - y_1} f(R_2).$$

$$f(x, y) \approx \frac{f(Q_{11})}{(x_2 - x_1)(y_2 - y_1)} (x_2 - x)(y_2 - y) + \frac{f(Q_{21})}{(x_2 - x_1)(y_2 - y_1)} (x - x_1)(y_2 - y) \\ + \frac{f(Q_{12})}{(x_2 - x_1)(y_2 - y_1)} (x_2 - x)(y - y_1) + \frac{f(Q_{22})}{(x_2 - x_1)(y_2 - y_1)} (x - x_1)(y - y_1).$$

$$f(x, y) \approx ax + by + cxy + d$$

双线性插值

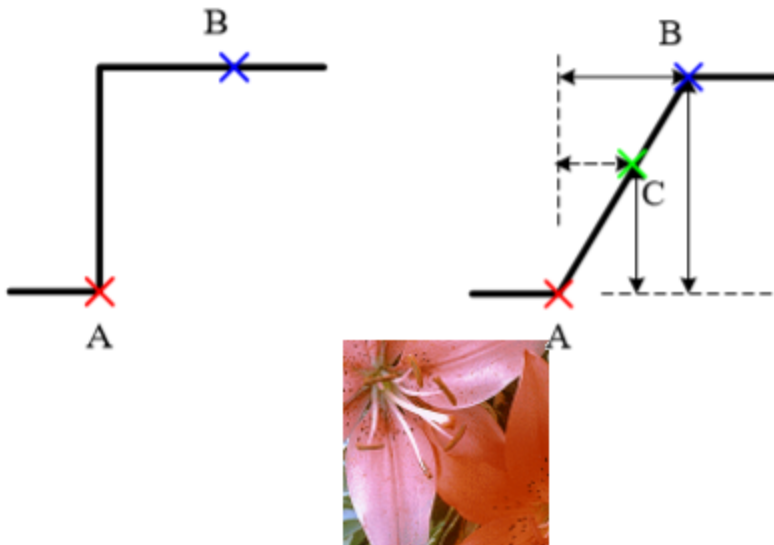


Input image 256×256



Output high-resolution image 512×512

双线性插值

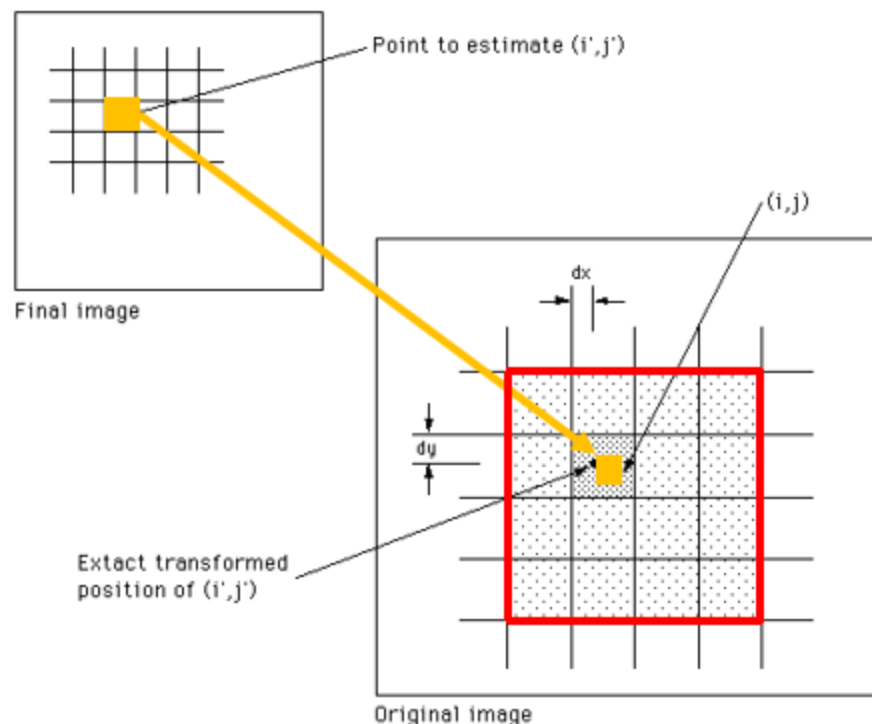


**low-resolution
image (100 × 100)**



**high-resolution
image (400 × 400)**

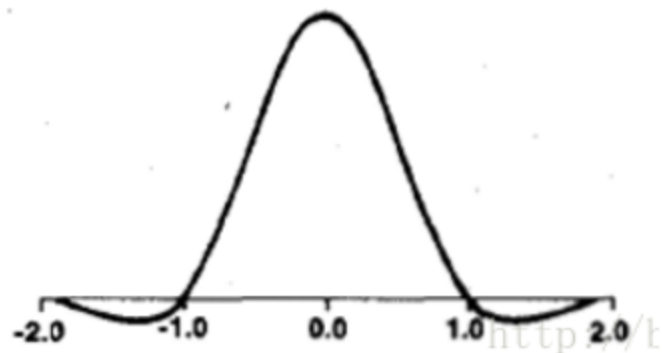
双三次插值(Bicubic interpolation)



$$g(x, y) = \sum_{i=-1}^2 \sum_{j=-1}^2 f_{ij} W(i) W(j)$$

$$W(x) = \begin{cases} (a+2)|x|^3 - (a+3)|x|^2 + 1 & |x| \leq 1 \\ a|x|^3 - 5|x|^2 + 8a|x| - 4a & 1 < |x| < 2 \\ 0 & \text{otherwise} \end{cases}$$

BiCubic函数具有如下形状：



1. ^ R. Keys (1981). "Cubic convolution interpolation for digital image processing". *IEEE Transactions on Acoustics, Speech, and Signal Processing*. 29 (6): 1153–1160. doi:10.1109/TASSP.1981.1163711

双三次插值



Input image 256×256



Output high-resolution image 512×512

双三次插值



**low-resolution
image (100 × 100)**



**high-resolution
image (400 × 400)**