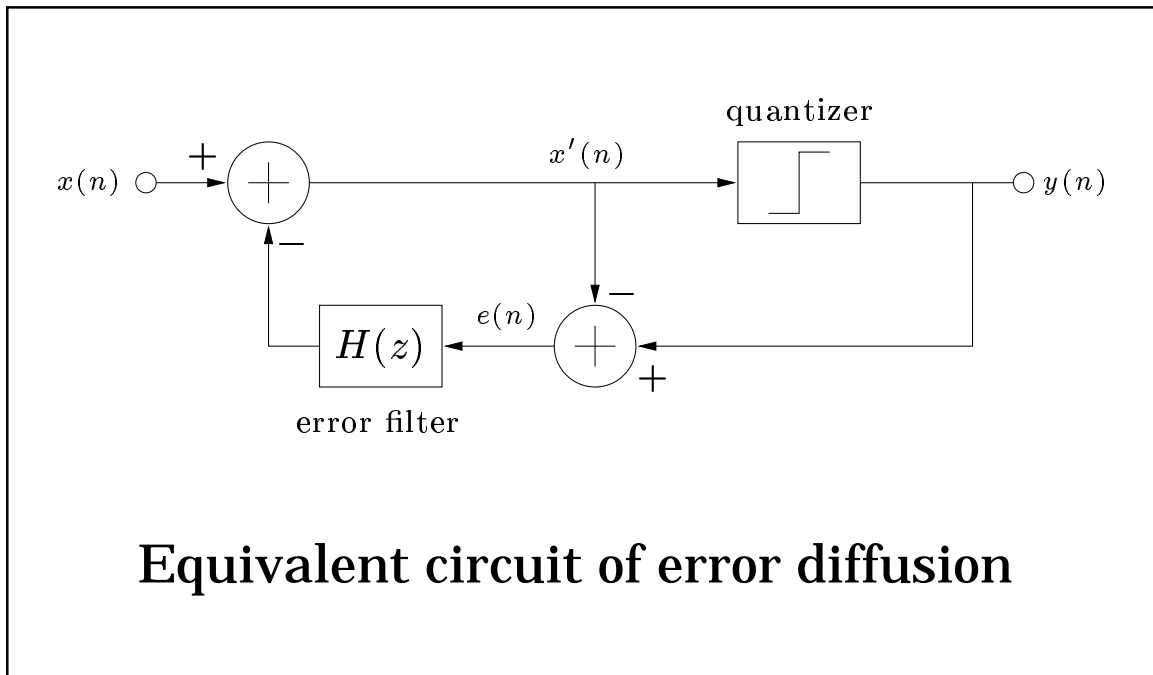


OBJECTIVE

- **Develop a formal mathematical framework for analysis and design of error diffusion algorithms for digital image halftoning**
 - Model halftoning as two-dimensional delta-sigma modulation
 - Derive objective measures for subjective quality of edge sharpening and noise in halftoned images
- **Applications:**
 - Design of optimal error diffusion filters with respect to subjective quality
 - Optimize quality of halftoned oversampled images

Work supported by a grant from Hewlett-Packard Laboratories

LINEAR ANALYSIS



Equivalent circuit of error diffusion

- Assume quantizer adds white noise uncorrelated with input
- Output given by

$$Y(z) = X(z) + N(z)(1 - H(z))$$

- Signal transfer function (STF) is flat, noise transfer function (NTF) is high-pass
- Circuit is equivalent in form to a noise-shaping feedback coder

ERROR IMAGE



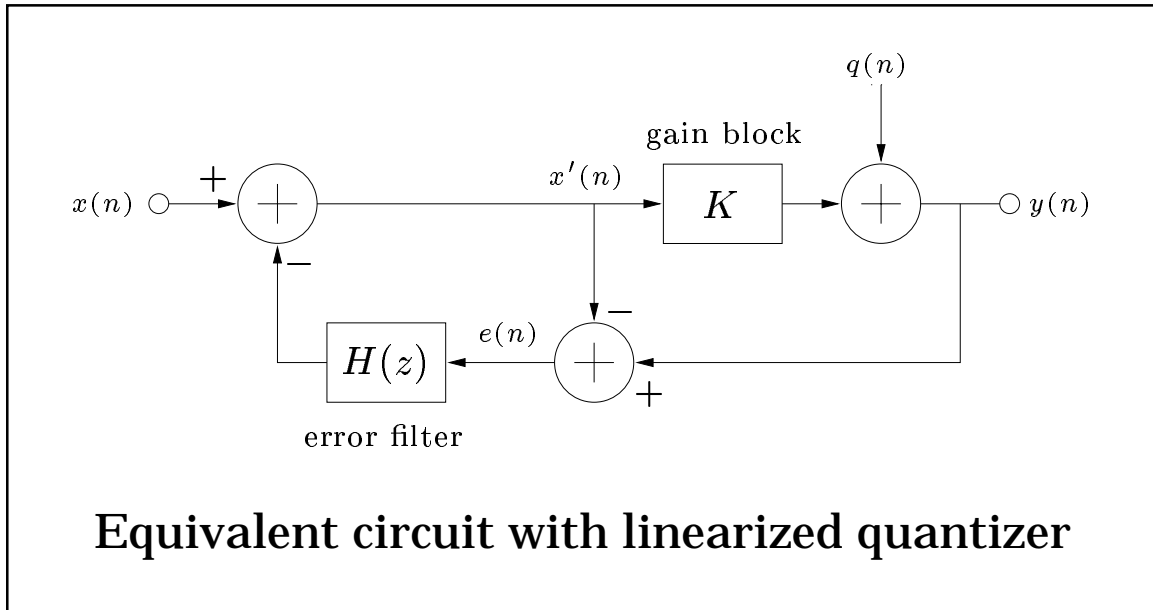
Original image



Error image

- Error image is highly correlated with input (Knox, 1992)
- Correlation is higher for larger error filters
- Degree of image sharpening increases with correlation
- Suggests *linear gain model* for quantizer
- Signal and noise paths modeled separately (Ardalan and Paulos, 1987)

LINEAR GAIN MODEL

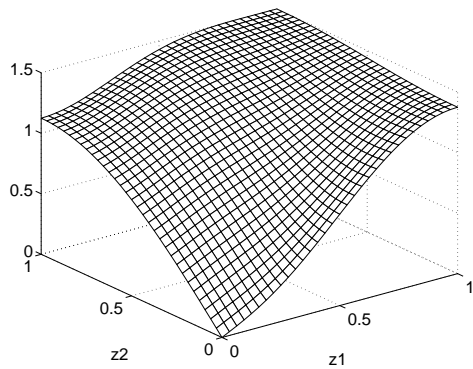


- Output given by

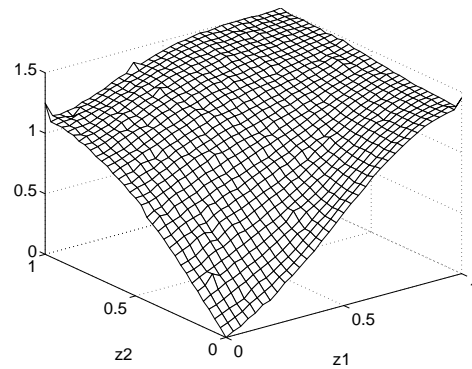
$$Y(z) = \underbrace{\frac{K}{1 + (K - 1)H(z)}}_{\text{STF}} X(z) + \underbrace{\frac{1 - H(z)}{1 + (K - 1)H(z)}}_{\text{NTF}} N(z)$$

- K is measured empirically; varies with image and error filter
- Accounts for image sharpening
- Noise treated separately ($K = 1$)

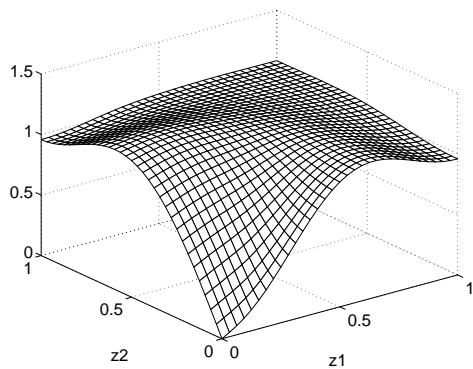
NOISE TRANSFER FUNCTION



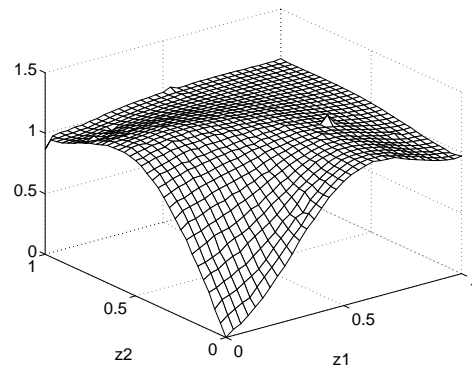
Predicted



Measured



Predicted

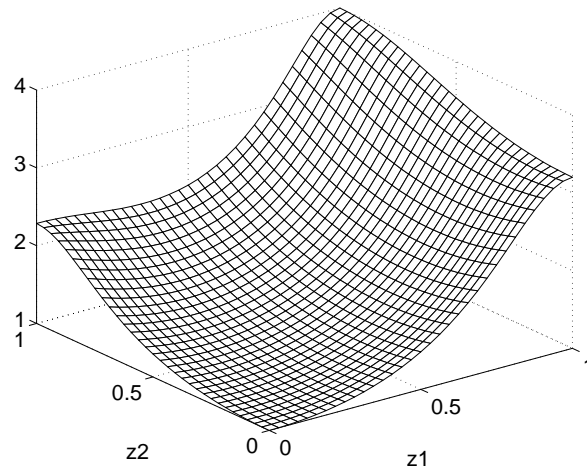


Measured

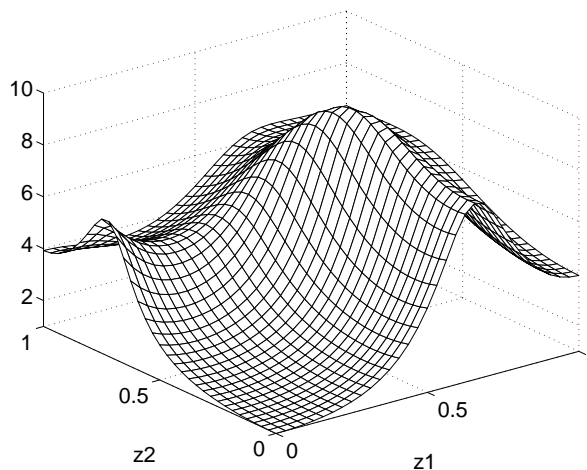
Top: Floyd-Steinberg. Bottom: Jarvis *et al.*

- Similar results for 1-D delta-sigma modulators

SIGNAL TRANSFER FUNCTION



Floyd-Steinberg STF, $K = 2.0$



Jarvis *et al.* STF, $K = 4.5$

- **Linear gain model accounts for sharpening seen with large error filters**

RESULTS OF LINEAR MODEL



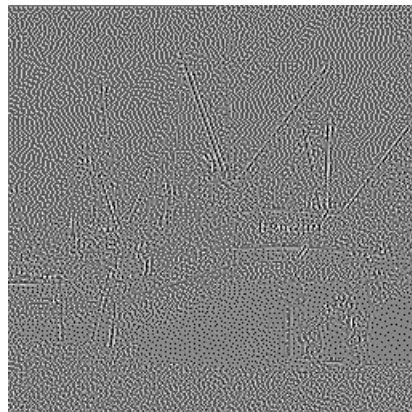
Original image



Jarvis halftoned



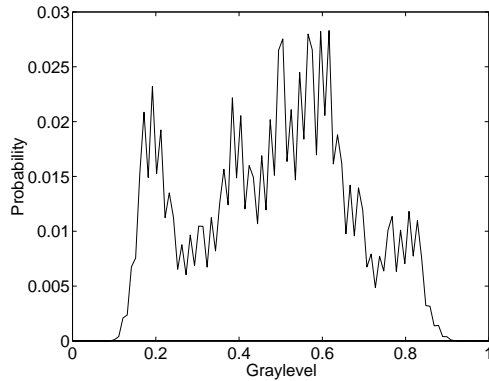
Gain model output



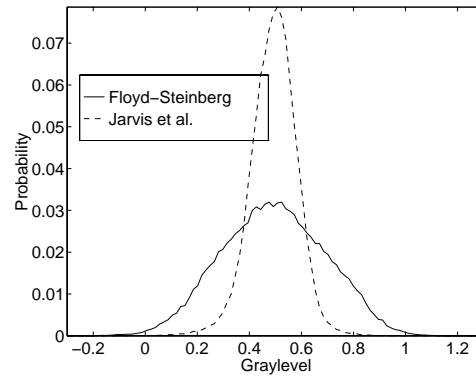
Difference

- Sharpening is decoupled from noise
- Effect of noise shaping can be quantified

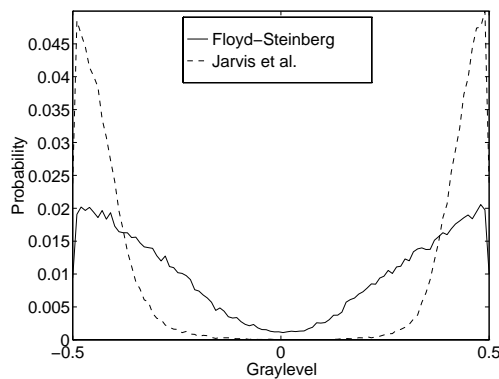
HISTOGRAMS



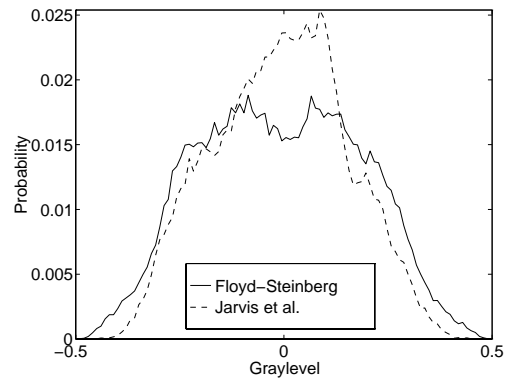
Original image



Quantizer input



Quantizer error



Filter output

- Narrow histogram at quantizer input leads to higher effective quantizer gain, K
- Quantizer error bounded by ± 0.5

SMALL ERROR FILTERS I

- Can small error filters be designed to sharpen as much as large filters?
 - Design large sharpening filter
 - Construct smaller filter whose frequency response is closest to the large filter in a mean square sense (Wong, 1996):

$$g_n = h_n + \alpha$$

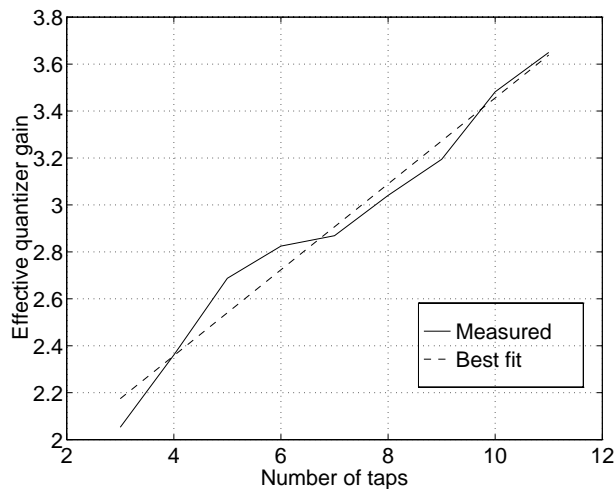
where:

h_n, g_n are the coefficients of the large and small error filters, respectively

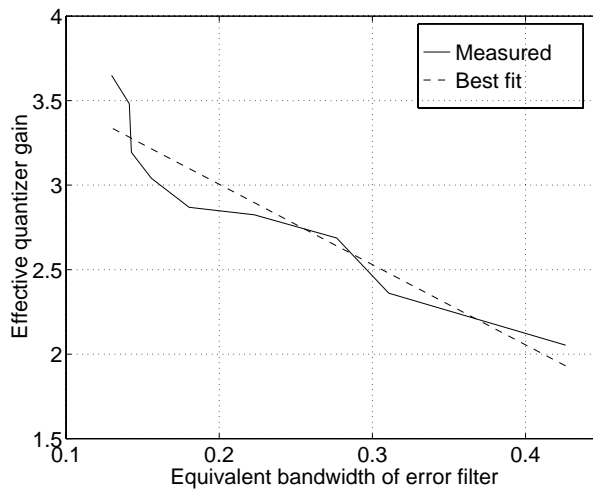
α is a constant chosen to satisfy the gain constraint at DC

- Result: sharpening ability falls off linearly as number of filter taps decreases
- Degree of sharpening related to bandwidth of error filter

SMALL ERROR FILTERS II



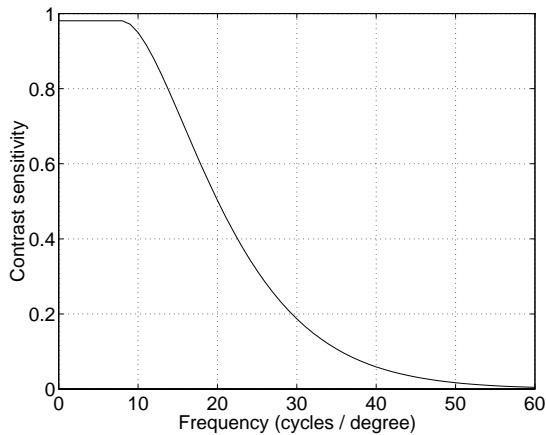
Variation of quantizer gain with filter size



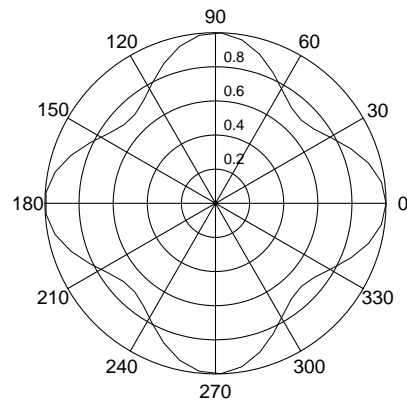
Variation of quantizer gain with filter bandwidth

- Sharpening correlated with bandwidth

VISUAL SYSTEM MODEL



Radial



Angular

Sensitivity of human visual system

- **Noise isolated by subtracting sharpened, noiseless image from halftoned image**
- **Weighted noise figure computed using visual system model**

CONCLUSION

- **Summary**
 - Error diffusion can be modeled as a noise-shaping feedback coder, a form of two-dimensional delta-sigma modulation
 - Quantizer can be modeled by a gain block plus additive noise
 - Objective measures of subjective quality by decoupling edge sharpening and noise effects:
 - Edge sharpening proportional to gain
 - Weight noise by perceptual SNR measure
- **Future work**
 - Design of optimal error diffusion filters with respect to subjective quality using constrained nonlinear optimization
 - Optimize algorithm complexity and subjective quality for halftoned oversampled images
 - Combine error diffusion (sharpening) with interpolation (smoothing)