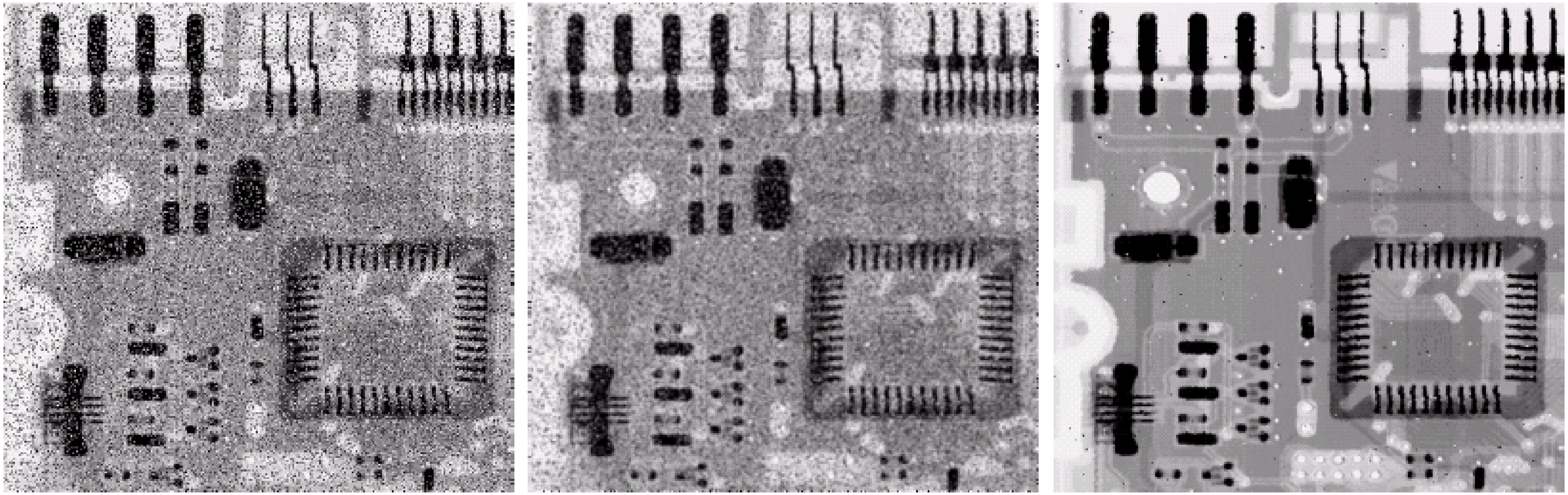
Digital Image Processing

Lecture # 3C
Spatial Filtering

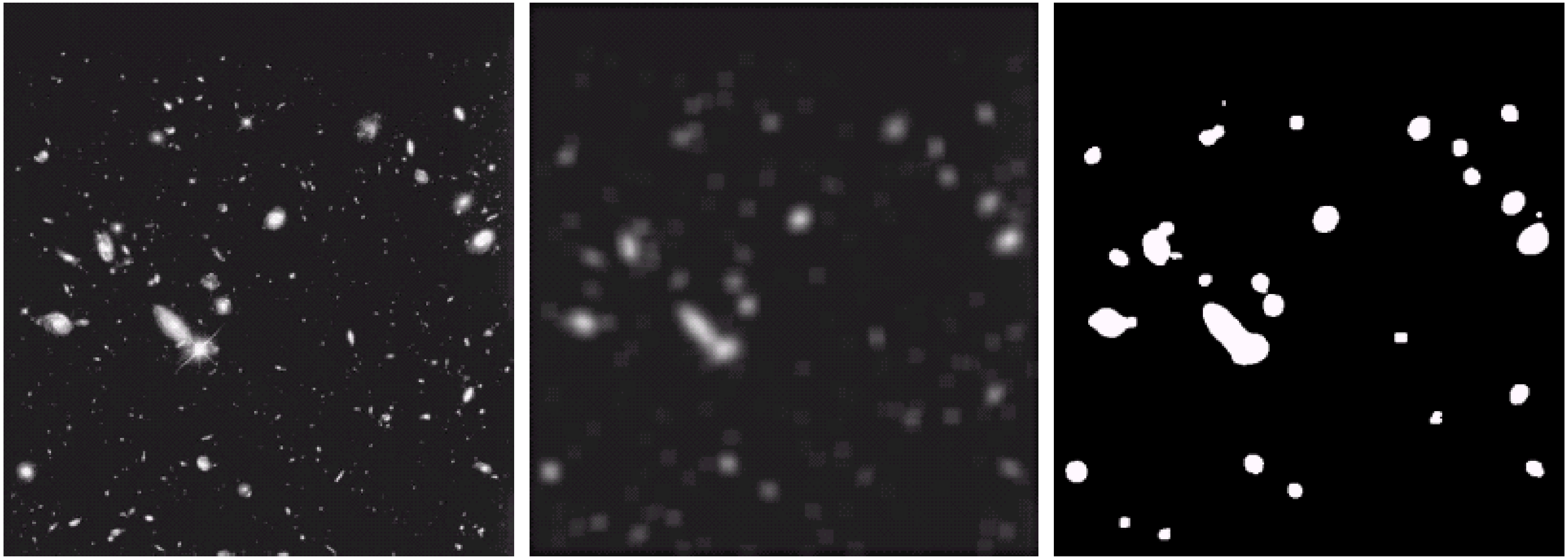
Spatial Filtering



a b c

FIGURE 3.37 (a) X-ray image of circuit board corrupted by salt-and-pepper noise. (b) Noise reduction with a 3×3 averaging mask. (c) Noise reduction with a 3×3 median filter. (Original image courtesy of Mr. Joseph E. Pascente, Lixi, Inc.)

Spatial Filtering



a b c

FIGURE 3.36 (a) Image from the Hubble Space Telescope. (b) Image processed by a 15 × 15 averaging mask. (c) Result of thresholding (b). (Original image courtesy of NASA.)

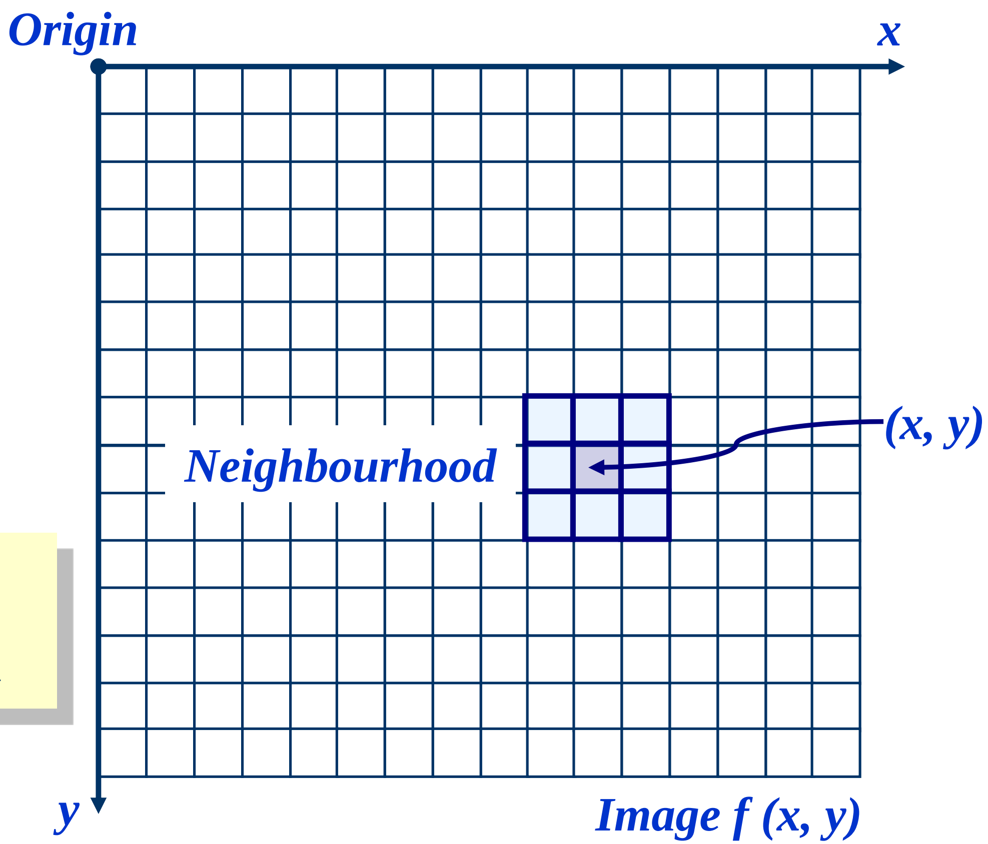
Contents

- Basics of Spatial Filtering
- Smoothing Spatial Filters
  - Average Filter
  - Median Filter

Spatial Filtering: Basics

Neighbourhood operations: Operate on a larger neighbourhood of pixels than point operations

Neighbourhoods are mostly a rectangle around a central pixel



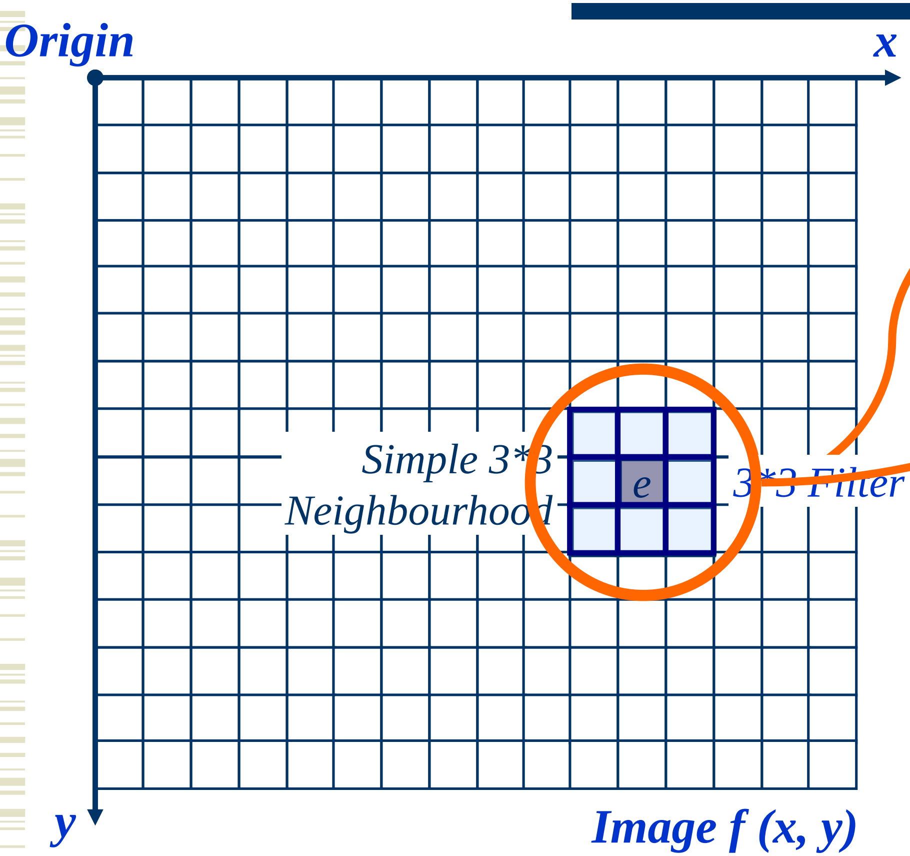
Spatial Filtering: Basics

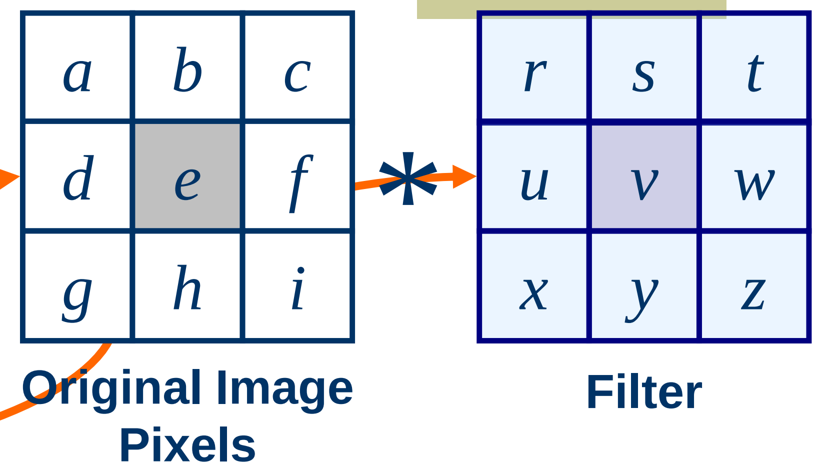
Original Image

123	127	128	119	115	130
140	145	148	153	167	172
133	154	183	192	194	191
194	199	207	210	198	195
164	170	175	162	173	151

Enhanced Image

Spatial Filtering: Basics

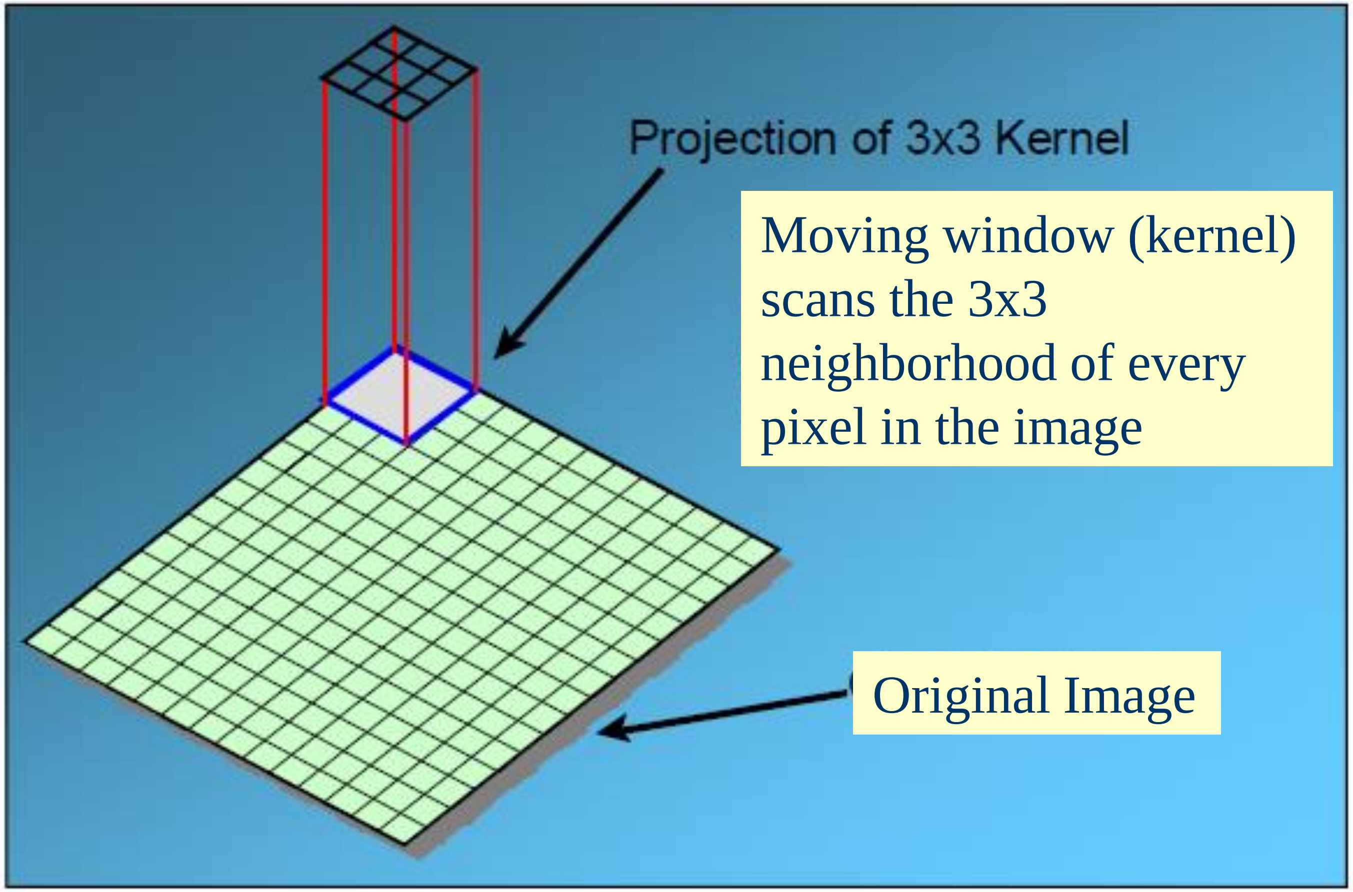




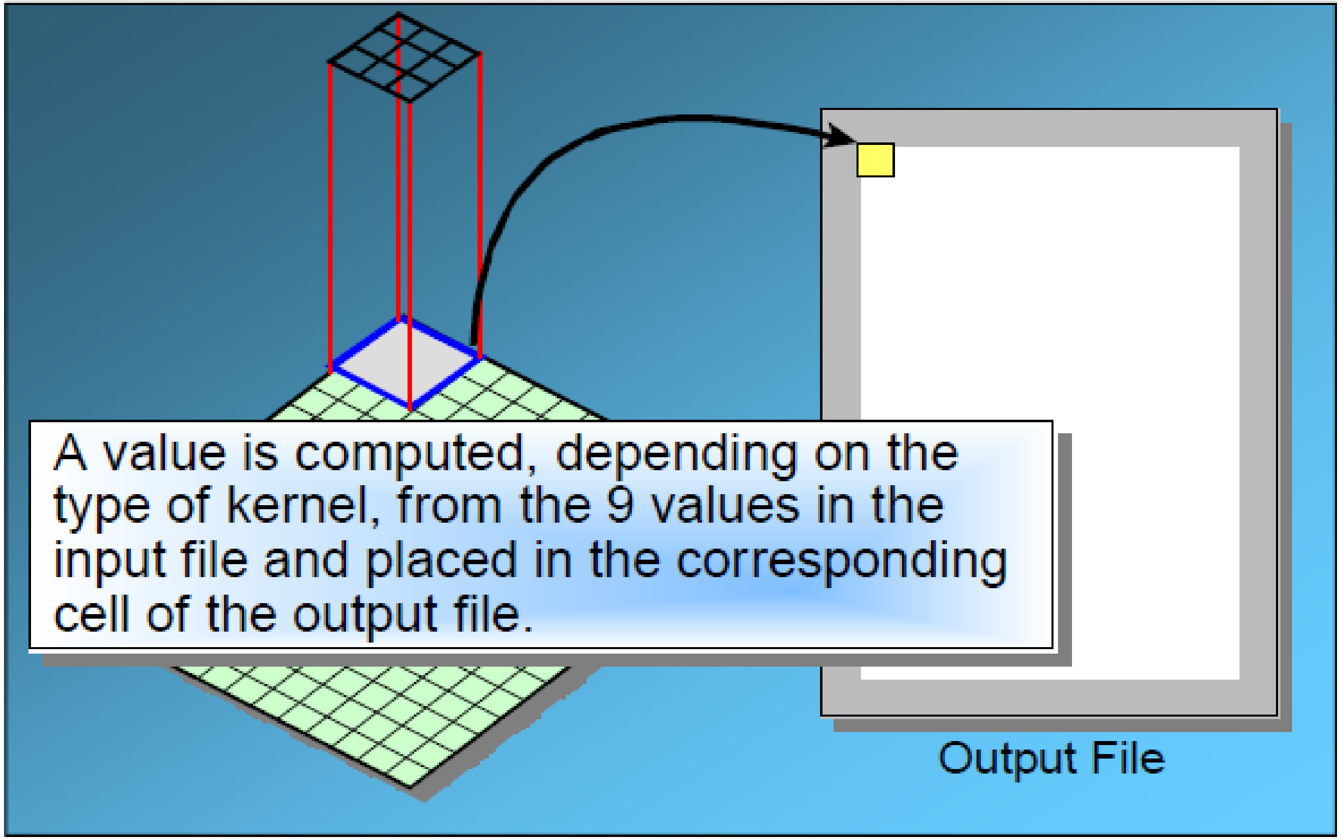
$$
\begin{aligned}
e_{processed} = {} & v*e + \\
& r*a + s*b + t*c + \\
& u*d + w*f + \\
& x*g + y*h + z*i
\end{aligned}
$$

The above is repeated for every pixel in the original image to generate the filtered image

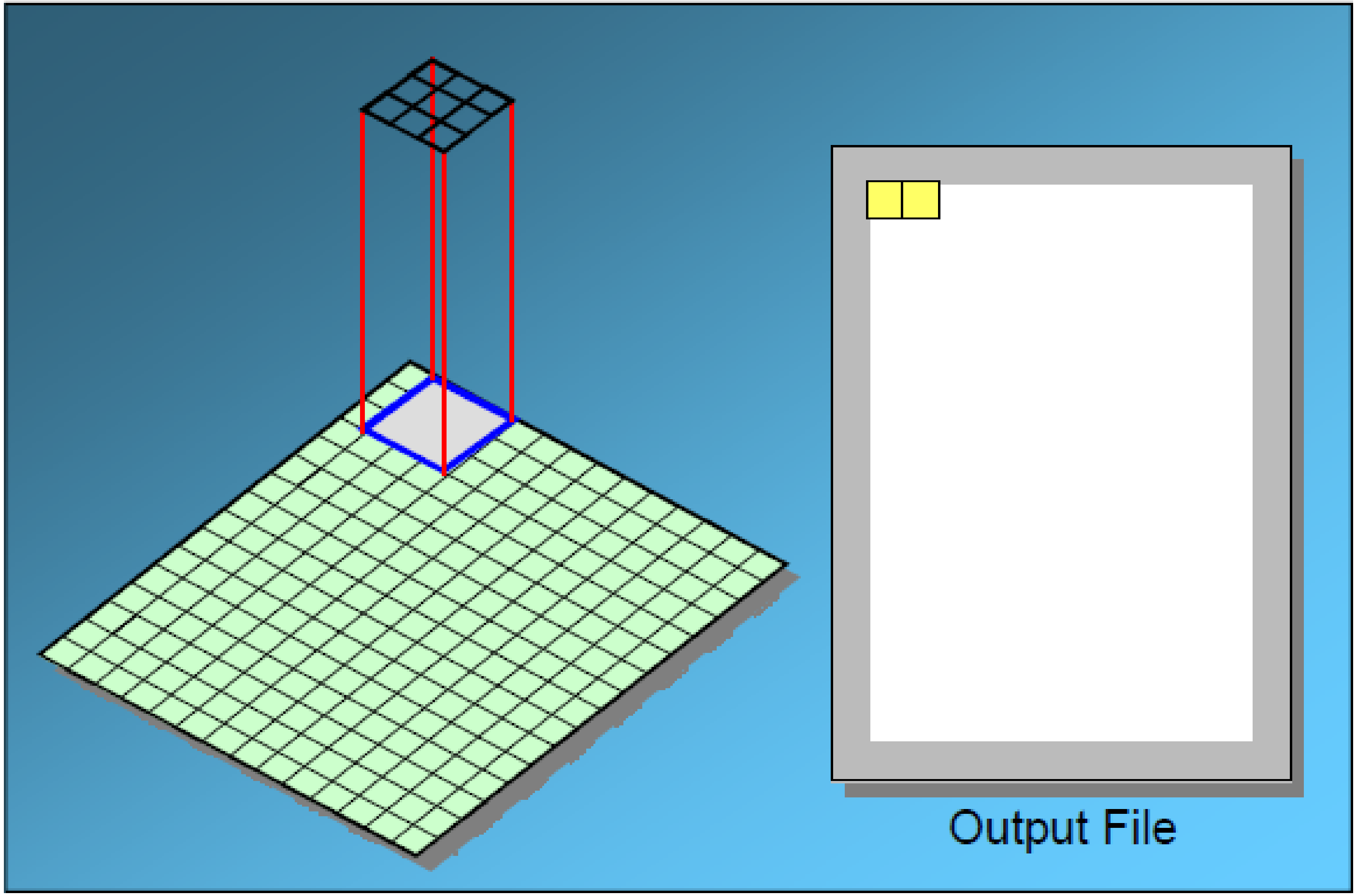
Spatial Filtering: Basics



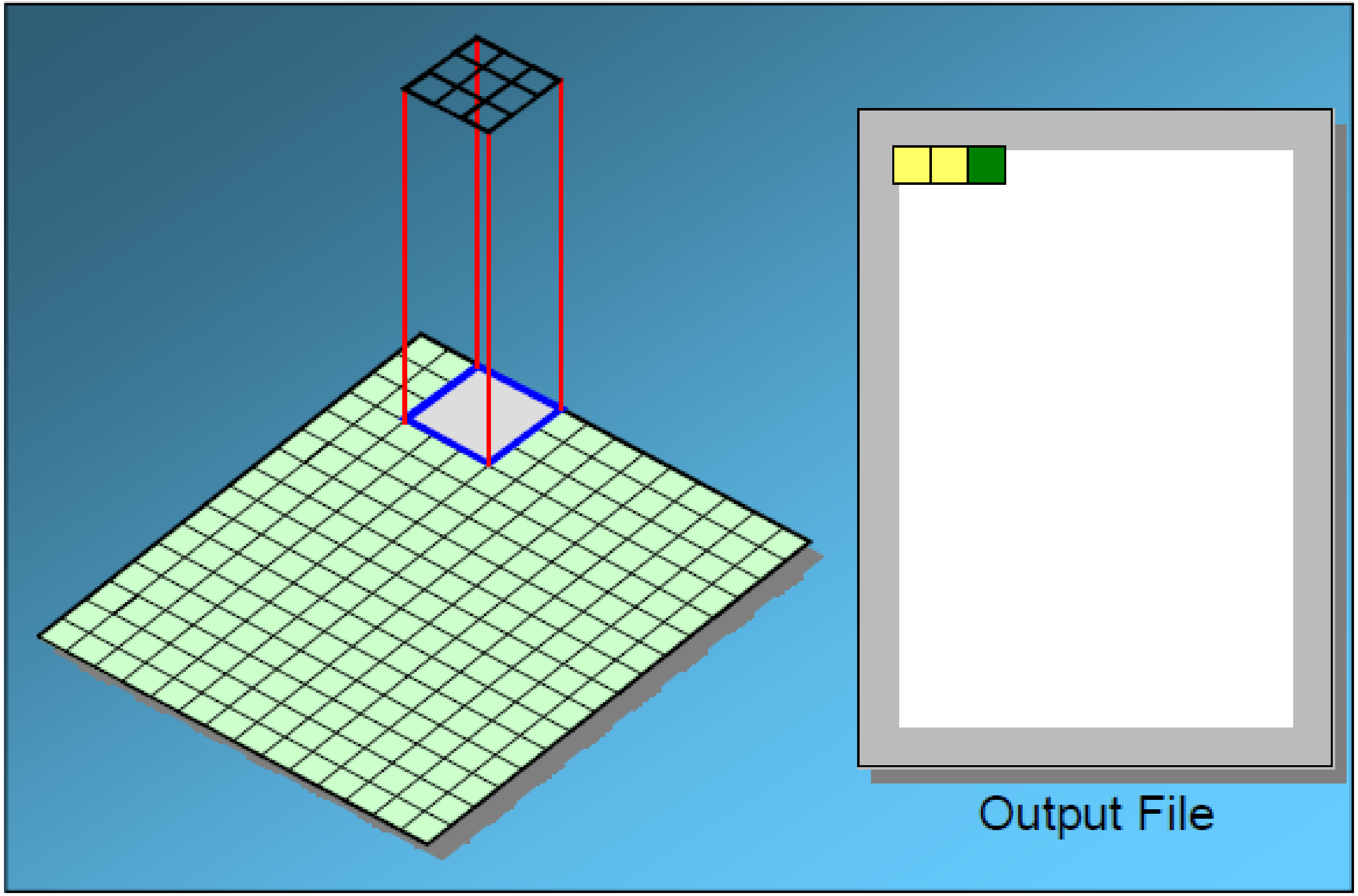
Spatial Filtering: Basics



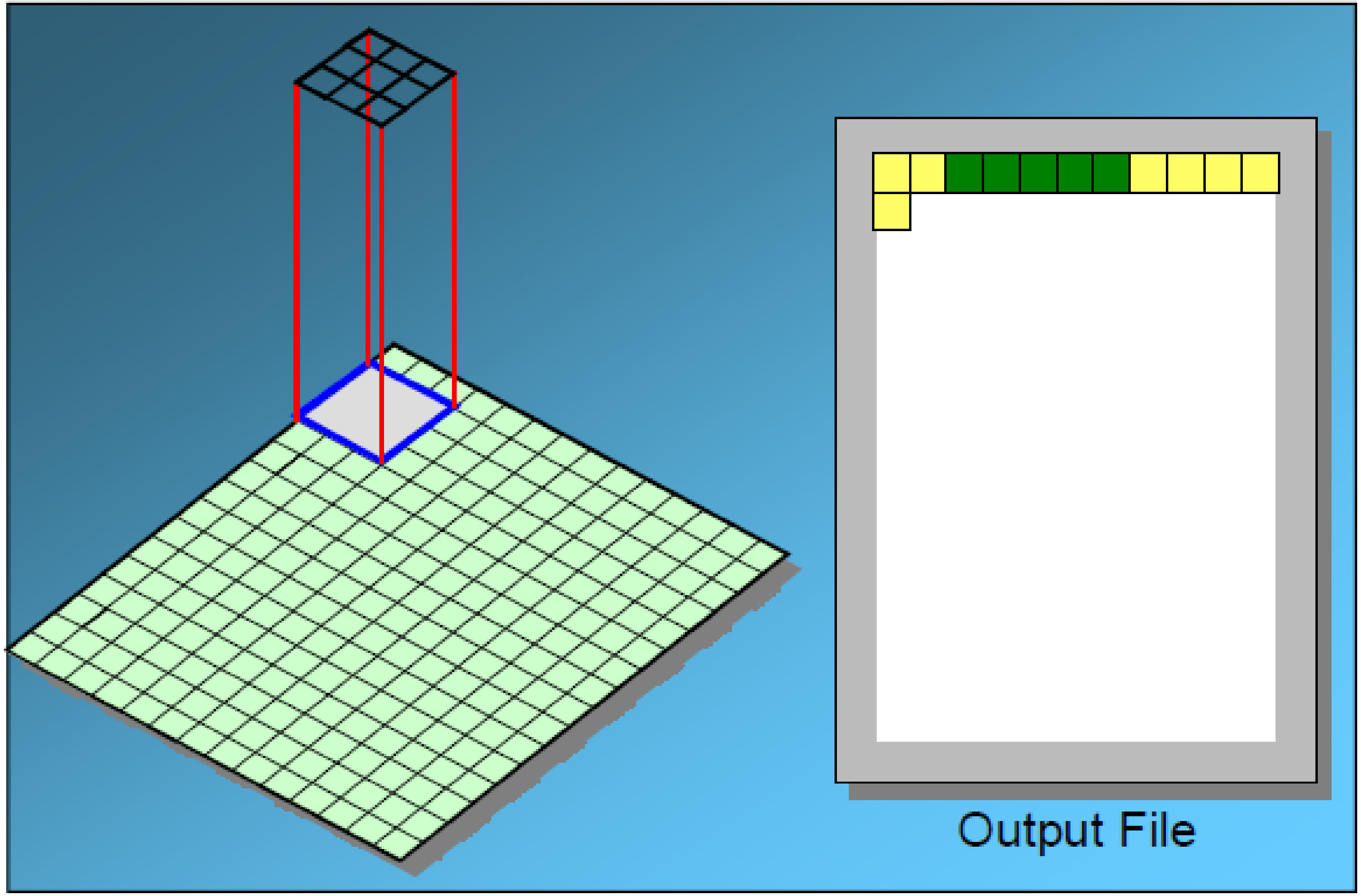
Spatial Filtering: Basics



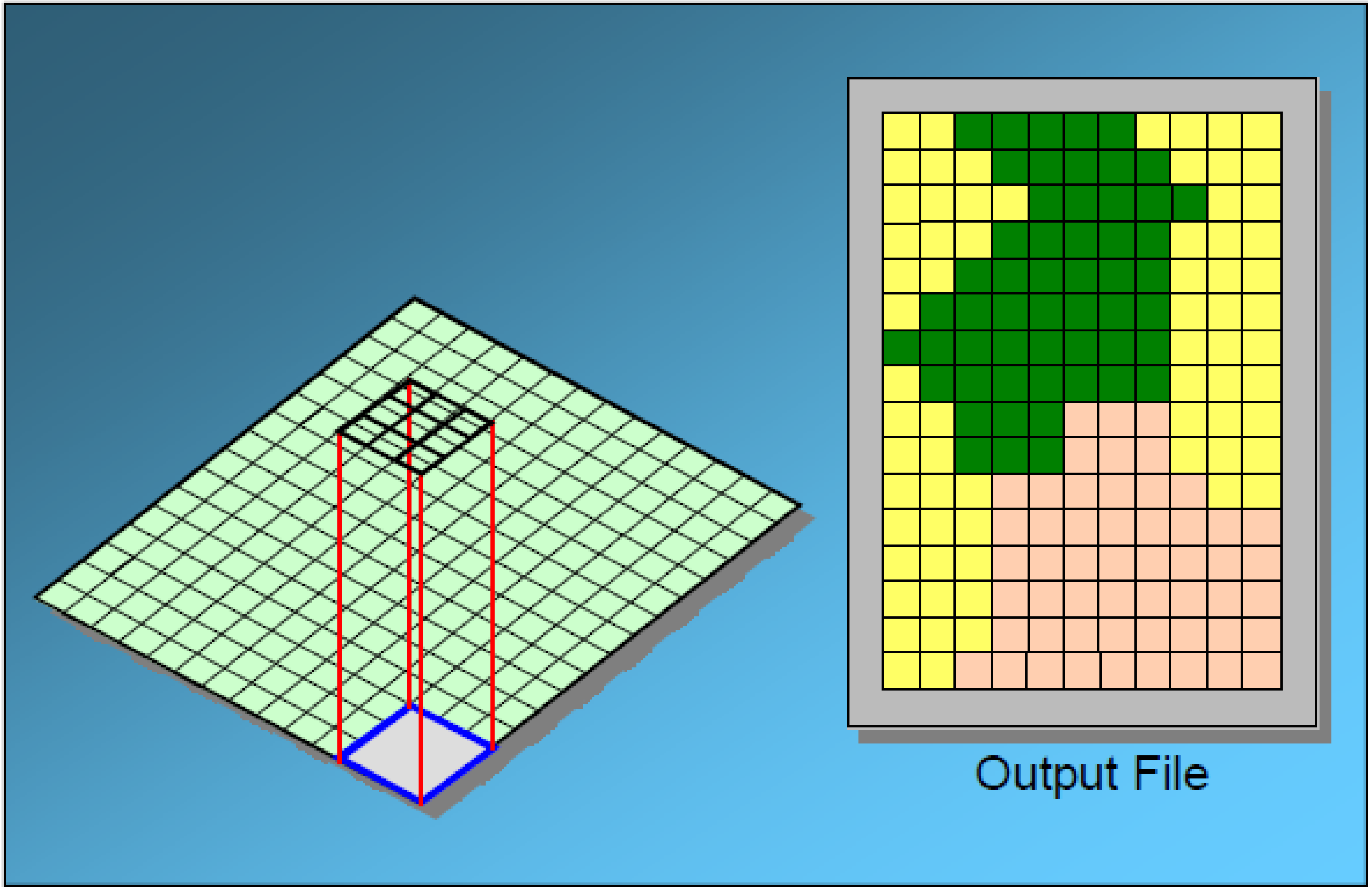
Spatial Filtering: Basics



Spatial Filtering: Basics



Spatial Filtering: Basics



Spatial Filtering: Basics

Mask operation near the image border: Problem arises when part of the mask is located outside the image plane

Discard the problem pixels (e.g. 512x512 input 510x510 output if mask size is 3x3)

Zero padding: Expand the input image by padding zeros (512x512 original image, 514x514 padded image, 512x512 output)

Zero padding is not recommended as it creates artificial lines or edges on the border

Pixel replication: We normally use the gray levels of border pixels to fill up the expanded region (for 3x3 mask). For larger masks a border region equal to half of the mask size is mirrored on the expanded region.

Mask operation near the border: Pixel replication

102	102	130	143	123	115	...	...
102	102	130	143	123	115	...	...
93	93	...	...	...			
98	98	...					
82	82	...					
65	65						
...	...						
...	...						

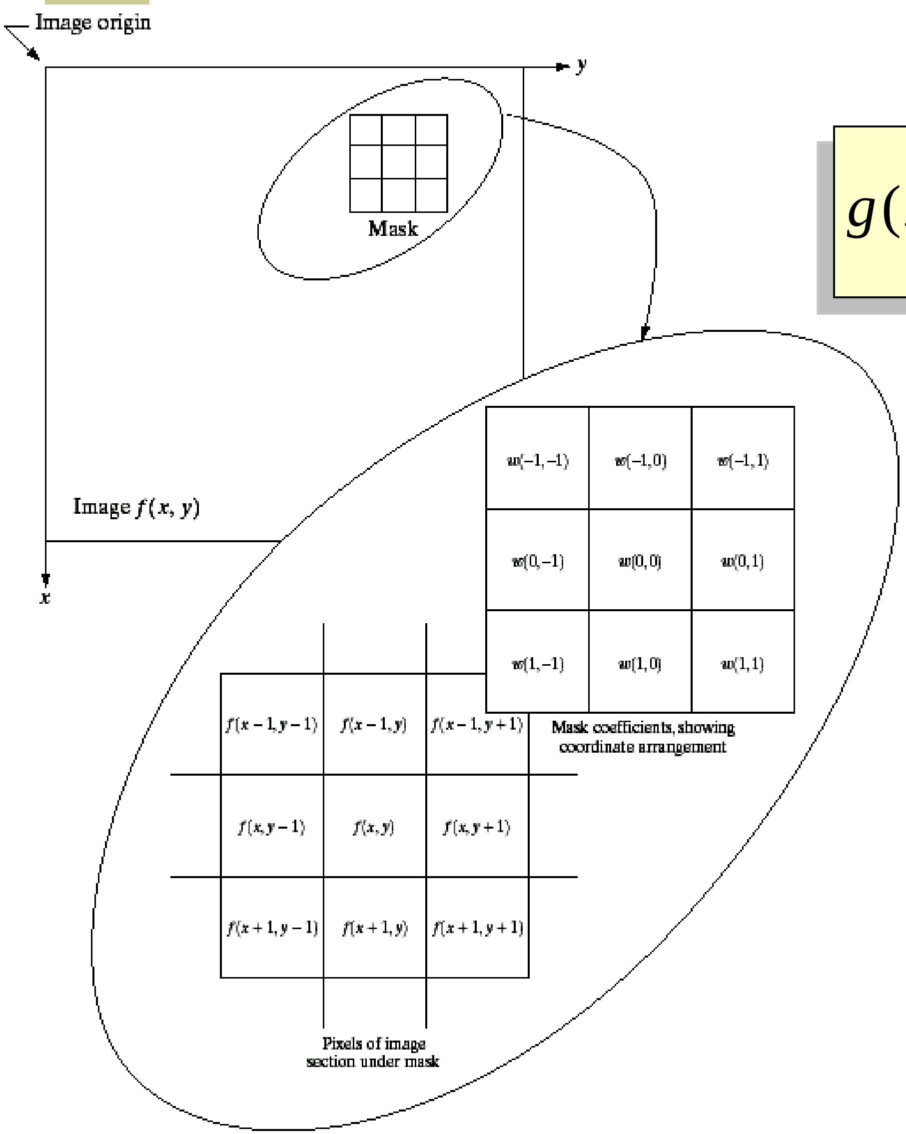
Expanded area

Original image size (shaded area)

Spatial Filtering: Basics

- The output intensity value at *(x,y)* depends not only on the input intensity value at *(x,y)* but also on the specified number of neighboring intensity values around *(x,y)*
- Spatial masks (also called window, filter, kernel, template) are used and **convolved** over the entire image for local enhancement (spatial filtering)
- The size of the masks determines the number of neighboring pixels which influence the output value at *(x,y)*
- The values (coefficients) of the mask determine the nature and properties of enhancing technique

Spatial Filtering: Basics



$$g(x,y)=\sum_{s=-a}^{a}\sum_{t=-b}^{b} w(s,t)\,f(x+s,y+t)$$

where a = $\frac{m-1}{2}$, b = $\frac{n-1}{2}$

$$x=0,1,2,\ldots.,M-1,\ y=0,1,2,\ldots,N-1$$

Filtering can be given in equation form as shown above

Spatial Filtering: Basics

- Given the 3×3 mask with coefficients: $w_1, w_2, \ldots, w_9$
- The mask cover the pixels with gray levels: $z_1, z_2, \ldots, z_9$

w_1	w_2	w_3
w_4	w_5	w_6
w_7	w_8	w_9

z_1	z_2	z_3
z_4	z_5	z_6
z_7	z_8	z_9

$$z \longleftarrow z_1 w_1 + z_2 w_2 + z_3 w_3 + \cdots + z_9 w_9 = \sum_{i=1}^{9} z_i w_i$$

- z gives the output intensity value for the processed image (to be stored in a new array) at the location of z_5 in the input image

Smoothing Spatial Filters

- For blurring/noise reduction
- Blurring is usually used in preprocessing steps, e.g., to remove small details from an image prior to object extraction, or to bridge small gaps in lines or curves
- Equivalent to Low-pass spatial filtering in frequency domain because smaller (high frequency) details are removed based on neighborhood averaging (averaging filters)

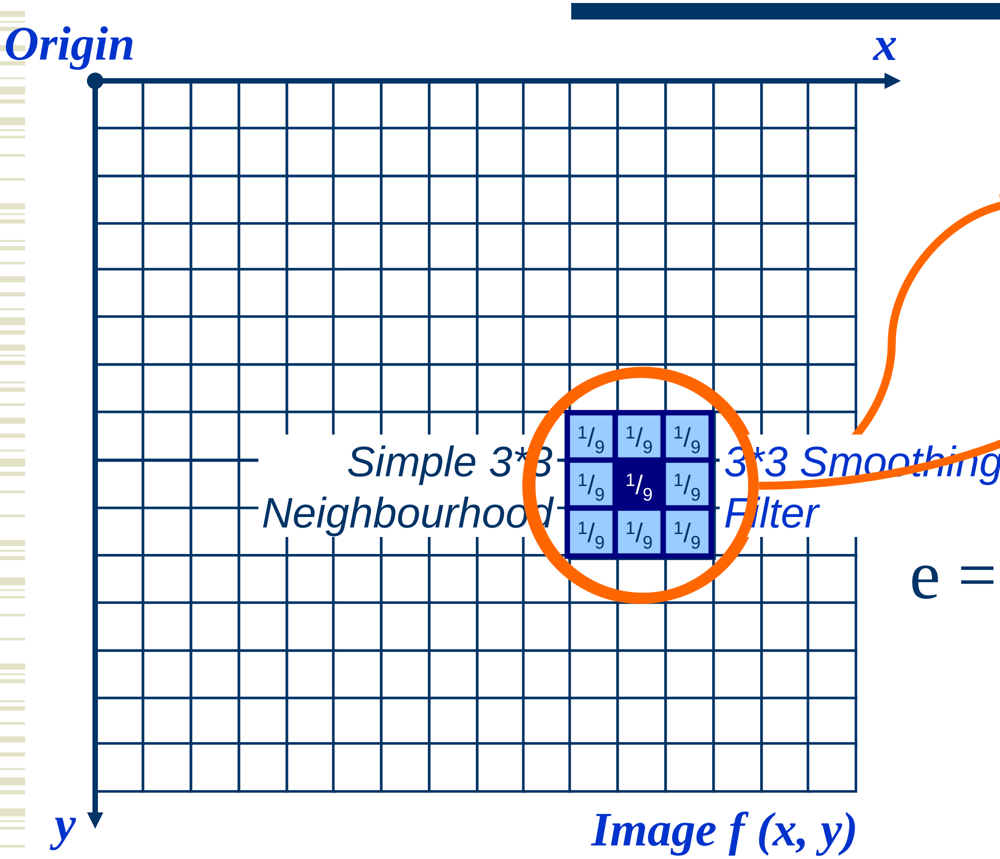
Smoothing Spatial Filters

Simply average all of the pixels in a neighbourhood around a central value

$^{1}/_{9}$	$^{1}/_{9}$	$^{1}/_{9}$
$^{1}/_{9}$	$^{1}/_{9}$	$^{1}/_{9}$
$^{1}/_{9}$	$^{1}/_{9}$	$^{1}/_{9}$

Simple averaging filter

Average Filter



104	100	108
99	106	98
95	90	85

Original Image Pixels

*

$^1/_9$	$^1/_9$	$^1/_9$
$^1/_9$	$^1/_9$	$^1/_9$
$^1/_9$	$^1/_9$	$^1/_9$

Filter

$$
\begin{aligned}
e = {} & {}^1/_9*106 + \\
& {}^1/_9*104 + {}^1/_9*100 + {}^1/_9*108 + \\
& {}^1/_9*99 + {}^1/_9*98 + \\
& {}^1/_9*95 + {}^1/_9*90 + {}^1/_9*85 \\
= {} & 98.3333
\end{aligned}
$$

The above is repeated for every pixel in the original image to generate the smoothed image

Average Filter

$$\frac{1}{9} \times \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \qquad \frac{1}{16} \times \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$

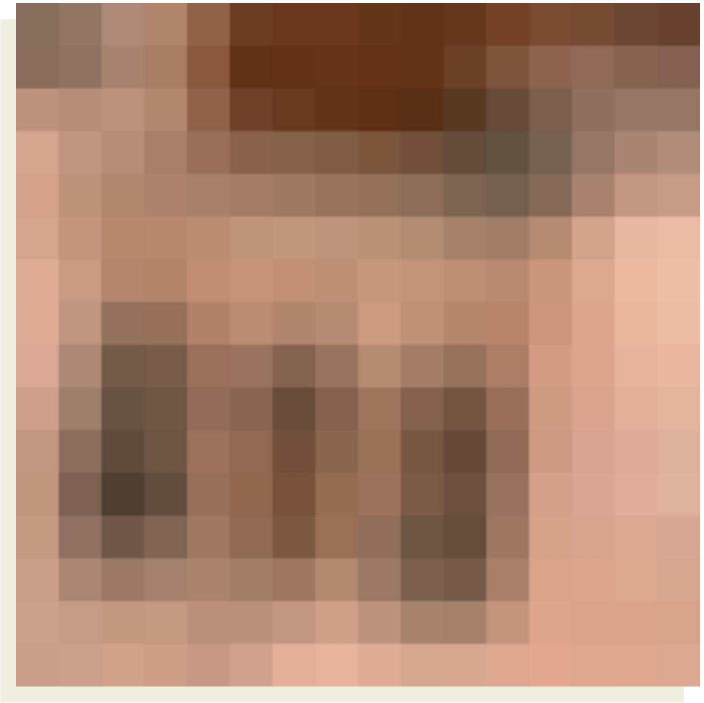
Consider the output pixel is positioned at the center

Box Filter all coefficients are equal

Weighted Average give more (less) weight to near (away from) the output location

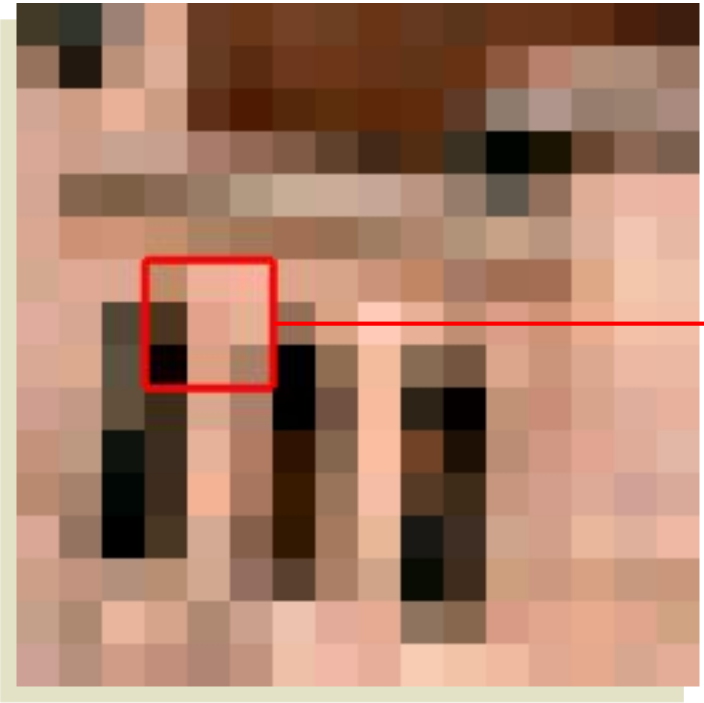
Average Filter: Example

original

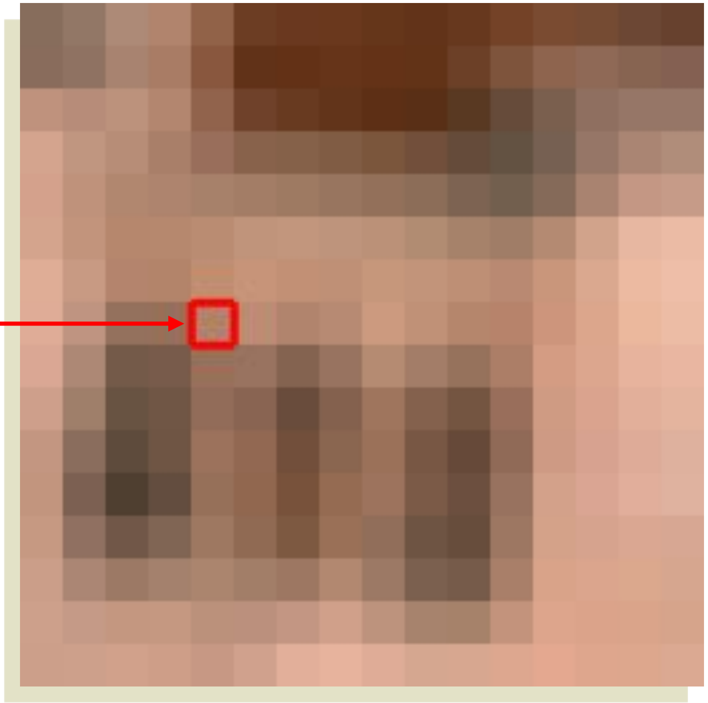


3x3 average

Average Filter: Example

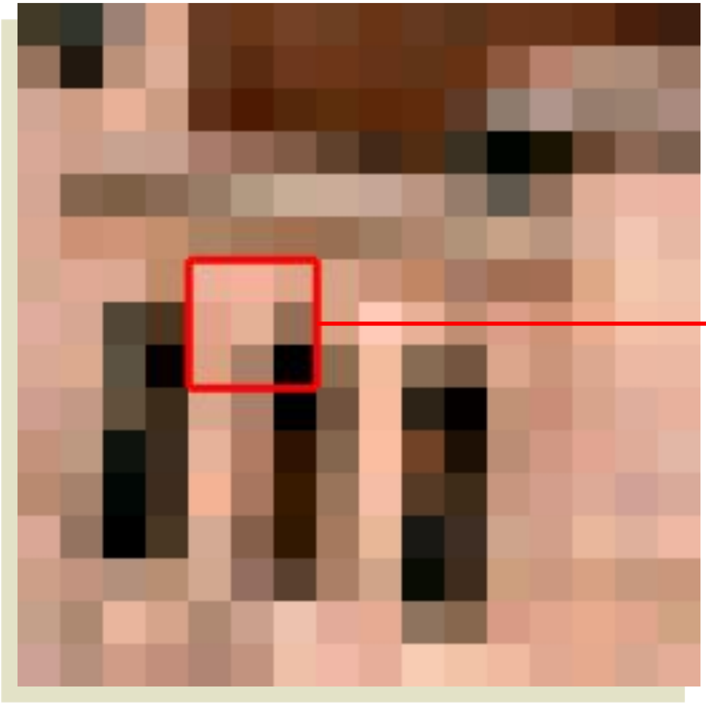


original

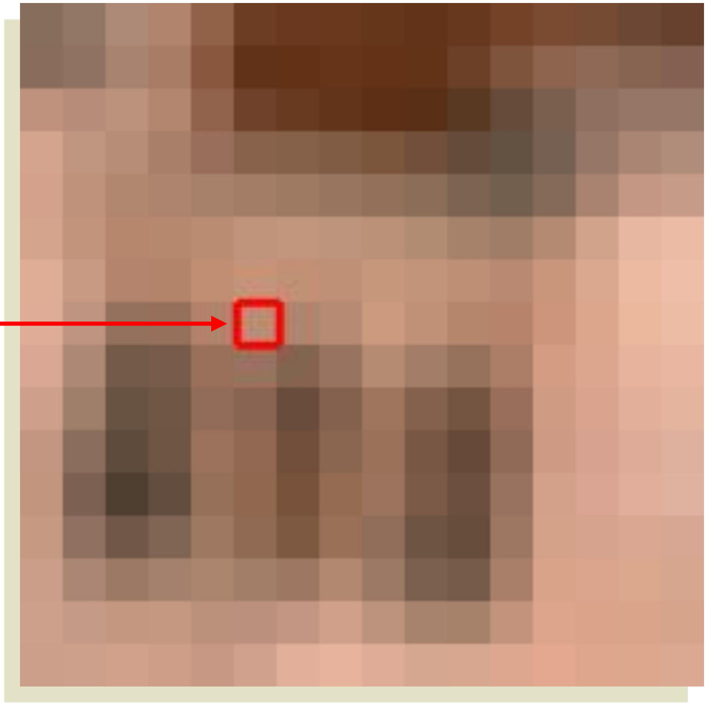


3x3 average

Average Filter: Example

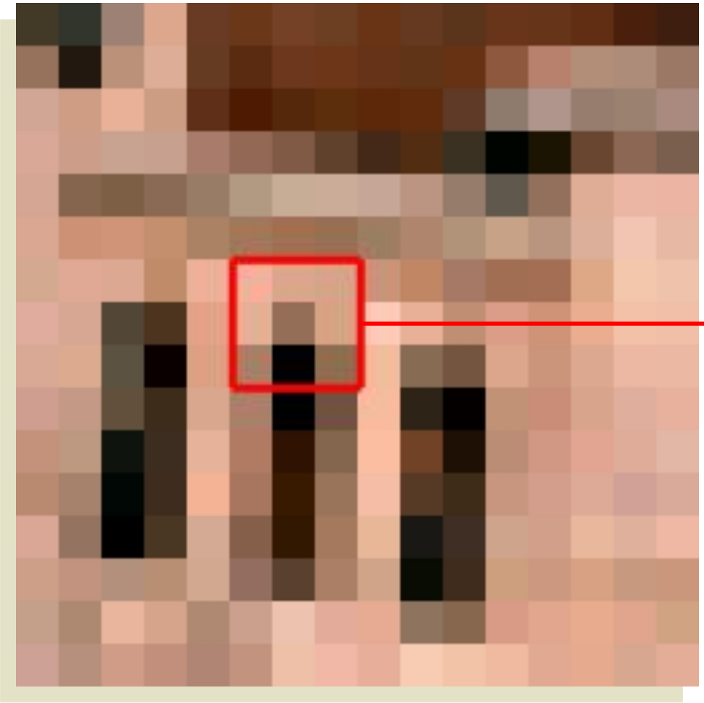


original

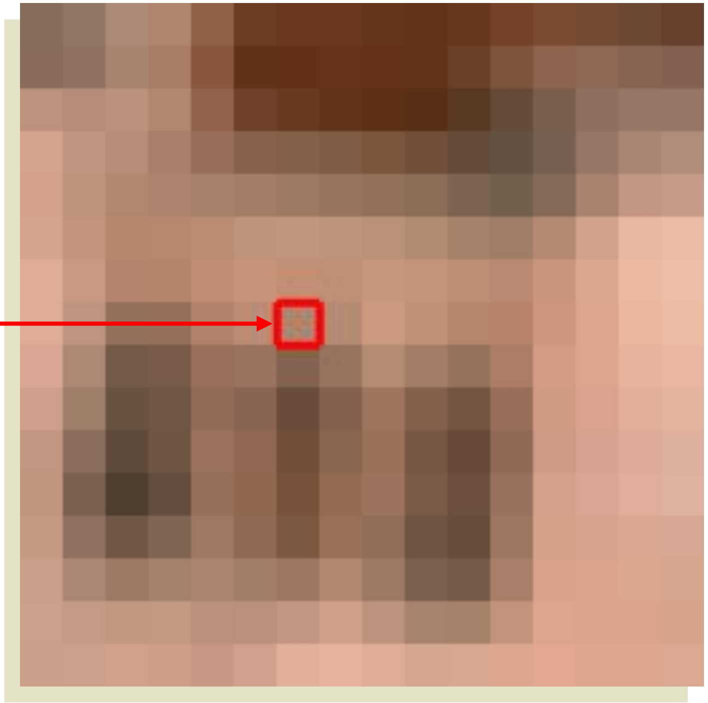


3x3 average

Average Filter: Example



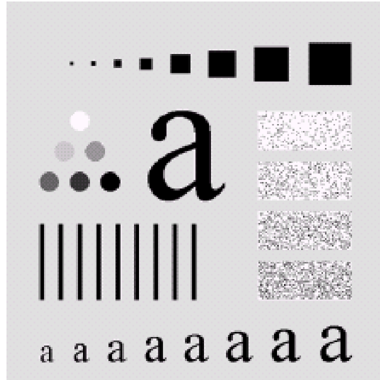
original



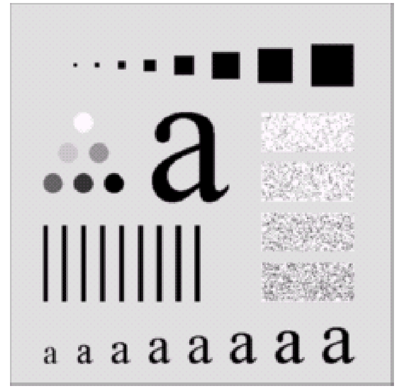
3x3 average

Original image

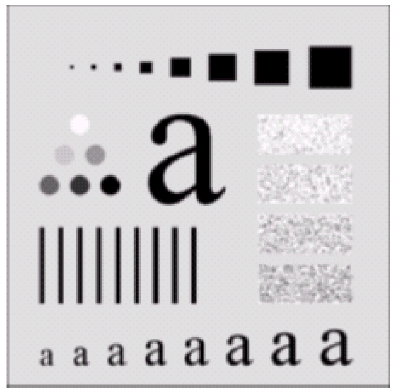
Size: 500x500



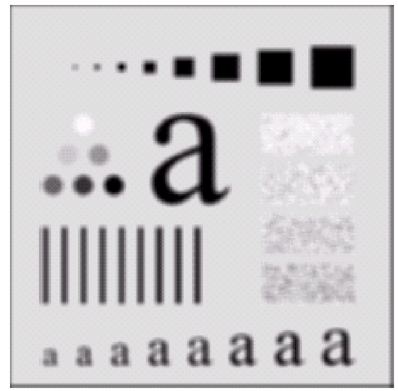
Smooth by 3x3 box filter



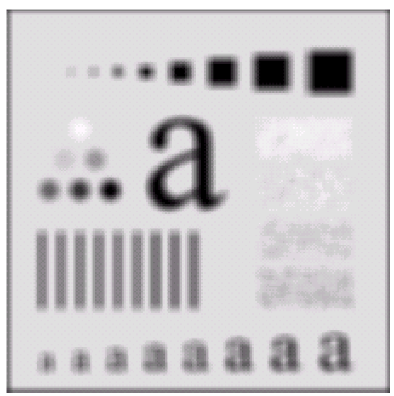
Smooth by 5x5 box filter



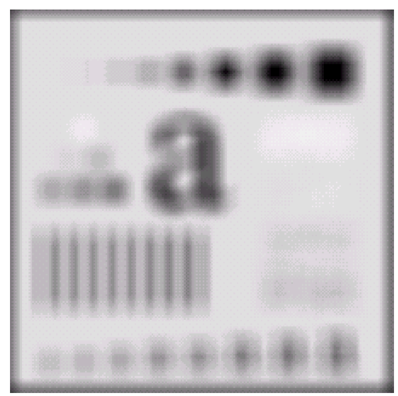
Smooth by 9x9 box filter



Smooth by 15x15 box filter



Smooth by 35x35 box filter



Notice how detail begins to disappear

Order-Statistic Filtering

- Output is based on order of gray levels in the masked area
- Some simple neighbourhood operations include:
  - **Min:** Set the pixel value to the minimum in the neighbourhood
  - **Max:** Set the pixel value to the maximum in the neighbourhood
  - **Median:** The median value of a set of numbers is the midpoint value in that set

Median Filtering

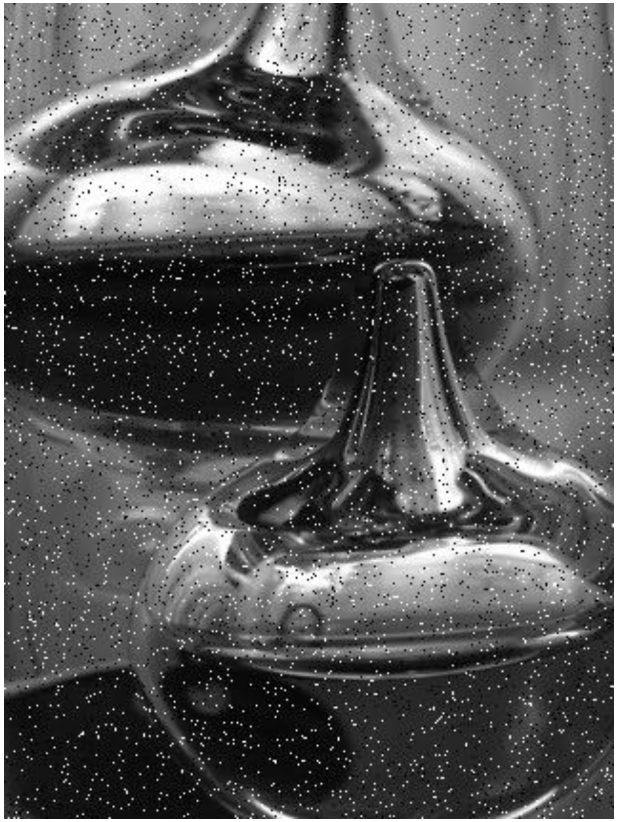
10	20	20
20	15	20
20	25	100

Sort the values
Determine the median

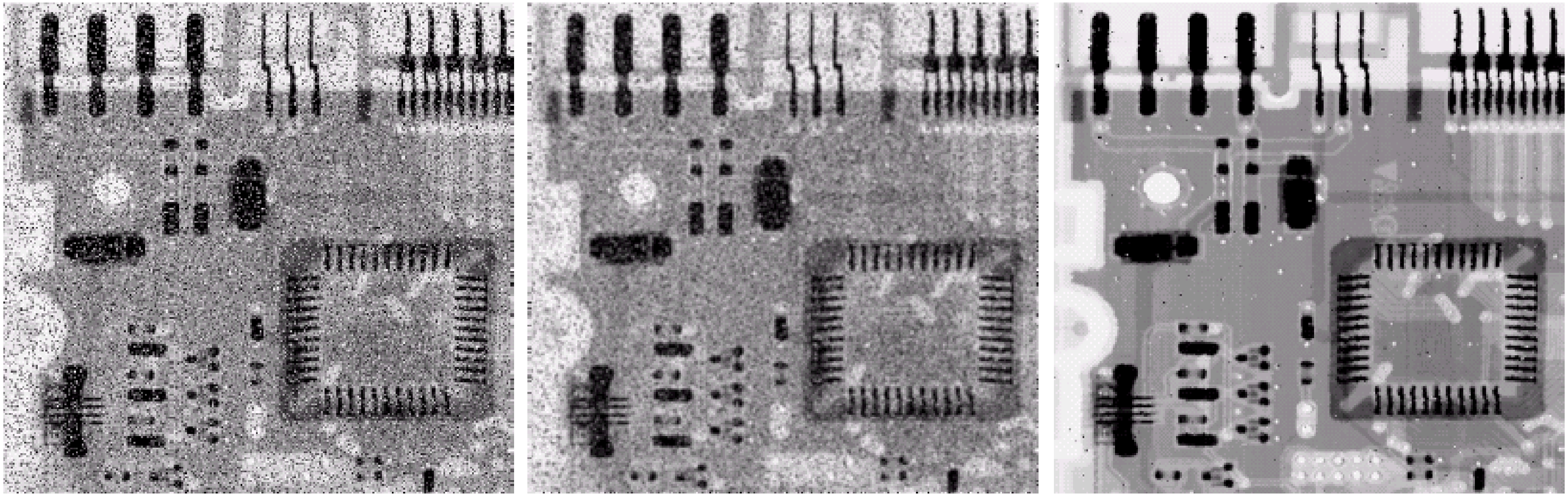
Median = ? 20

- Particularly effective when
  - The noise pattern consists of strong impulse noise (salt-and-pepper)

Salt and Pepper Noise



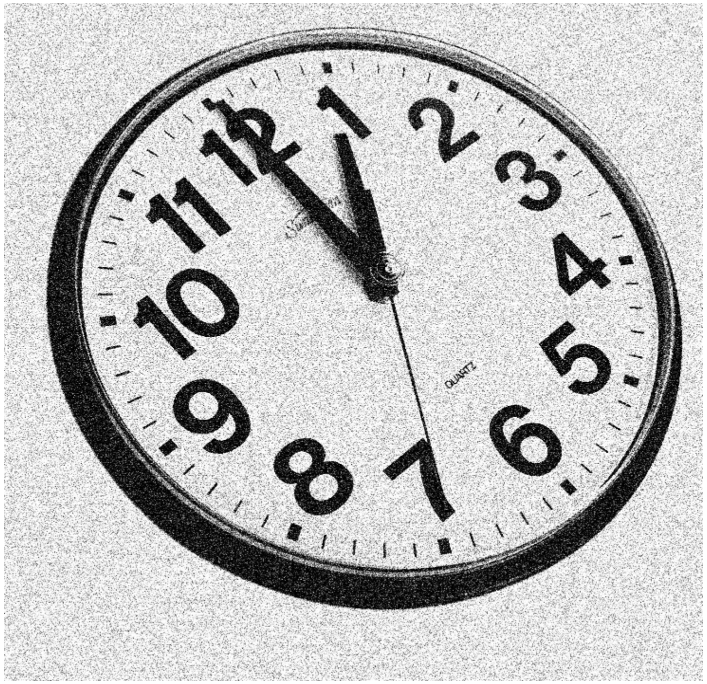
Median Filtering



a b c

FIGURE 3.37 (a) X-ray image of circuit board corrupted by salt-and-pepper noise. (b) Noise reduction with a 3×3 averaging mask. (c) Noise reduction with a 3×3 median filter. (Original image courtesy of Mr. Joseph E. Pascente, Lixi, Inc.)

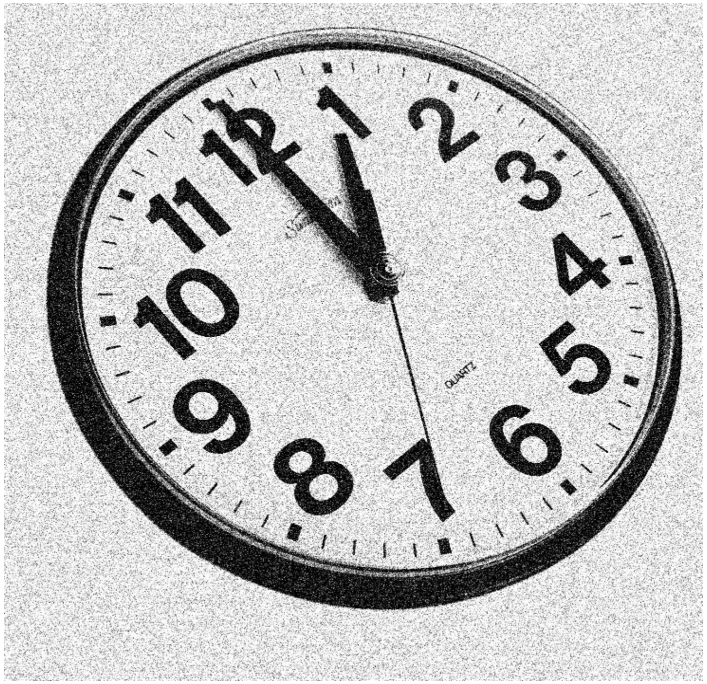
Median Filtering



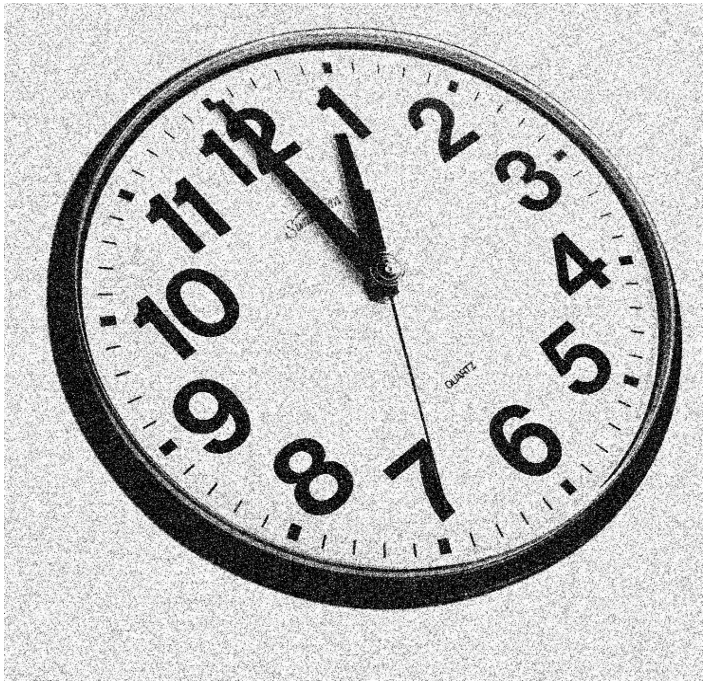
Noisy

Original

Median Filtering

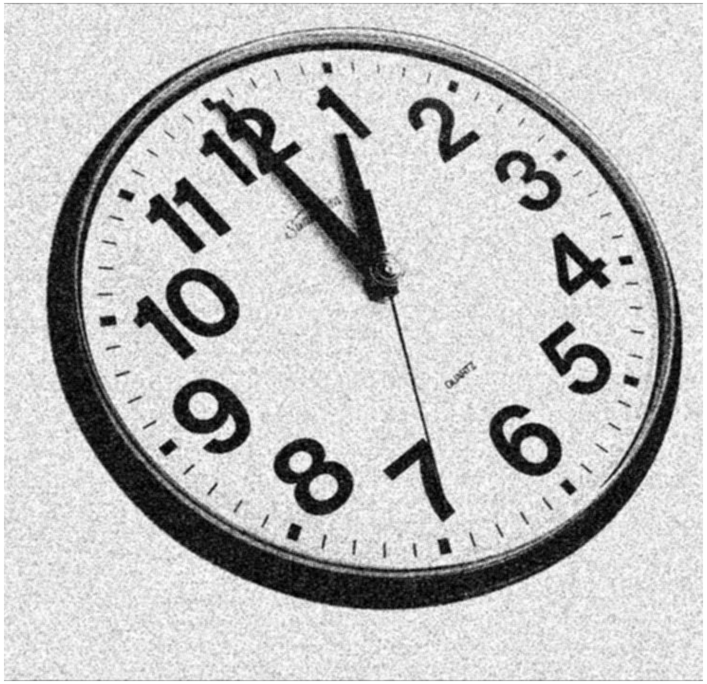


Noisy

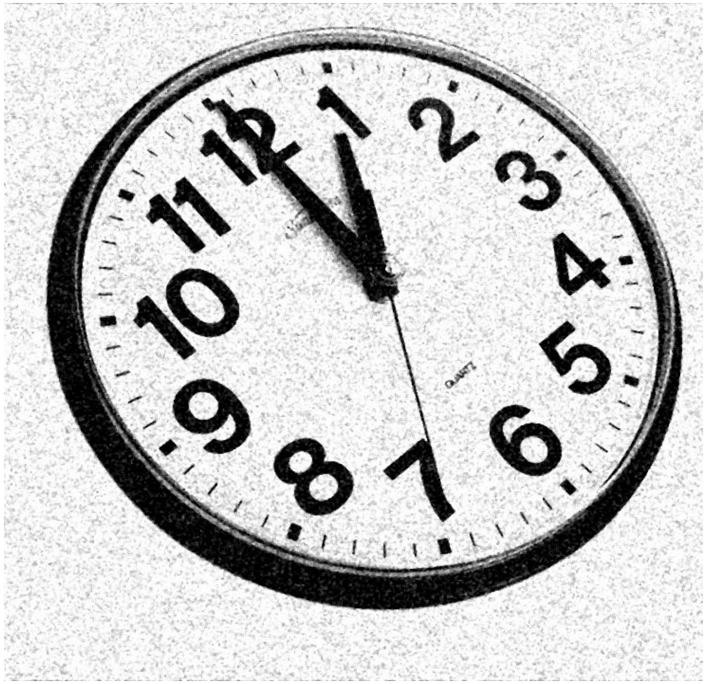


Noisy

Median Filtering

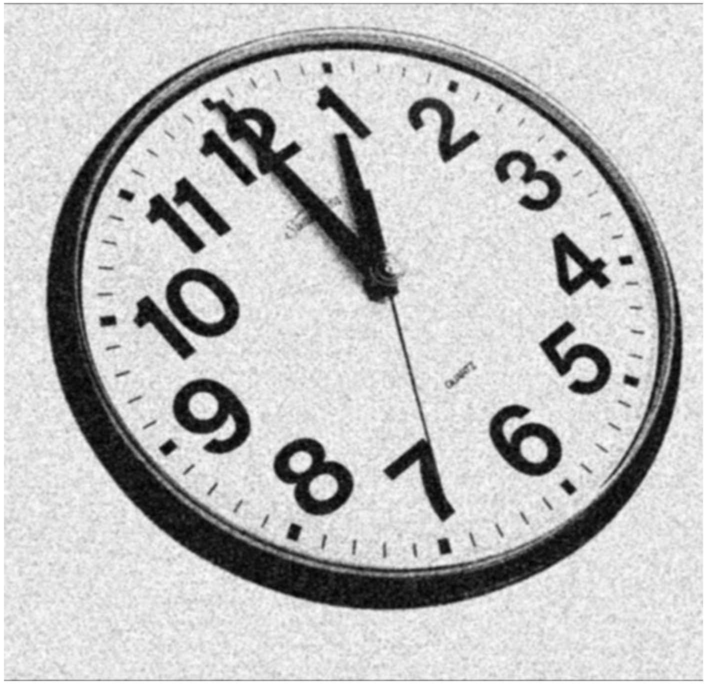


3x3-blur x 1

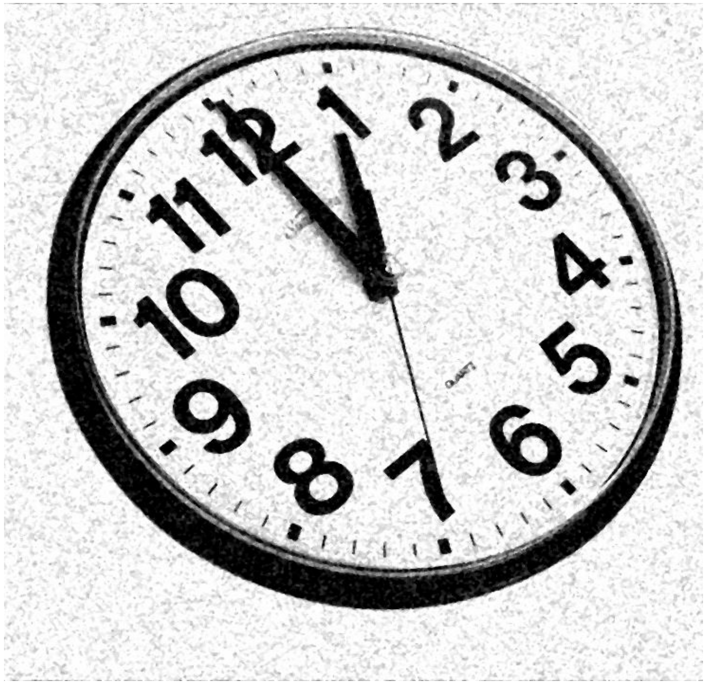


3x3-median x 1

Median Filtering



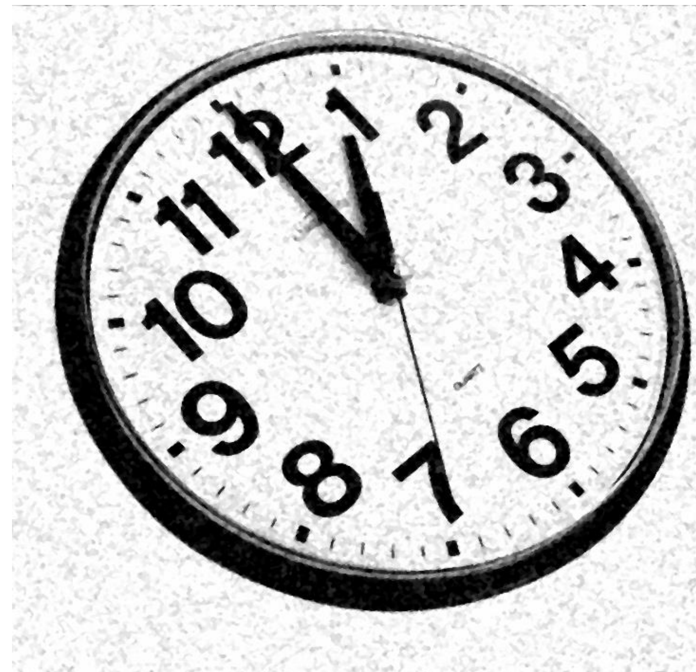
3x3-blur x 2



3x3-median x 2

Median Filtering

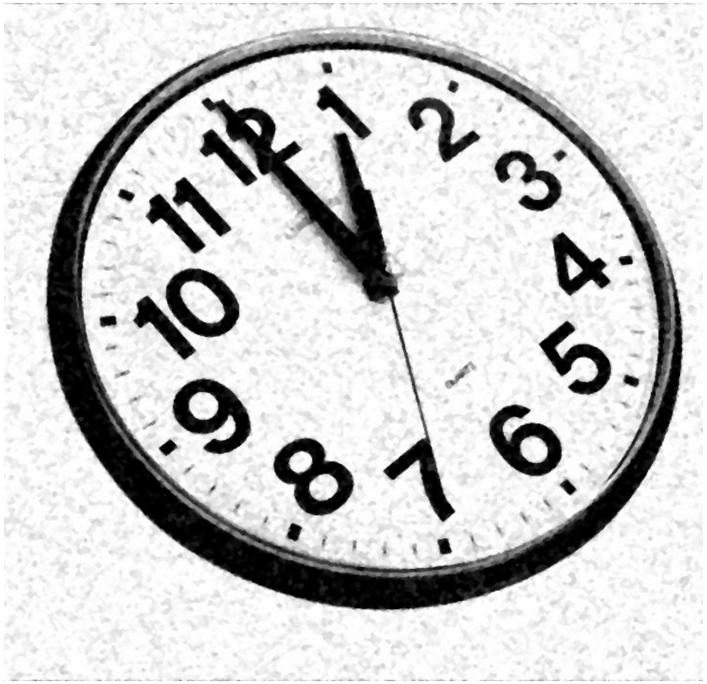
3x3-blur x 5



3x3-median x 5

Median Filtering

3x3-blur x 10



3x3-median x 10

Acknowledgements

- Digital Image Processing", Rafael C. Gonzalez & Richard E. Woods, Addison-Wesley, 2002
- Peters, Richard Alan, II, Lectures on Image Processing, Vanderbilt University, Nashville, TN, April 2008
- Brian Mac Namee, Digitial Image Processing, School of Computing, Dublin Institute of Technology
- Computer Vision for Computer Graphics, Mark Borg

Material in these slides has been taken from, the following resources