

Assignment 2

Basic Denoising



Gaussian Noise and applying Median filter



Gaussian Noise and applying Mean filter



Salt and Pepper noise and applying Median filter



Salt and Pepper Noise and applying mean filter

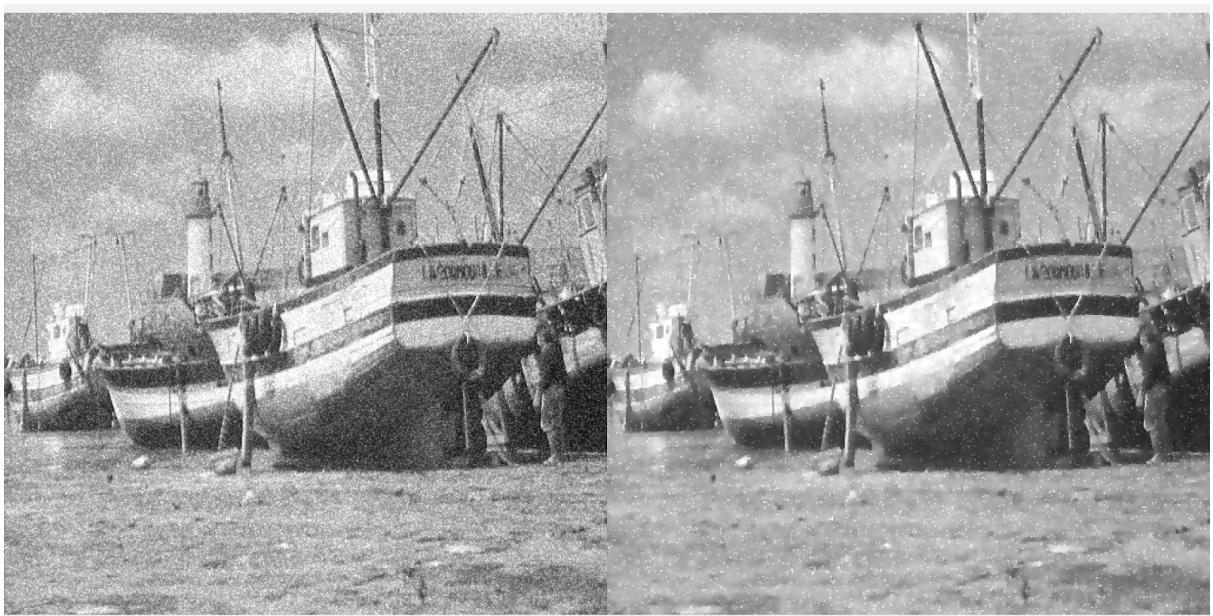
Images on the right are the best according to PSNR.

Edge-preserving smoothing

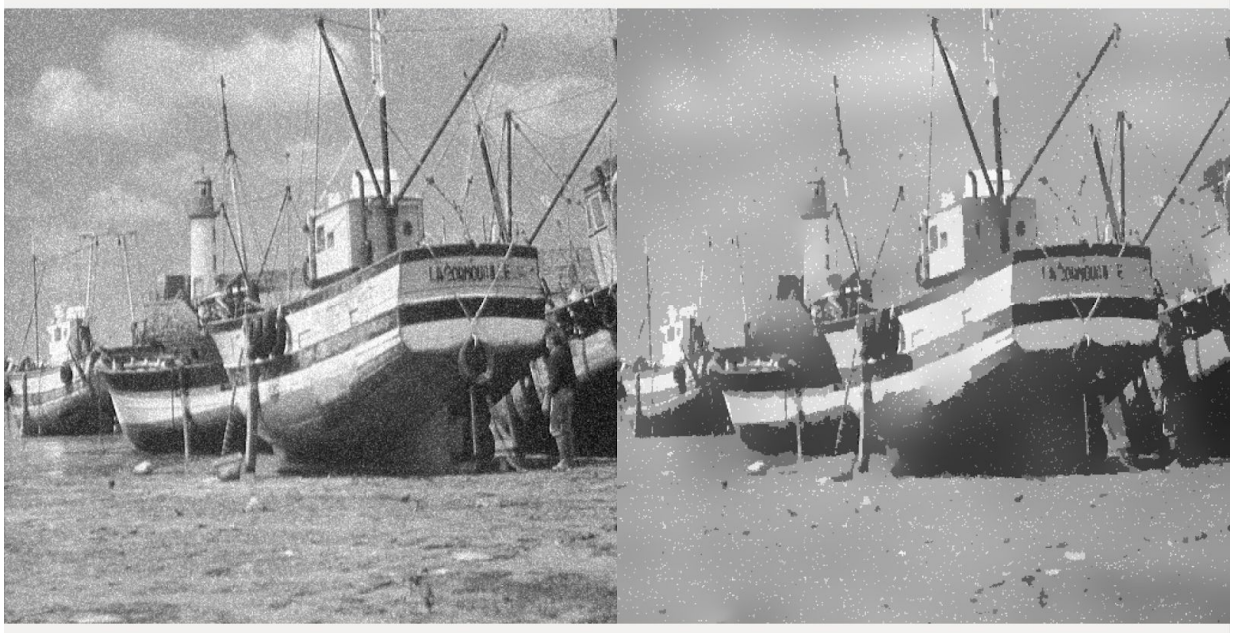
Anisotropic diffusion

This technique tries to preserve Edges by preventing smoothing across boundaries. It tries to detect edges by computing its laplacian and use it for piece-wise smoothing.

Here the parameter k decide what level of details(edges should be preserved). So, there is a trade-off in the details you want and noise level you want to remove.



$K = 0.1$ and iter = 20



$K = 0.08$ and iter = 100

With infinite iteration, it leads to cartoonisation of the image. We observe here that even after too many blurring iterations edges are still preserved.

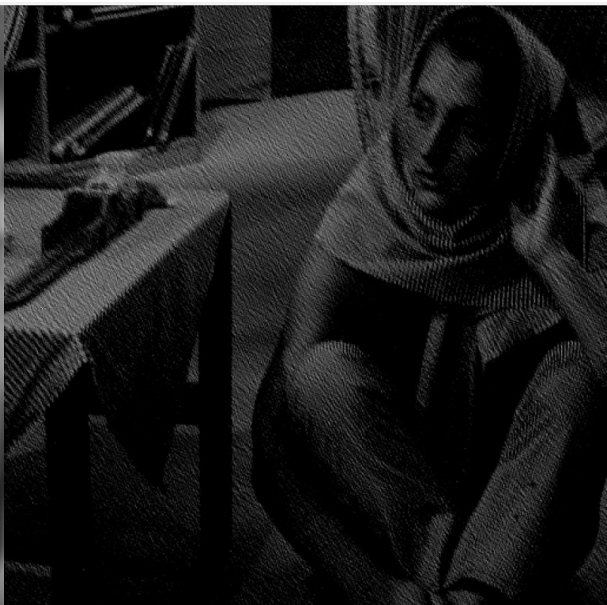
Wiener Filter



Method 1 for estimating S_n/S_s



Method 2 for estimating S_n/S_s



Method 3 for estimating S_n/S_s

Real-Life Images

Defocus Blur



Motion Blur

