

# Lab Instructions - session 4

#### Noise and Filtering

## Adding Gaussian noise to an image

File: 'add\_gaussian\_noise.py'

```
import numpy as np
import cv2
I = cv2.imread('isfahan.jpg', cv2.IMREAD GRAYSCALE);
# convert I to floating point from unsigned integer
# Note: For displaying floating point images the maximum
# intensity has to be 1 instead of 255
I = I.astype(np.float) / 255
# create the noise image
sigma = 0.04 # notice maximum intensity is 1
N = np.random.randn(*I.shape) * sigma
# add noise to the original image
J = I+N; # or use cv2.add(I,N);
cv2.imshow('original',I)
cv2.waitKey(0) # press any key to exit
cv2.imshow('noisy image',J)
cv2.waitKey(0) # press any key to exit
cv2.destroyAllWindows()
```

- What does the line I = I.astype (np.float) / 255 do?
- An asterisk "\*" before an argument in a python function call, gives elements of the argument (which is typically a tuple) as separate arguments to the function. In the above, if I.shape = (200,300), then np.random.randn(\*I.shape) is the same thing as np.random.randn(I.shape[0],I.shape[1]). Similarly, if I.shape = (200,300,3) for a color image, then np.random.randn(\*I.shape) is equivalent to
  - np.random.randn(I.shape[0],I.shape[1],I.shape[2]).
- Try different values of sigma and see the result. What is the effect of small/large sigma on the added noise?
- Change cv2. IMREAD\_GRAYSCALE to cv2. IMREAD\_COLOR in imread (or remove this argument) and see the result.



#### Task 1:

We want to simulate white noise (**snow noise** or **Barfak** in Persian!) in the old analog TVs. We read an image, and then, in every iteration of a loop, we add a **different** randomly generated Gaussian noise to it. We show the image at around **30** frames per second (Hence the command cv2.waitkey(33)). Notice that you need to create a new noise image at every new frame. Your program must increase or decrease the intensity of noise when the user presses the keys 'u' or 'd' respectively. Read the file **snow\_noise.py** and change it to create this demo. **Notice** that sigma should never get negative.

File: 'snow\_noise.py'

```
import numpy as np
import cv2
I = cv2.imread('isfahan.jpg', cv2.IMREAD GRAYSCALE);
I = I.astype(np.float) / 255
sigma = 0.04 # initial standard deviation of noise
while True:
   J = I; # change this line so J is the noisy image
    cv2.imshow('snow noise',J)
    # press any key to exit
   key = cv2.waitKey(33)
    if key & 0xFF == ord('u'): # if 'u' is pressed
       pass # increase noise
   elif key & 0xFF == ord('d'): # if 'd' is pressed
       pass # decrease noise
    elif key & 0xFF == ord('q'): # if 'q' is pressed then
       break # quit
cv2.destroyAllWindows()
```



#### Image Smoothing/Blurring

Smoothing an image with a box kernel

File: 'blur\_box.py'

```
import numpy as np
import cv2
I = cv2.imread('isfahan.jpg').astype(np.float64) / 255;
# display the original image
cv2.imshow('original',I)
cv2.waitKey()
# creating a box filter
m = 7 # choose filter size
# create an m by m box filter
F = np.ones((m,m), np.float64)/(m*m)
print(F)
# Now, filter the image
J = cv2.filter2D(I,-1, F)
cv2.imshow('blurred', J)
cv2.waitKey()
cv2.destroyAllWindows()
```

- Alter the value of **m** and see what happens.
- Why the division by (m\*m) in F = np.ones((m,m), np.float64)/(m\*m)?

# Task 2:

You can also apply a box filter to an image using the <u>cv2.blur</u> (or <u>cv2.boxFilter</u>) functions. An m by n box filter can be applied using

```
J = cv2.blur(I,(m,n))
```

Rewrite the above using <u>cv2.blur</u> or <u>cv2.boxFilter</u>. Read the <u>OpenCV documentation</u> for details.

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#### Smoothing with a Gaussian Kernel

Here, we first create a one-dimensional Gaussian kernel. Then make a two-dimensional Gaussian kernel out of the 1D kernel, and apply the 2D kernel to the image.

File: 'blur\_gaussian.py'

```
import numpy as np
import cv2
I = cv2.imread('isfahan.jpg').astype(np.float64) / 255;
m = 13; # we will create an m by m filter
# create a 1D Gaussian filter
Fg = cv2.getGaussianKernel(m, sigma=-1);
# by setting sigma=-1, the value of sigma is computed
# automatically as: sigma = 0.3*((ksize-1)*0.5 - 1) + 0.8
print(Fg)
print(Fg.shape) # Fg is 1-dimensional (m by 1)
exit() # delete this to continue
# Now we create a 2D filter
# We use matrix multiplication to create an m by m 2D filter
# out of "m by 1" and "1 by m" 1D filters, which in this case happens
# to be the same thing as the correlation between 1D filters
Fg = Fg.dot(Fg.T) # an "m by 1" matrix multiplied by a "1 by m" matrix
print(Fg)
print(Fg.shape)
exit() # delete this to continue
# filter the image with the Gaussian filter
Jg = cv2.filter2D(I,-1, Fg)
cv2.imshow('original',I)
cv2.waitKey()
cv2.imshow('blurred Gaussian',Jg)
cv2.waitKey()
cv2.destroyAllWindows()
```

• Alter the value of m and see what happens. Notice that altering m will alter filter sigma = 0.3\*((m-1)\*0.5 - 1) + 0.8. You can also give sigma explicitly.



## Task 3:

You can simply use the <u>cv2.gaussianBlur</u> function to perform Gaussian smoothing. Read the <u>OpenCV documentation</u> and change the above so it uses the <u>cv2.gaussianBlur</u> function. An m by n Gaussian filter can be applied using

```
Jg = cv2.GaussianBlur(I,(m,n),0)
```

#### Smoothing with a Bilateral Filter

file: 'blur\_bilateral.py'

```
import numpy as np
import cv2

I = cv2.imread('isfahan.jpg').astype(np.float32) / 255

size = 9  # bilateral filter size (diameter)
sigma_color = 0.3
sigma_space = 25

J1 = cv2.bilateralFilter(I,size, sigma_color, sigma_space)
cv2.imshow('original',I)
cv2.waitKey()
cv2.imshow('blurred_Gaussian',J1)
cv2.waitKey()
cv2.destroyAllWindows()
```

- Alter the parameter **sigma\_color** and see the effect.
- Alter the parameter **sigma space** and see the effect.



#### Task 4:

This is an extension to **Task 1**. This time we also filter the noisy image using the box and Gaussian filters. You need to complete the file **noise\_filter\_demo.py**. Your program must have the following functionalities:

- press the 'b' key: use a box filter
- press the 'g' key: use Gaussian filter
- press the 'l' key: use bilateral filter
- press the '+' key: increase filter size m
- press the '-' key: decrease filter size m
- press the 'u' key: increase noise intensity
- press the 'd' key: decrease noise intensity
- press the 'p' key: increase sigma color
- press the 'n' key: decrease sigma color
- press the 'q' key: quit the program

File: 'noise\_filter\_demo.py'

```
import numpy as np
import cv2
I = cv2.imread('isfahan.jpg').astype(np.float32) / 255
noise sigma = 0.04 # initial standard deviation of noise
m = 1 # initial filter size,
# with m = 1 the input image will not change
gm = 3 # gaussian filter size
size = 9 # bilateral filter size
sigmaColor = 0.3
sigmaSpace = 75
filter = 'b' # box filter
while True:
    # add noise to image
   N = np.random.rand(*I.shape) * noise sigma
    J = I + N
    if filter == 'b':
        # filter with a box filter
        F = np.ones((m,m), np.float64)/(m*m)
    elif filter == 'g':
```



```
# filter with a Gaussian filter
   pass
elif filter == 'l':
    # filter with a bilateral filter
pass
cv2.imshow('img', K)
key = cv2.waitKey(30) & 0xFF
if key == ord('b'):
    filter = 'b' # box filter
   print('Box filter')
elif key == ord('g'):
    filter = 'g' # filter with a Gaussian filter
   print('Gaussian filter')
elif key == ord('1'):
    filter = 'l' # filter with a bilateral filter
   print('Bilateral filter')
elif key == ord('+'):
    # increase m
   m = m + 2
   print('m=',m)
elif key == ord('-'):
    # increase m
    if m >= 3:
        m = m - 2
   print('m=', m)
elif key == ord('u'):
    # increase noise
   pass
elif key == ord('d'):
    # decrease noise
   pass
elif key == ord('p'):
    # increase gm
   pass
elif key == ord('n'):
    # decrease gm
```



```
pass

elif key == ord('>'):
    # increase size
    pass

elif key == ord('<'):
    # decrease size
    pass

elif key == ord('q'):
    break # quit

cv2.destroyAllWindows()</pre>
```

- Change the noise intensity. In each case try to find the optimal filter size **m**.
- Compare the Gaussian filter with the box filter. Which one performs better?

# References

1. OpenCV: Smoothing Images