

Image Processing: Filters

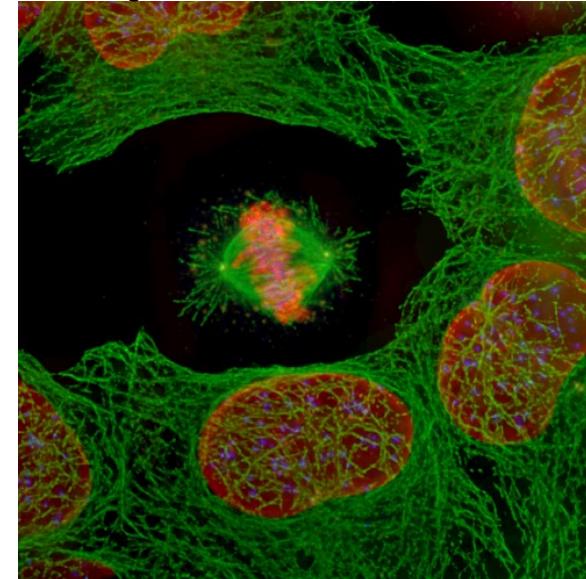
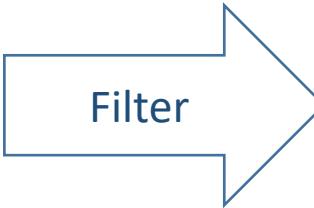
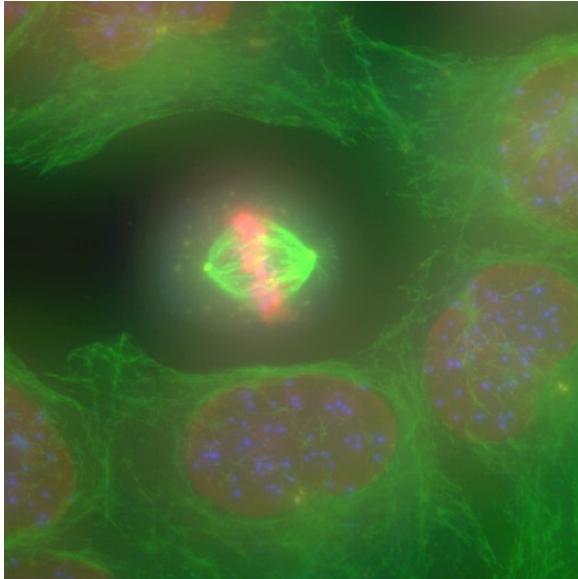
Till Korten

With material from

Robert Haase, PoL; Mauricio Rocha Martins, Norden lab, MPI CBG;
Dominic Waithe, Oxford University; Benoit Lombardot, Scientific
Computing Facility, MPI CBG; Alex Bird, Dan White, MPI CBG

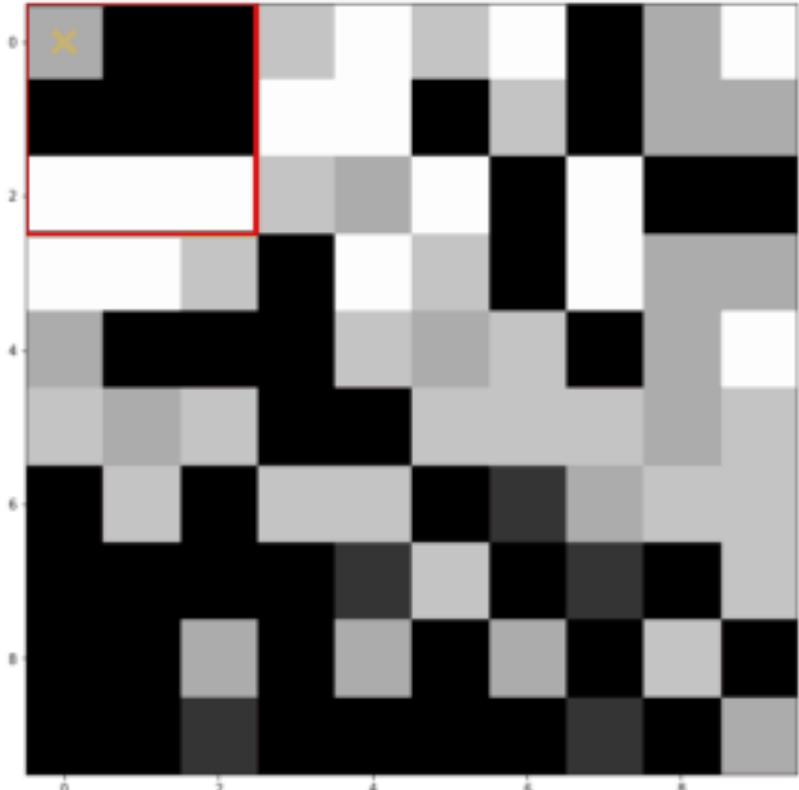
December 2022

- An image processing filter is an operation on an image.
- It takes an image and produces a new image out of it.
- Filters change pixel values.
- There is no “best” filter. Which filter fits your needs, depends on the context.
- Filters do not do magic. They can not make things visible which are not in the image.

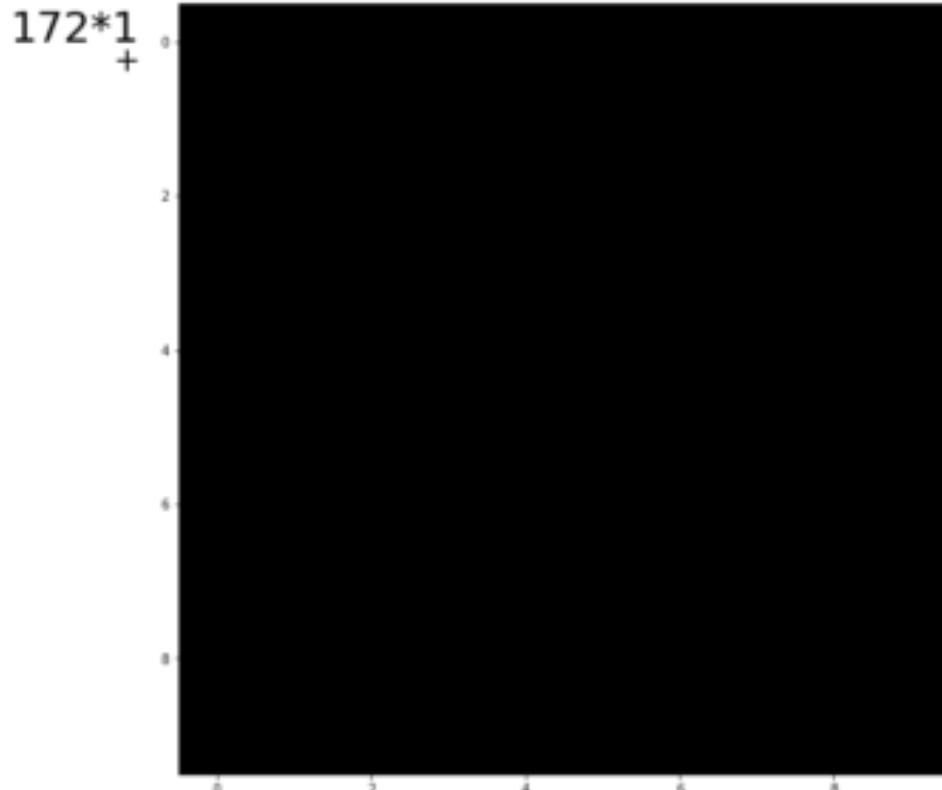


Example: mean filter

Input image

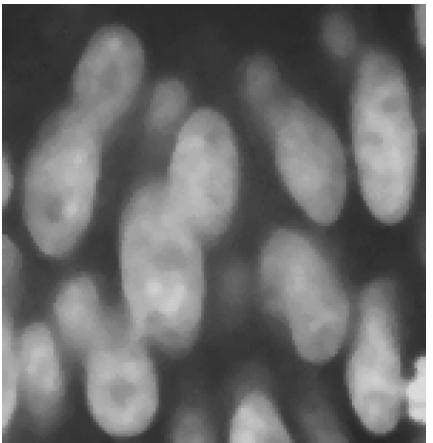


Output image



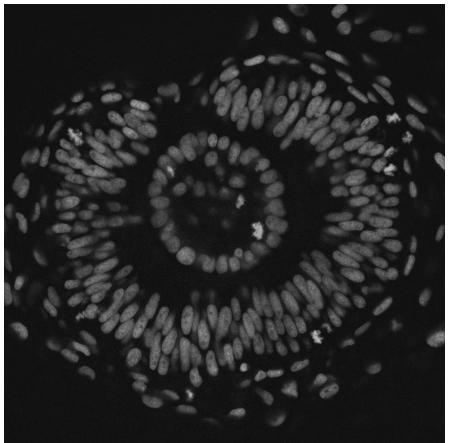
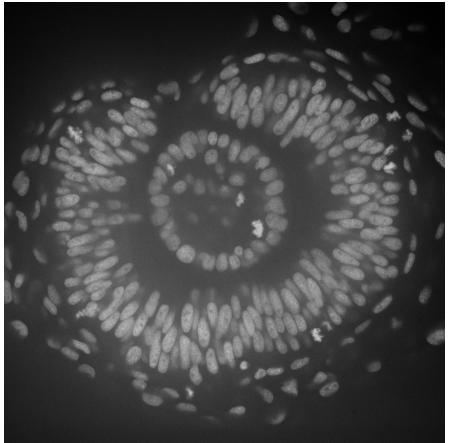
Animation source: Dominic Waith, Oxford University
https://github.com/dwaith/generalMacros/tree/master/convolution_ani

Noise reduction



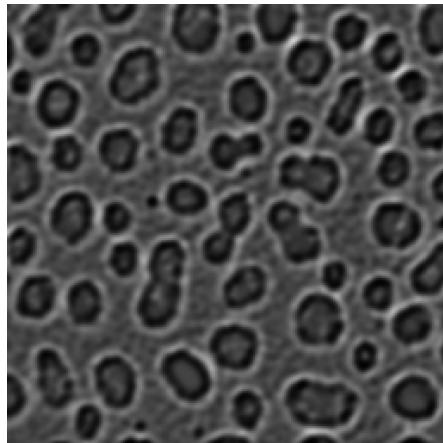
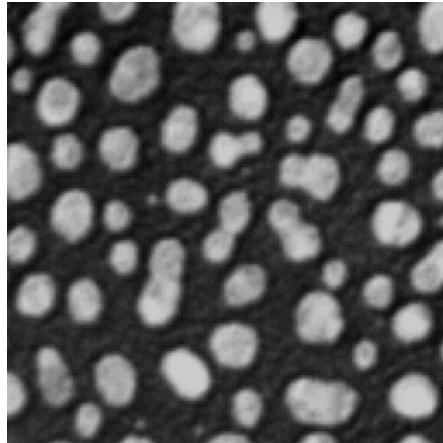
Mauricio Rocha Martins
(Norden/Myers lab, MPI CBG)

Background removal



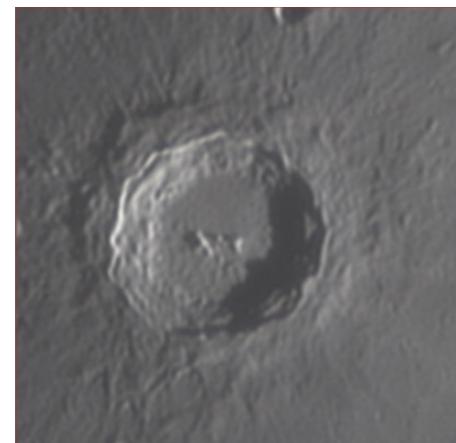
Mauricio Rocha Martins
(Norden/Myers lab, MPI CBG)

Edge detection



<https://imagej.nih.gov/ij/images/>

De-convolution



[Stub Mandrel](#), CC BY-SA 4.0,
via Wikimedia Commons

- In microscopy, noise is usually comprised of
 - shot noise: Statistical variation of the photons arriving at the camera
 - dark noise: noise produced by thermal fluctuations in the camera chip
 - read out noise: introduced by the electronics, especially the analog-digital-converter

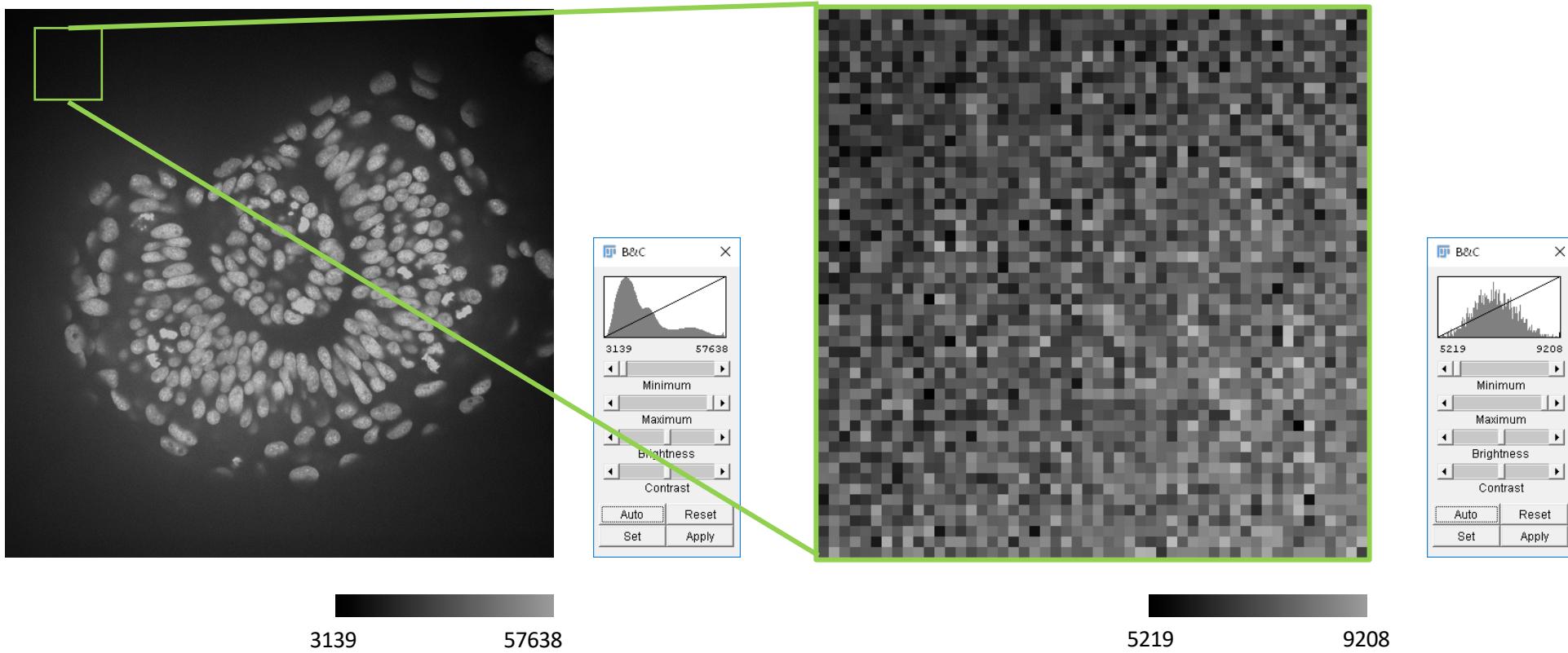


Image source: Mauricio Rocha Martins (Norden/Myers lab, MPI CBG)

Reducing noise by lightly blurring the image

```
from skimage.filters import median, gaussian
from skimage.morphology import disk

zfish_gaussian = gaussian(cropped_zfish, sigma=2, preserve_range=True)
zfish_median = median(cropped_zfish, footprint=disk(4))
```

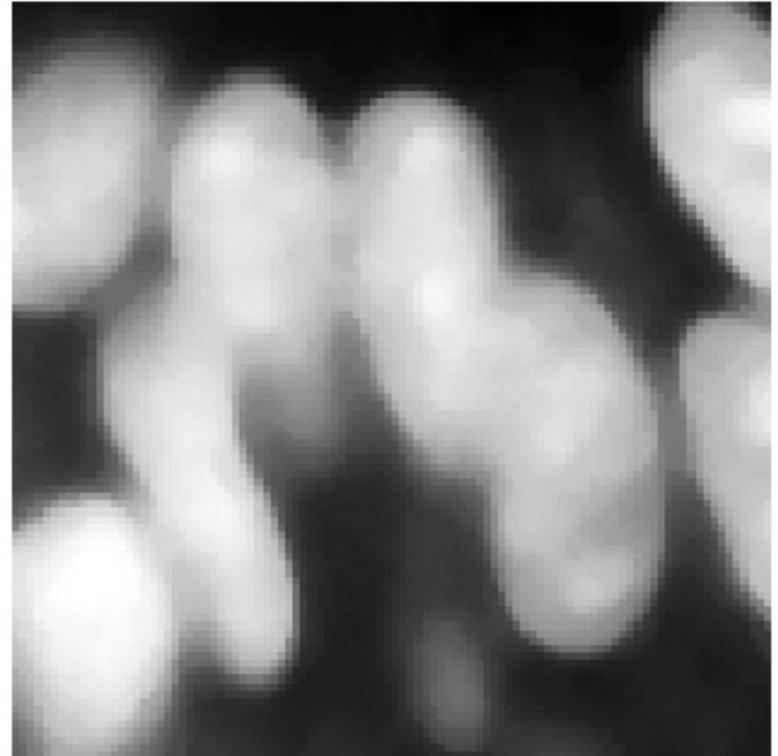
Original



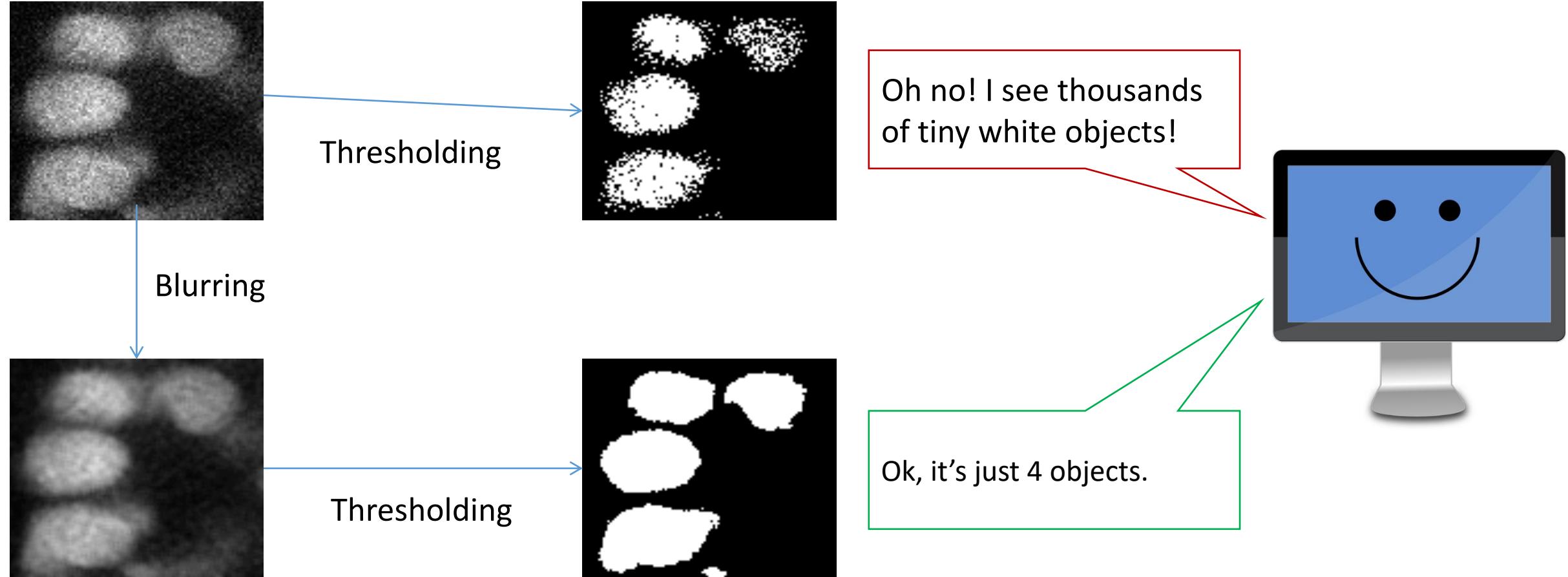
Gaussian



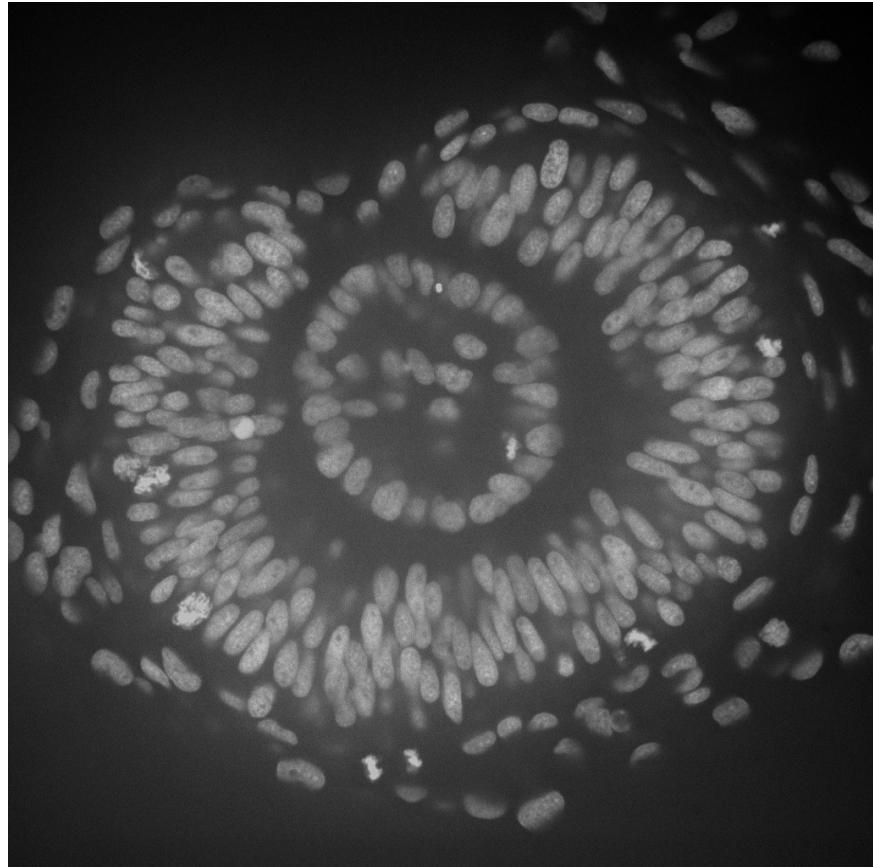
Median



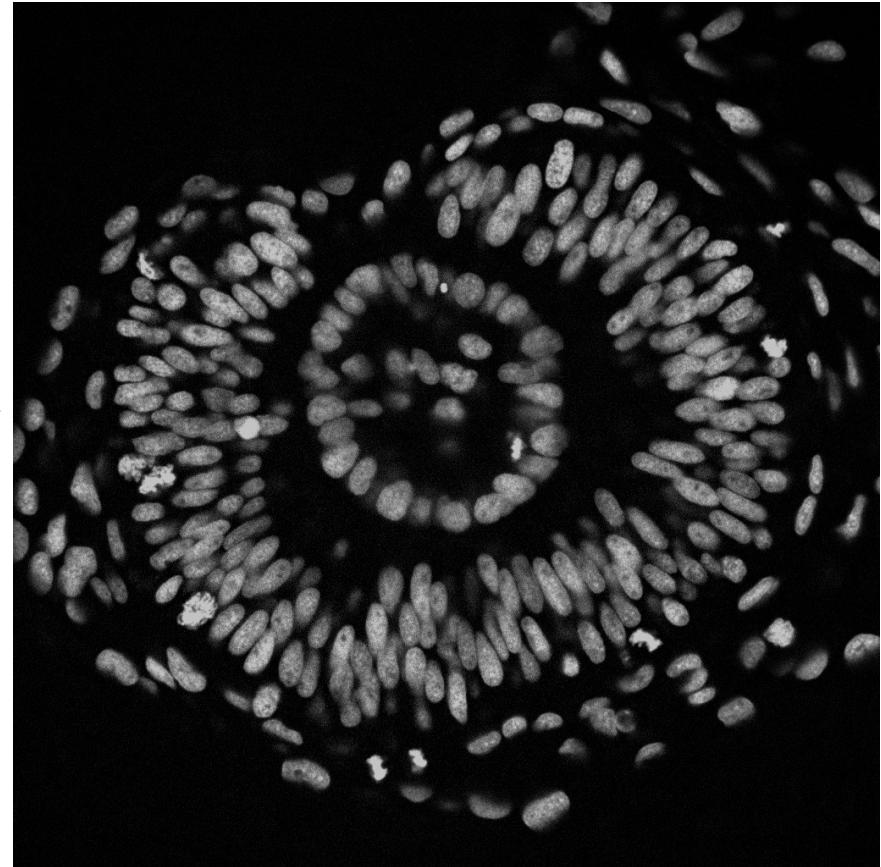
Removing noise helps the computer *interpret* the image



- Differentiating objects is easier if their background intensity is equal.

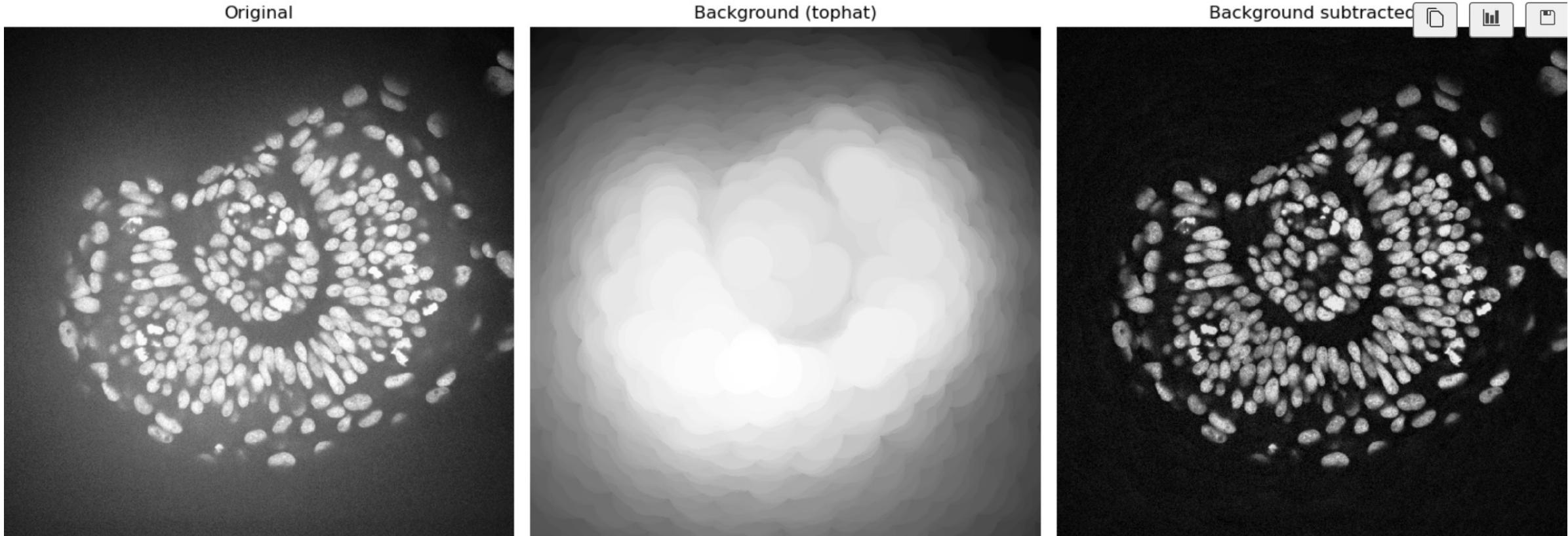


Subtract
background

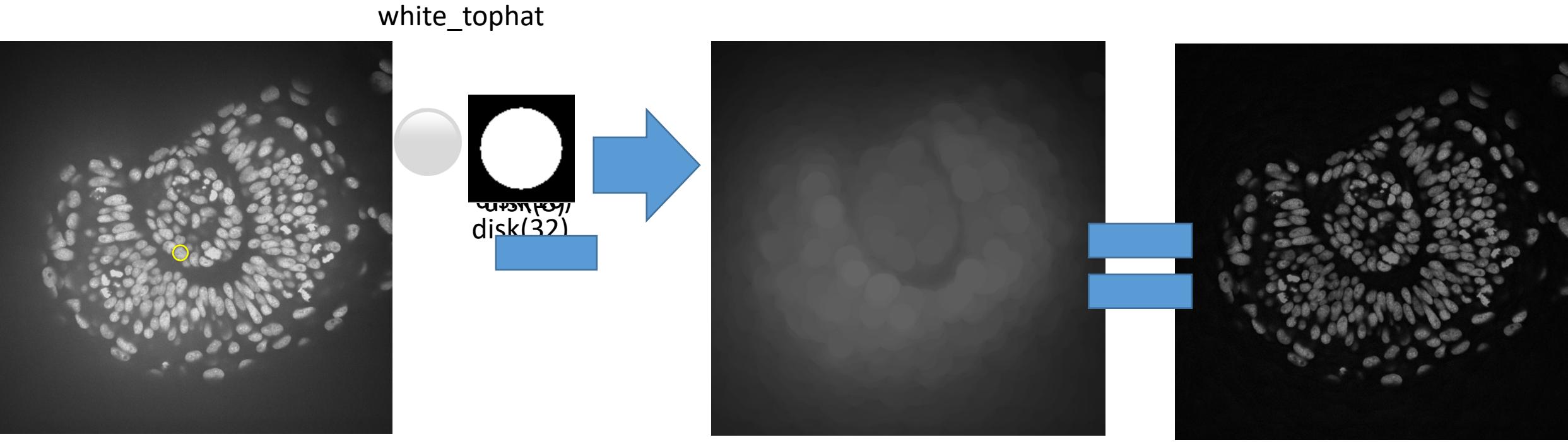


Removing background with the white_tophat filter

```
from skimage.morphology import disk, white_tophat  
  
zfish_tophat = white_tophat(zfish_image, footprint=disk(50))  
  
background_tophat = zfish_image - zfish_tophat
```



The effect of footprint size

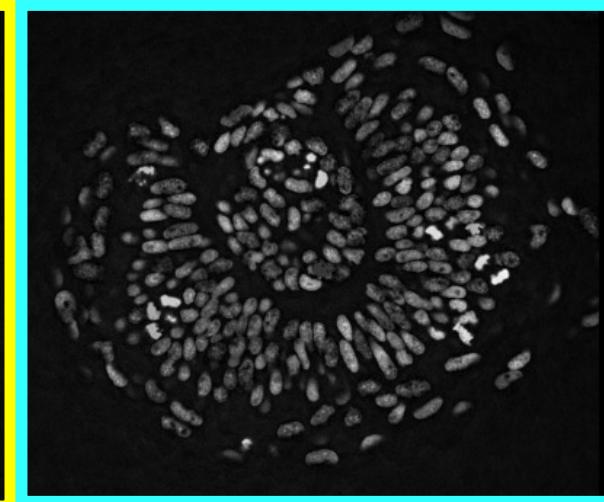
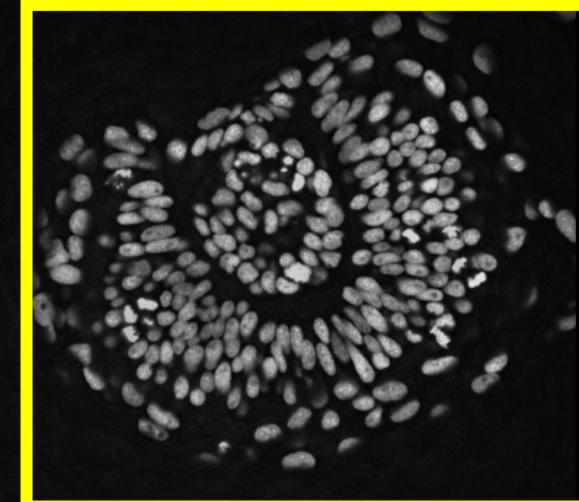
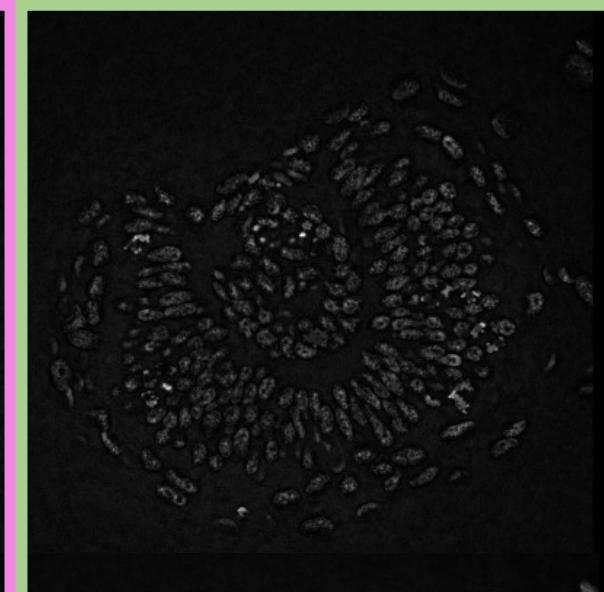
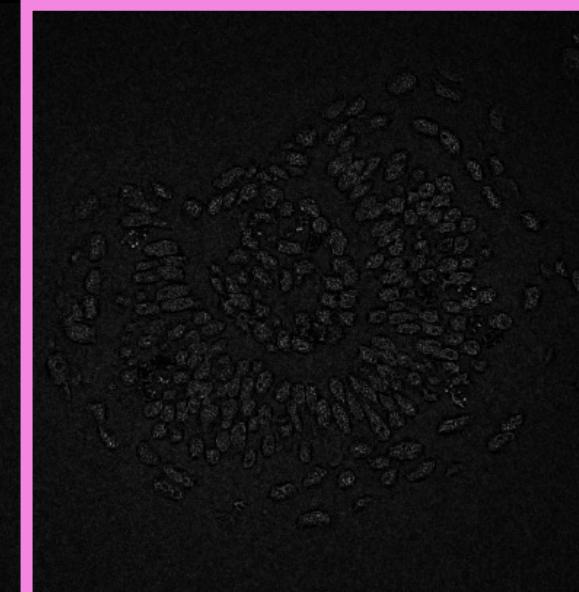
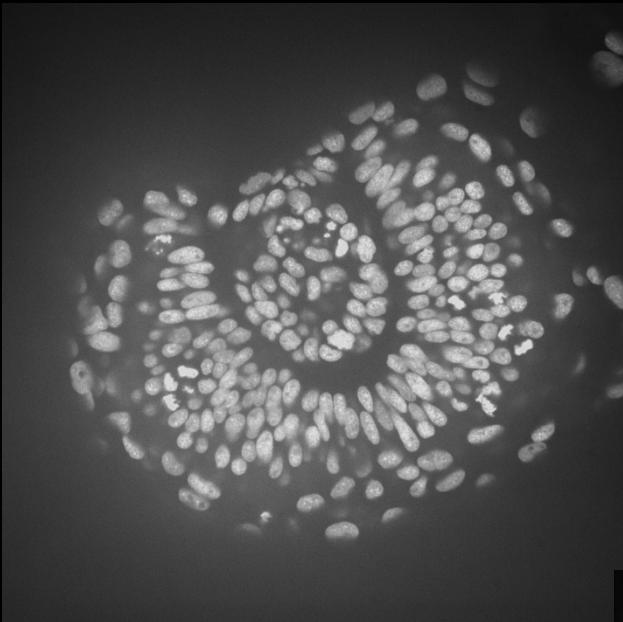


This is a good estimation of the background

Structures have a radius ≈ 12

The effect of footprint size

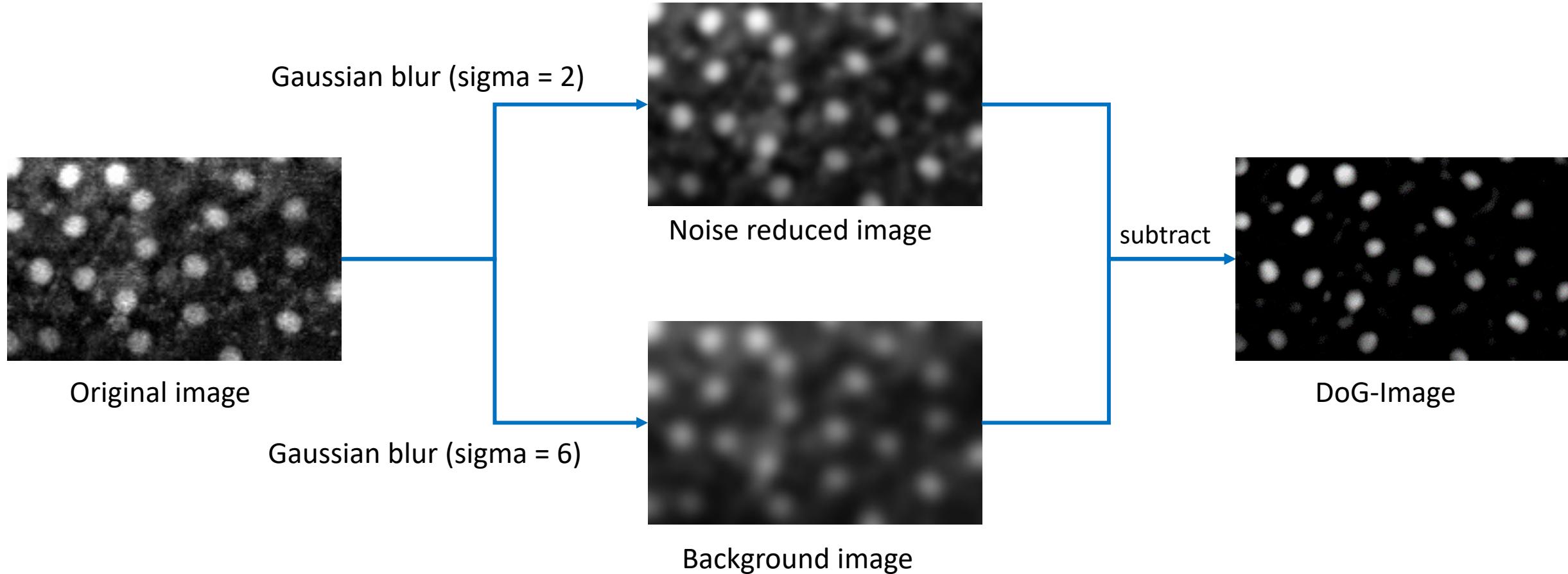
What happens for a small structuring element (e.g., disk (2))?



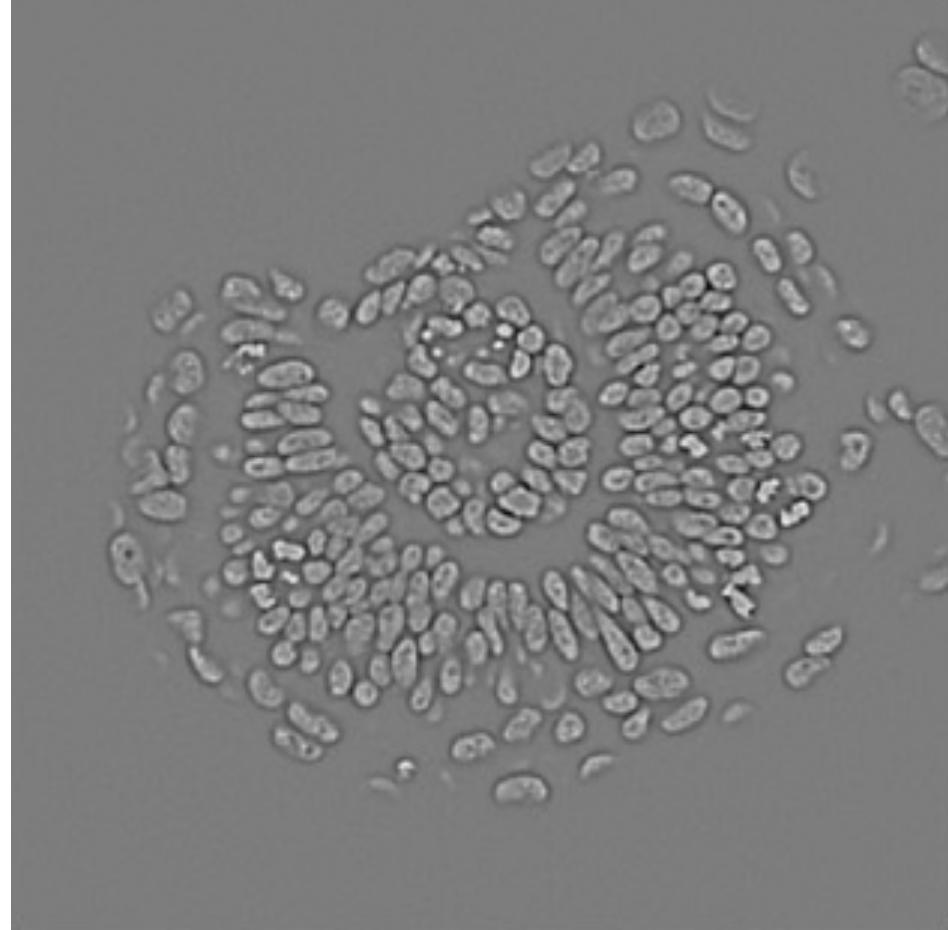
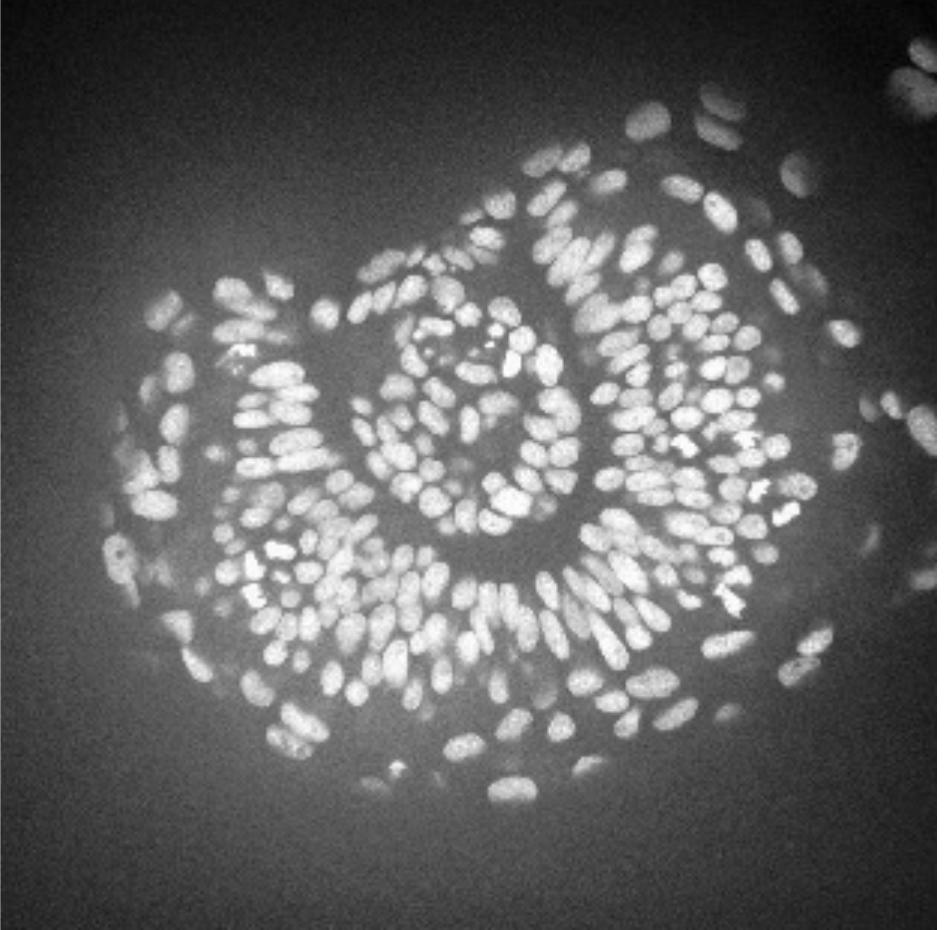


Difference-of-Gaussian (DoG)

- Combine noise reduction with background removal.

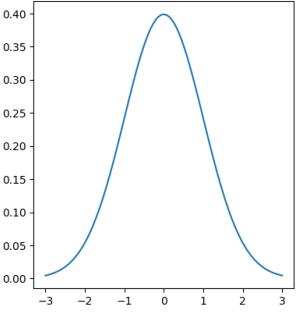
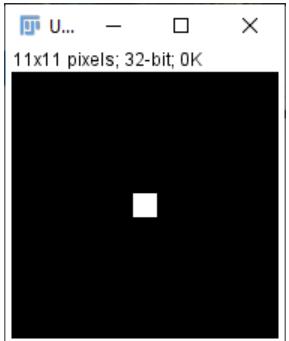
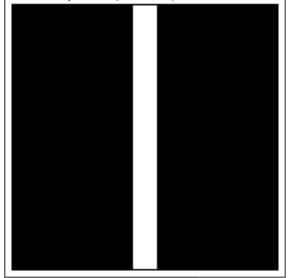


- Detecting the edges of objects can be useful in identifying object boundaries

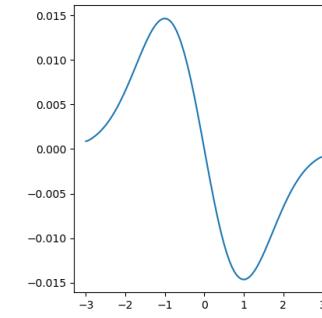


The Laplace-filter is frequently used to detect edges

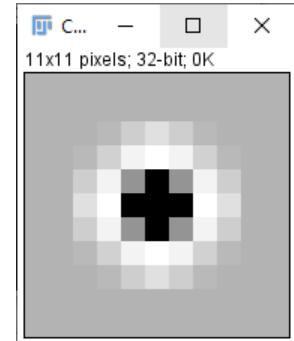
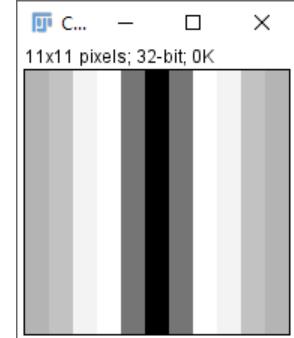
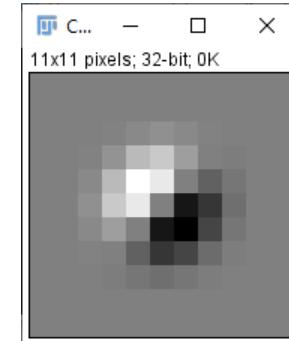
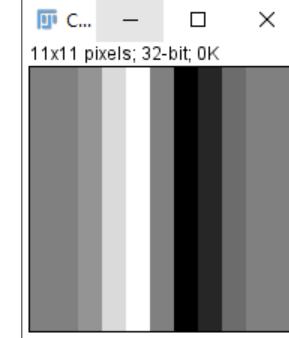
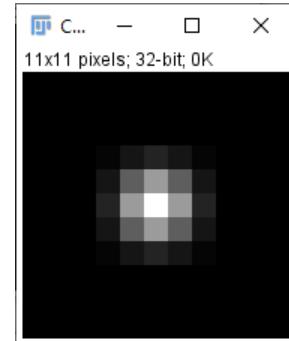
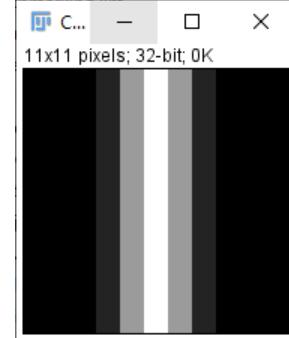
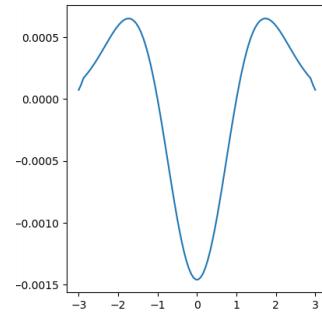
- *Second derivative of a Gaussian blur filter*
- Used for edge-detection and edge enhancement
- Also known as the Mexican-hat-filter



1st derivative

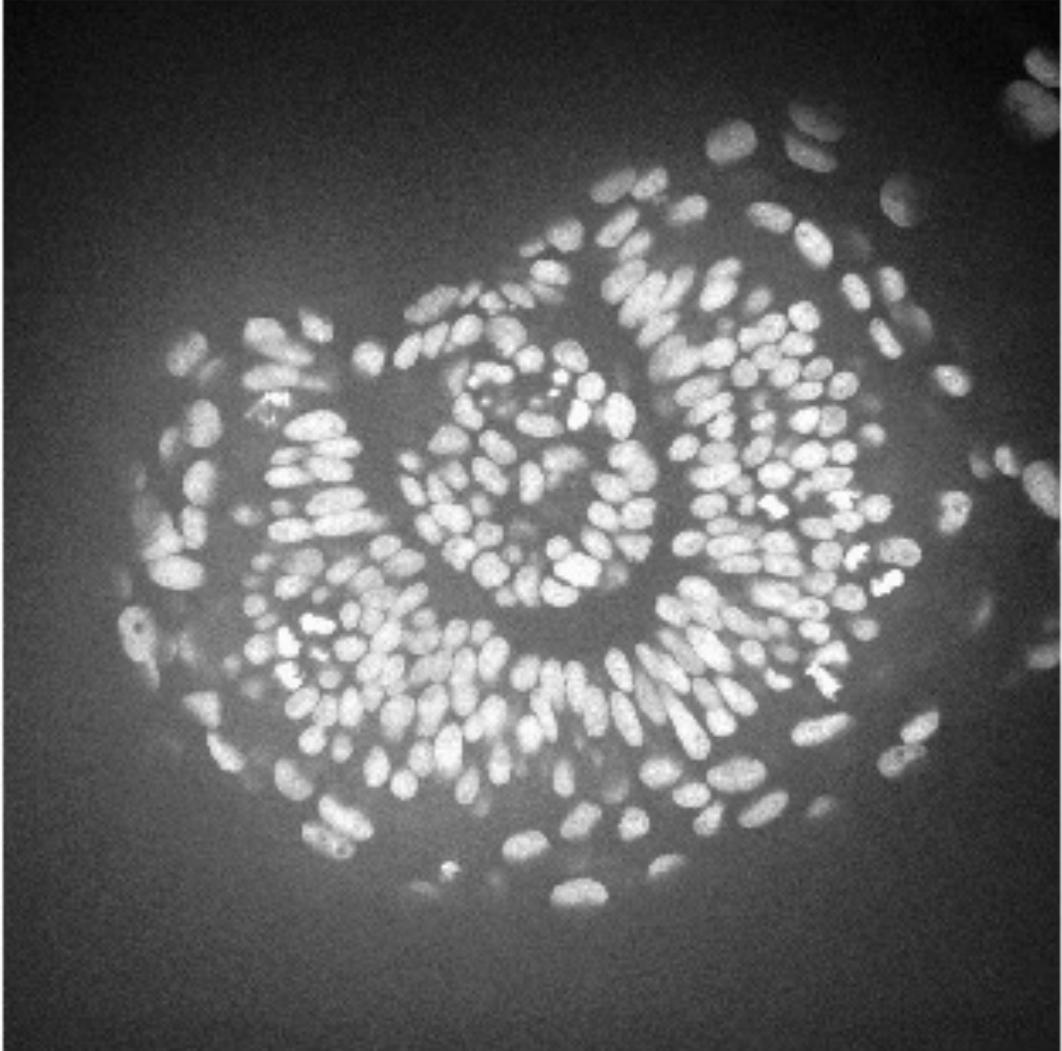


2nd derivative

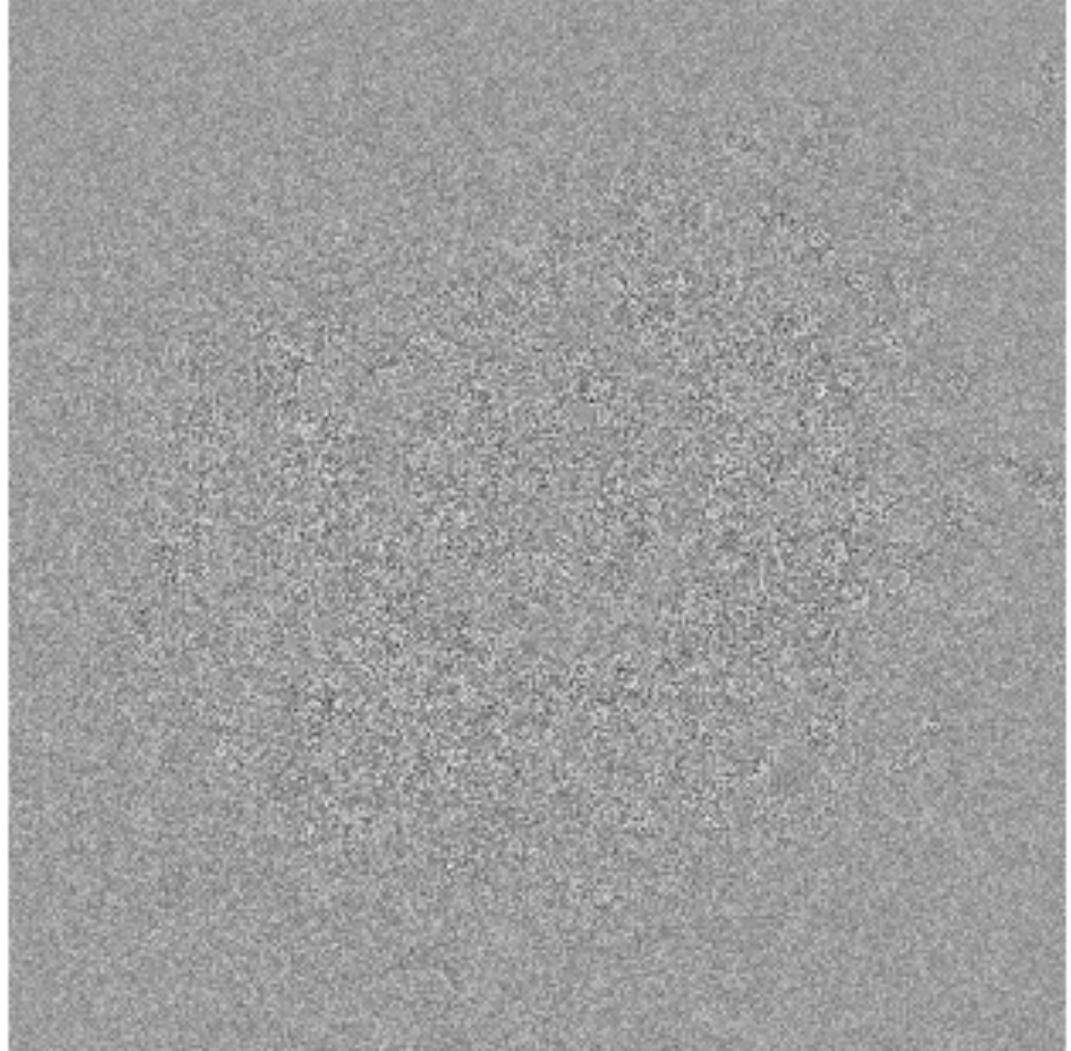


The Laplace filter does not work well on noisy data

Original

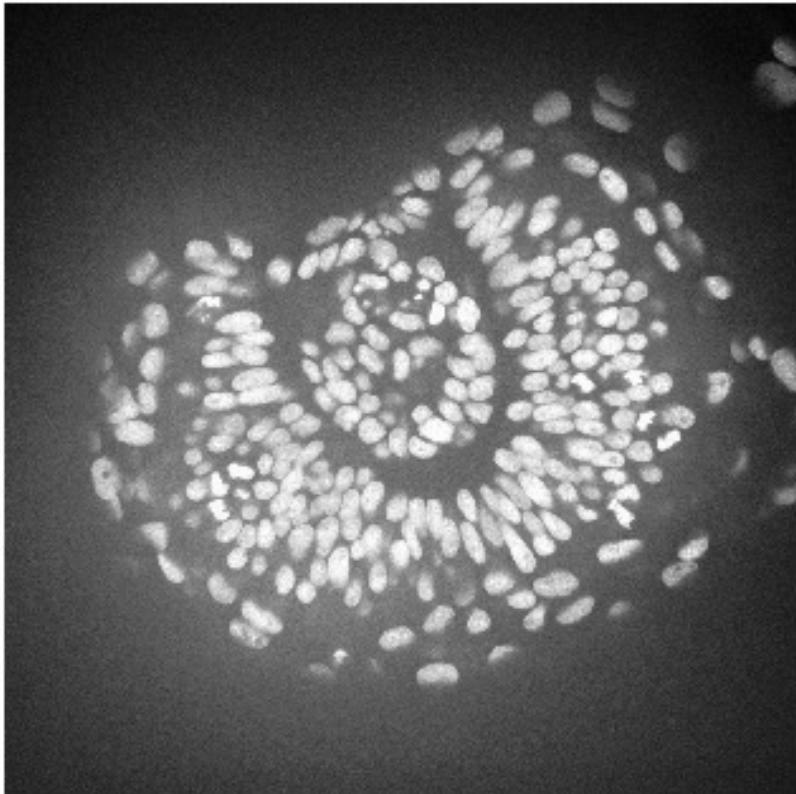


Laplace

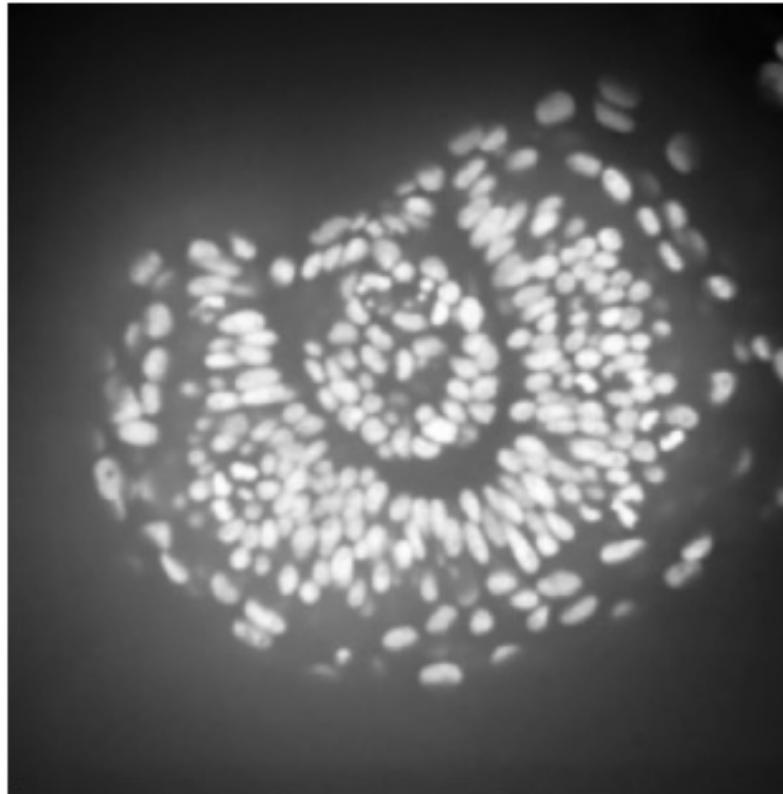


Reducing noise improves the output of the Laplace filter

Original



Gaussian



Laplacian of Gaussian (LoG)

