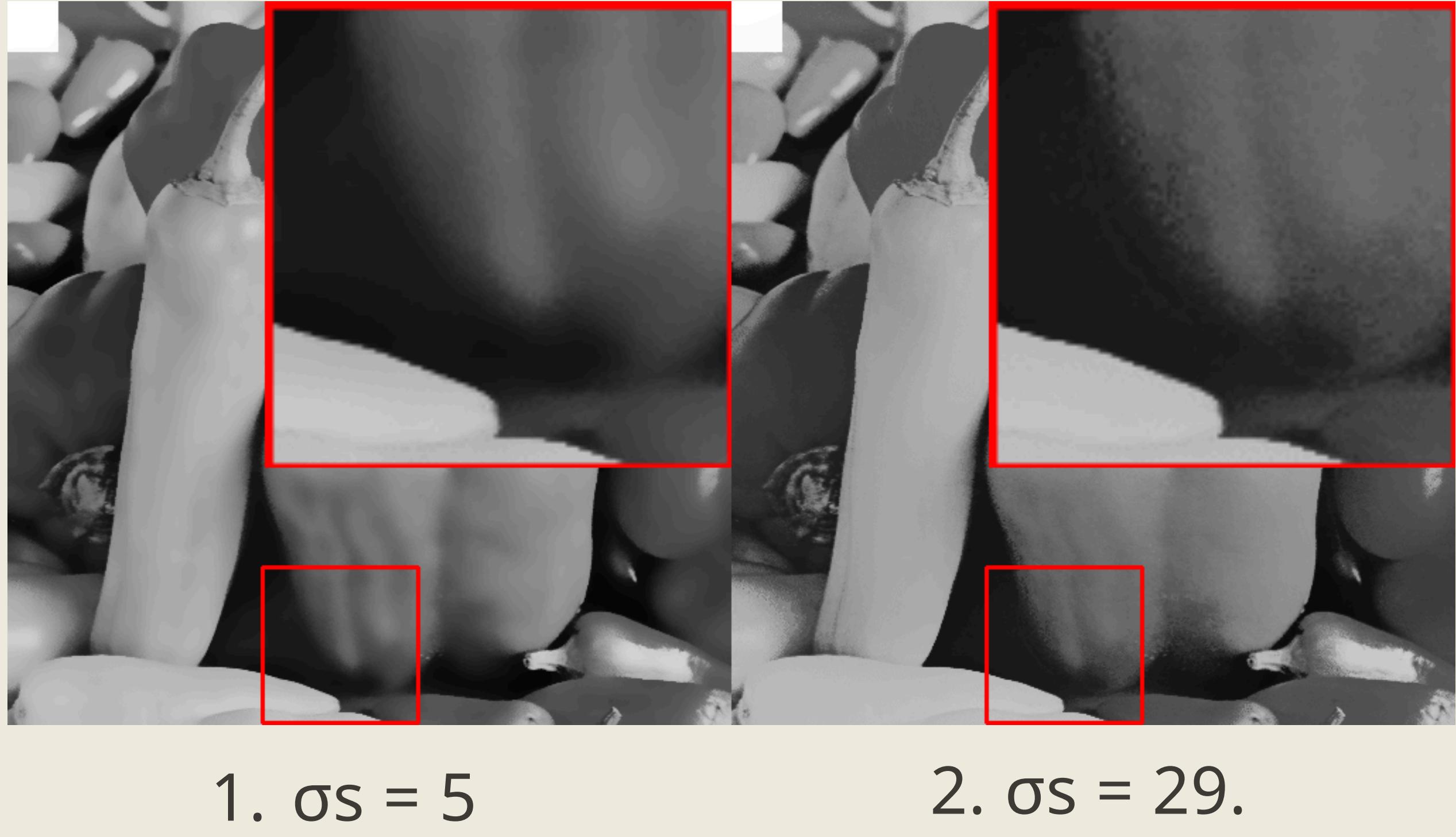


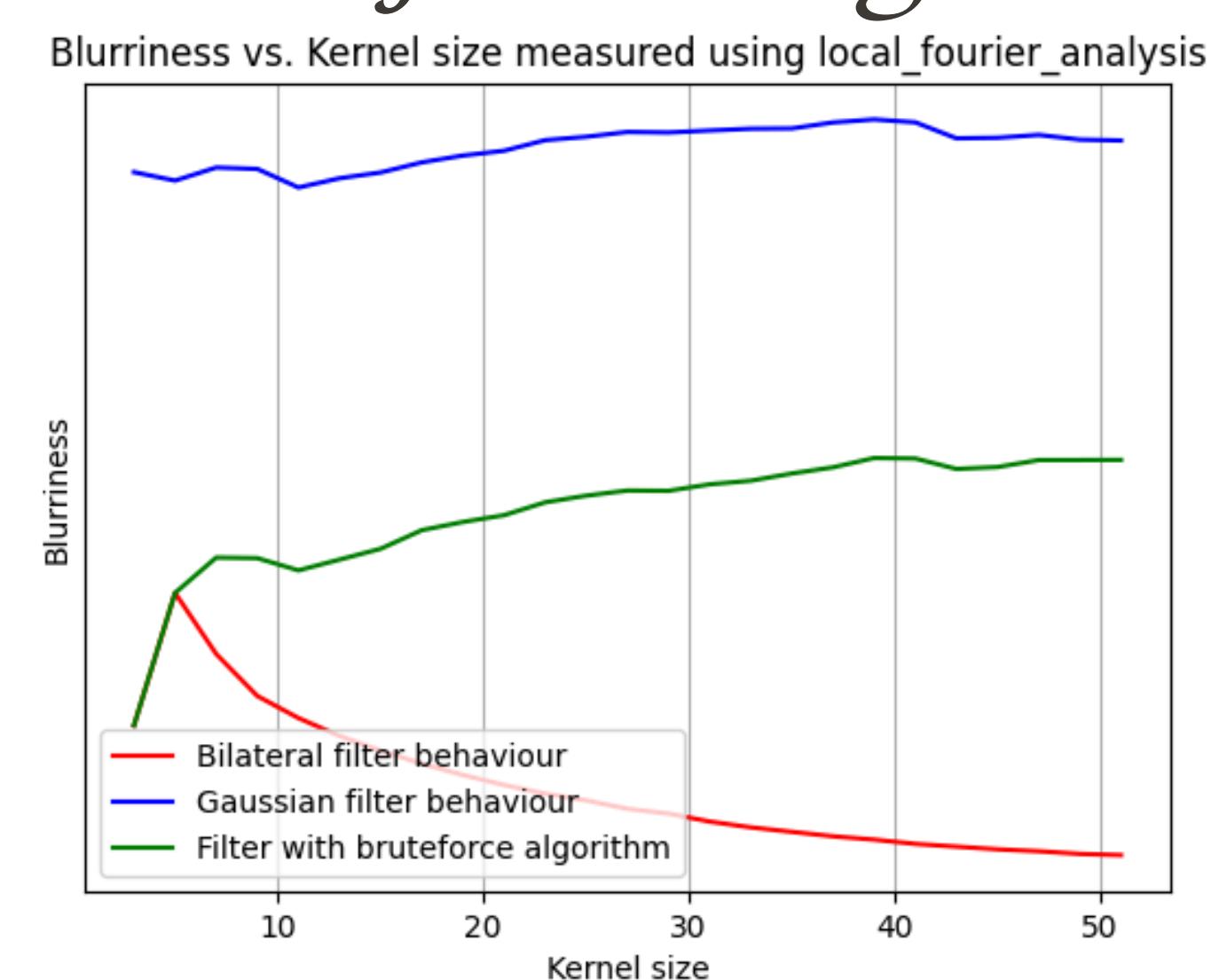
# Predictable blur behaviour for the bilateral filter

## 1. Research Question

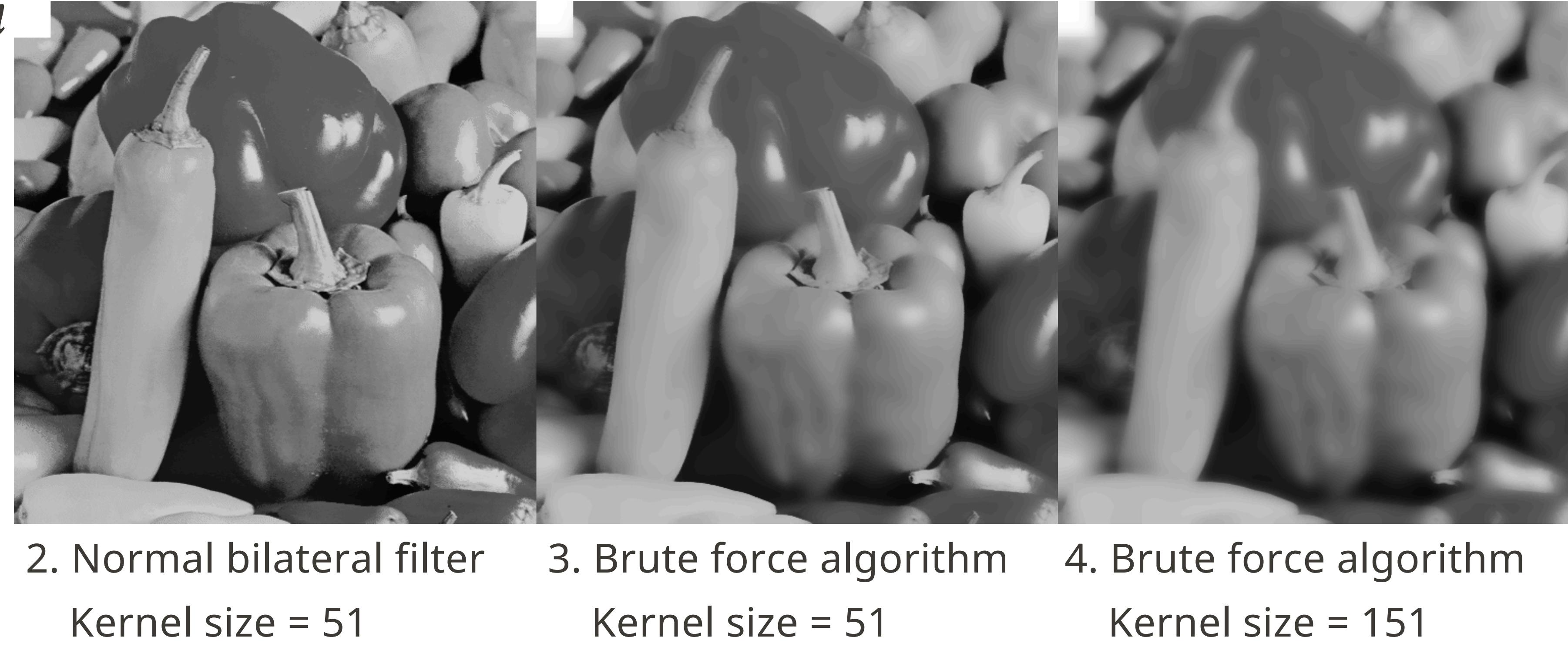
How to make the bilateral filter's blur scale linearly with respect to kernel size?



## 4. Brute force algorithm



1. Picks or to imitate slope of Gaussian blur levels.

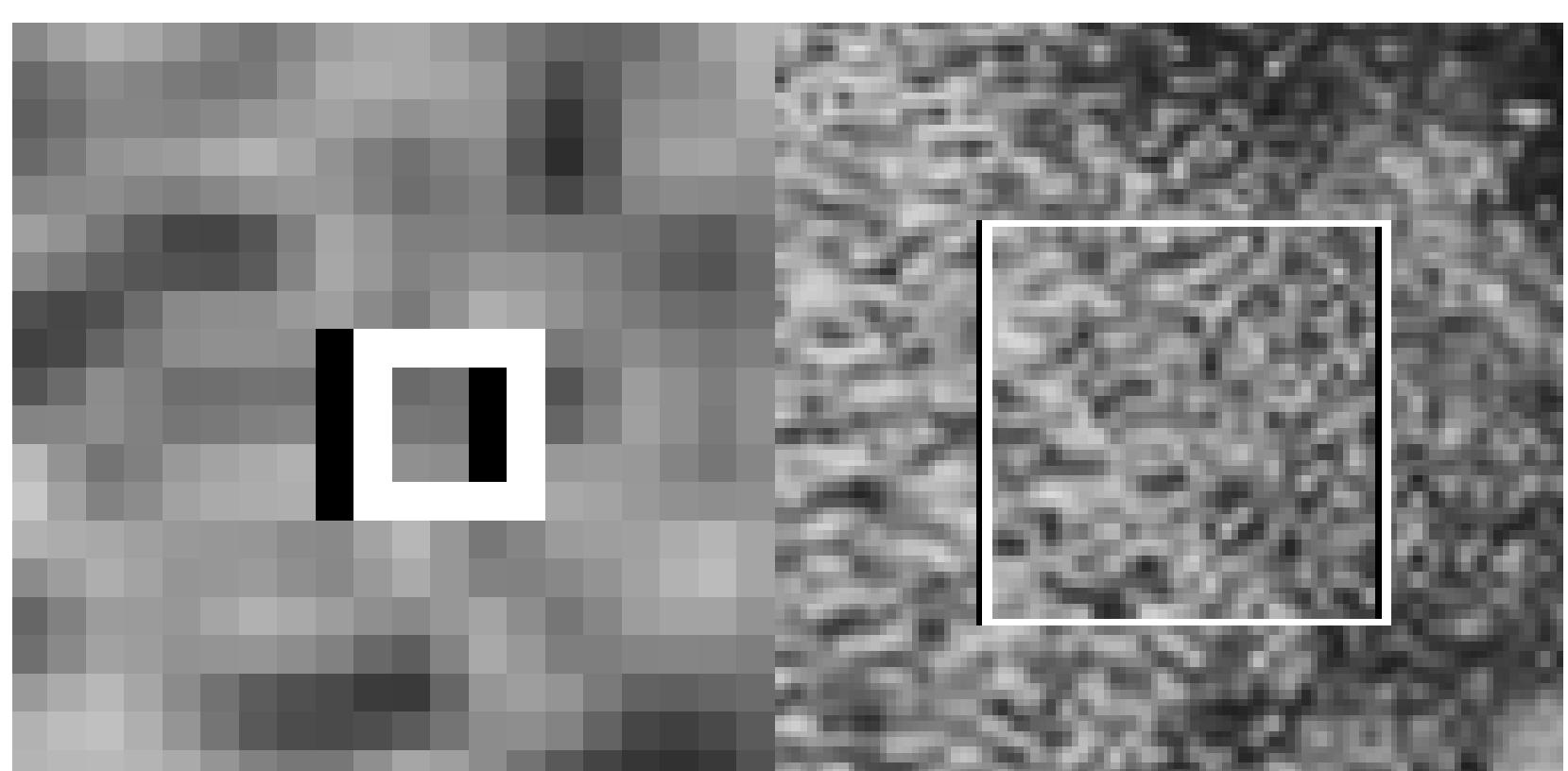


## 2. Why this atypical blur behaviour?

$$BF[I]_p = \frac{\sum_{q \in S} G_{\sigma_s}(\|p - q\|) G_{\sigma_r}(|I_p - I_q|) I_q}{\sum_{q \in S} G_{\sigma_s}(\|p - q\|) G_{\sigma_r}(|I_p - I_q|)}$$

$$BF[I]_p = \frac{\sum_{q \in S} G_{\sigma_r}(|I_p - I_q|) I_q}{\sum_{q \in S} G_{\sigma_r}(|I_p - I_q|)}$$

1. High  $\sigma_s$  simplifies the formula.

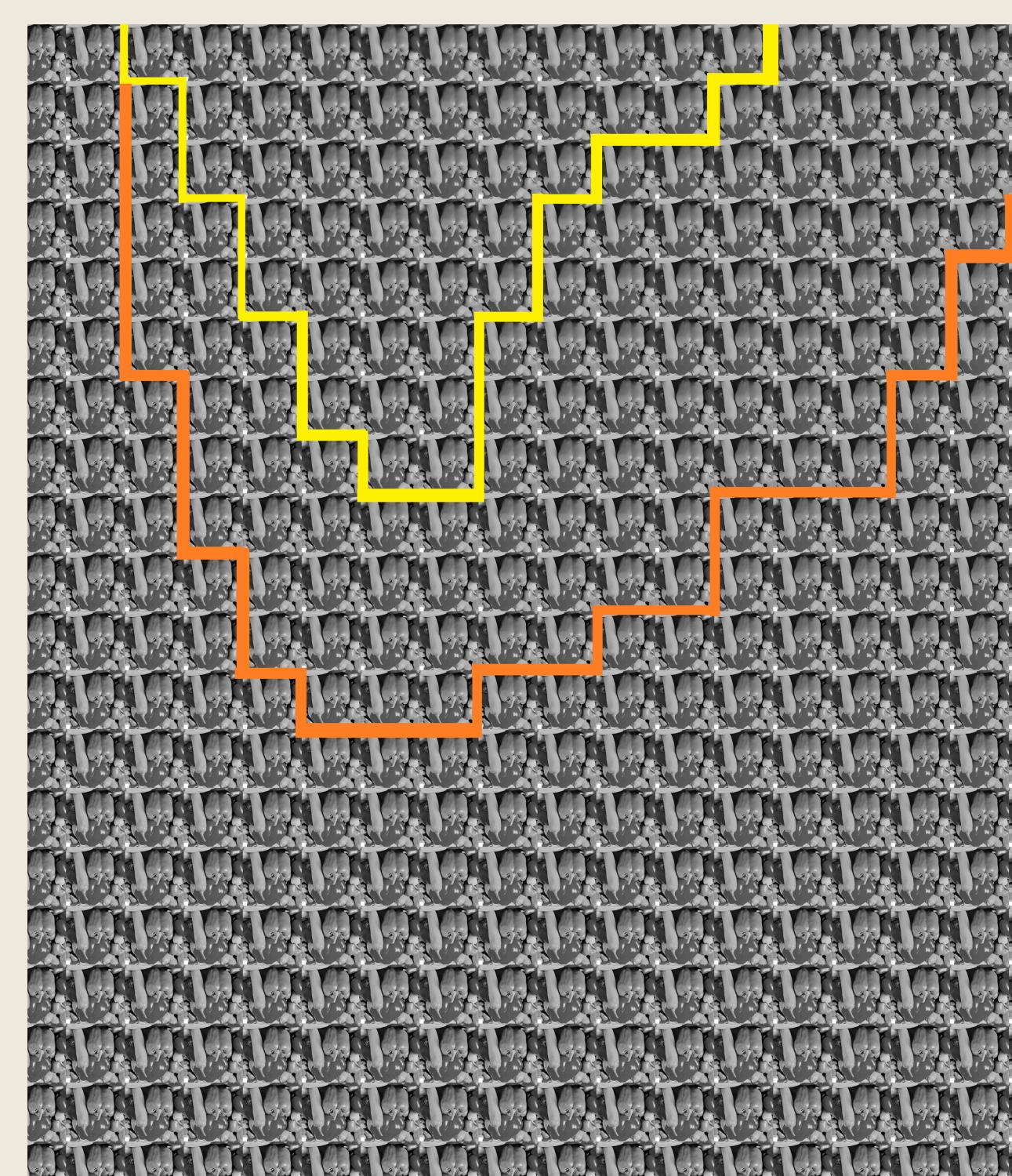


2. Large adjacent neighbourhoods are more similar than small adjacent neighbourhoods.

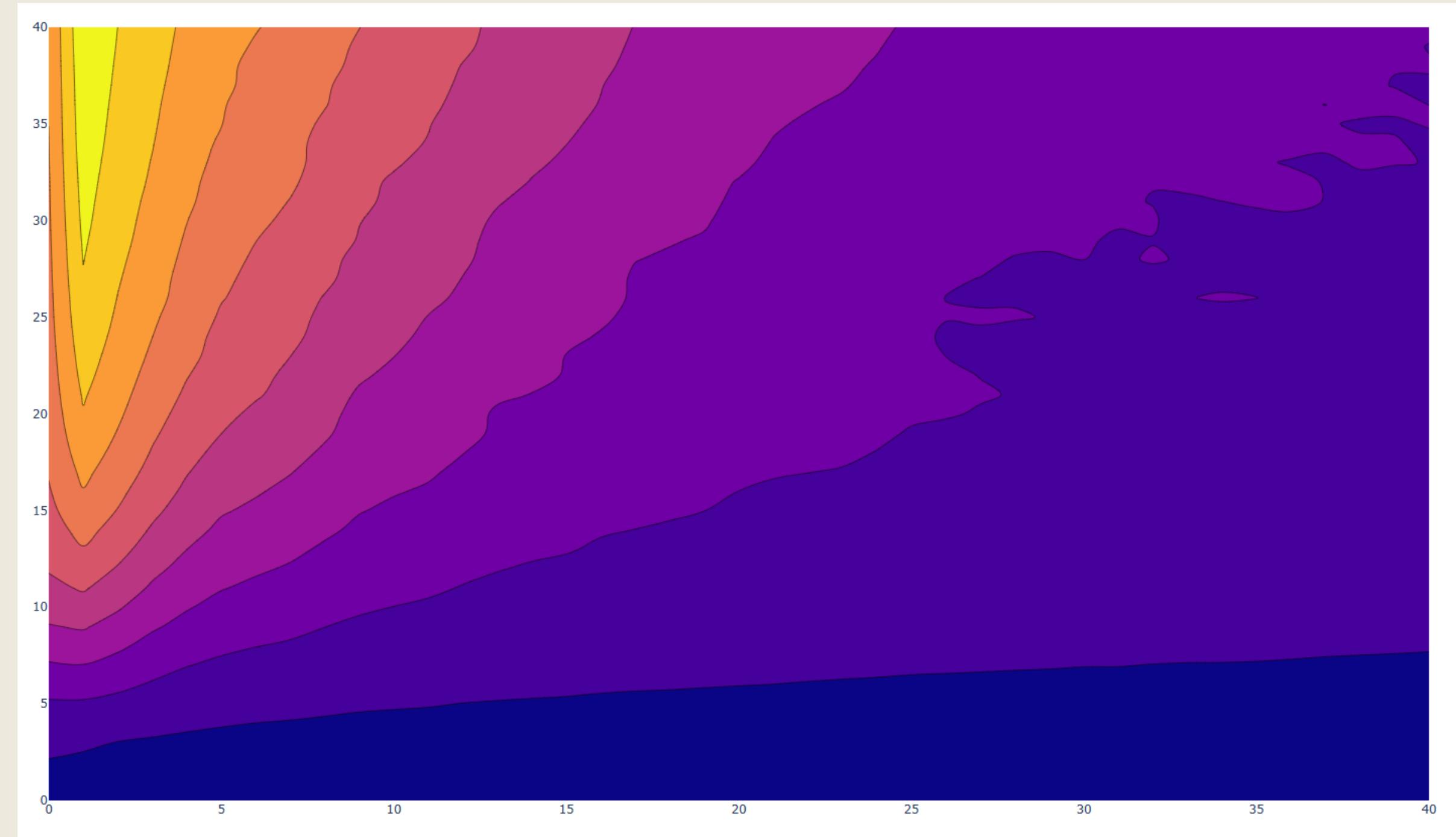
$$GB[I]_p = \frac{\sum_{q \in S} G_{\sigma}(\|p - q\|) I_q}{\sum_{q \in S} G_{\sigma}(\|p - q\|)}$$

3.  $\|p - q\|$  is small for neighbouring p and q.  $|I_p - I_q|$  does not have to be small.

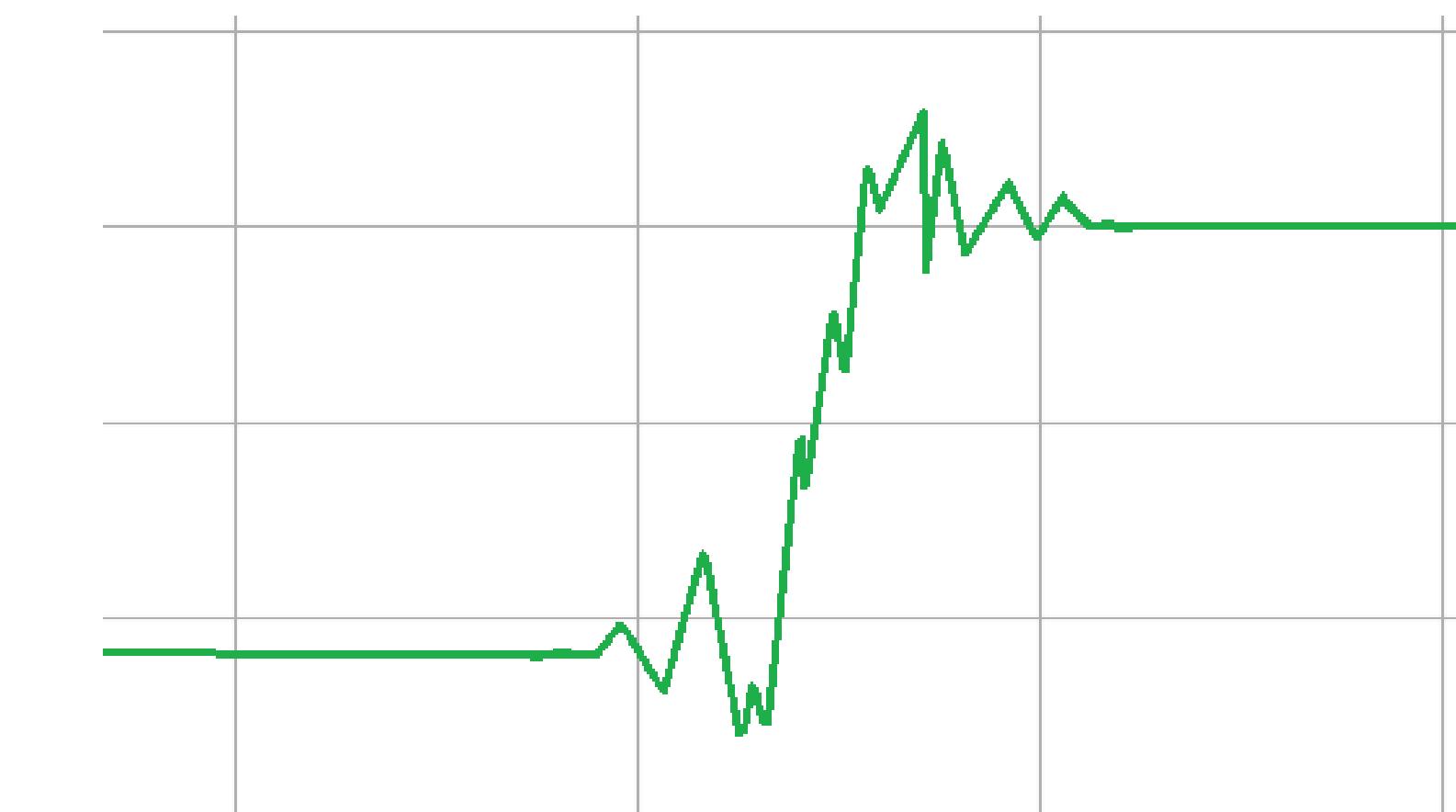
## 3. Measuring blur



1. Contour lines grouping images with similar perceived blur together. Image inside the yellow contour lines are the most blurred.



## 5. Edge aware algorithm



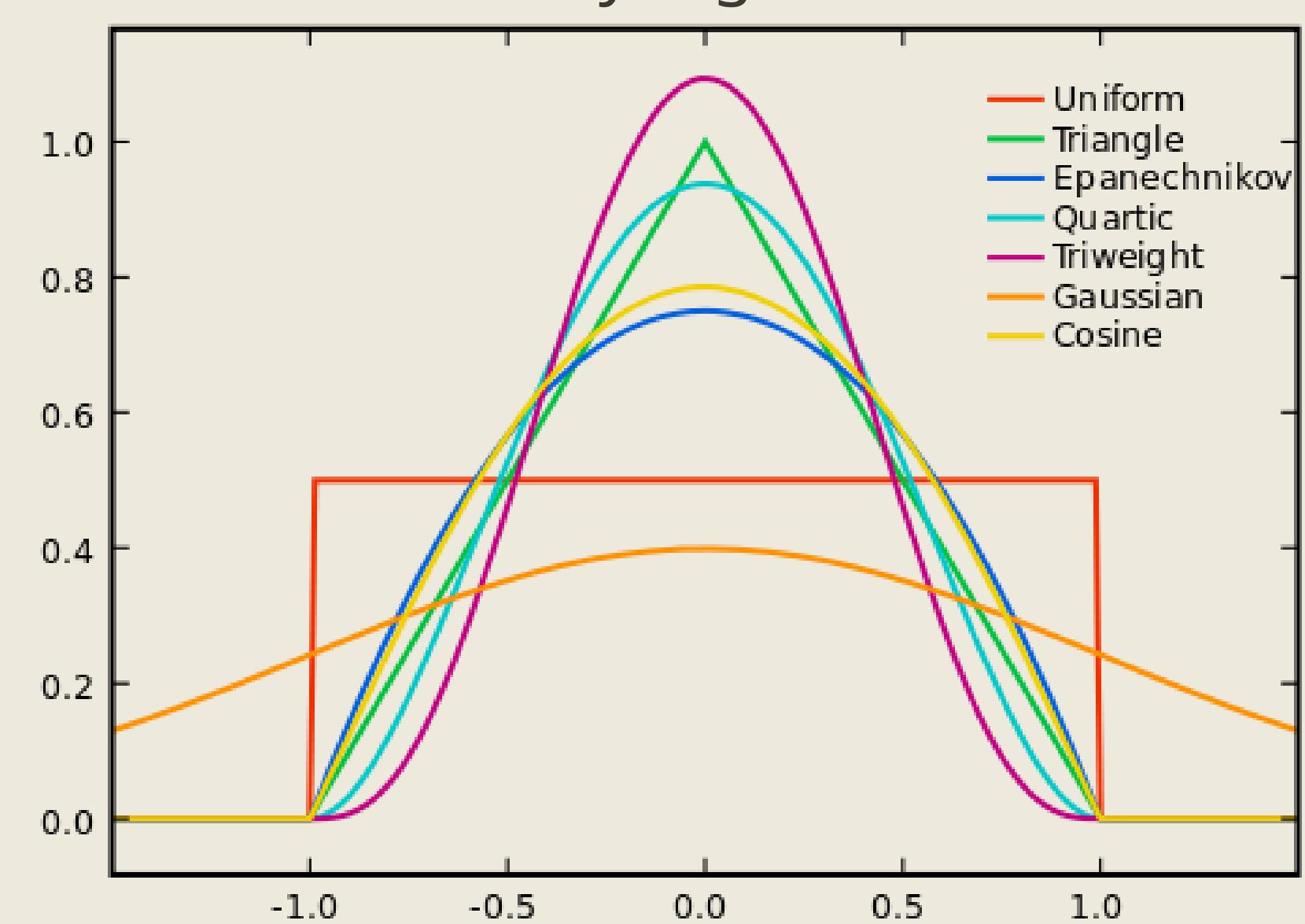
1. Idea: lower or near edges higher or in other regions.



2. Result: Artifacts near edges and not good looking

## 6. Conclusion

1. Brute force algorithm can be used to abstract away or parameter. However, it is not useful for very high kernel sizes.



2. Recommended to investigate behaviour with different range kernels. Implementing better edge detection might improve second algorithm.

## 7. Sources

- Mandrill image:  
Unknown. Baboon (mandrill) image, n.d.  
Retrieved from USC-SIPI Image Database.
- Peppers image:  
Unknown. Peppers image, n.d. Retrieved from USC-SIPI Image Database.