Smoothing Filters

Blurring

Smoothing

- Smoothing filter will blur the image.
- Each pixel in the image is mixed in with its surrounding pixel intensities. This mixture of pixels in a neighborhood becomes our blurred pixel.
- This effect is quite helpful while performing image processing tasks.

Types of Smoothing Filters

- 1. Averaging
- 2. Median
- 3. Gaussian
- 4. Bilateral

Averaging

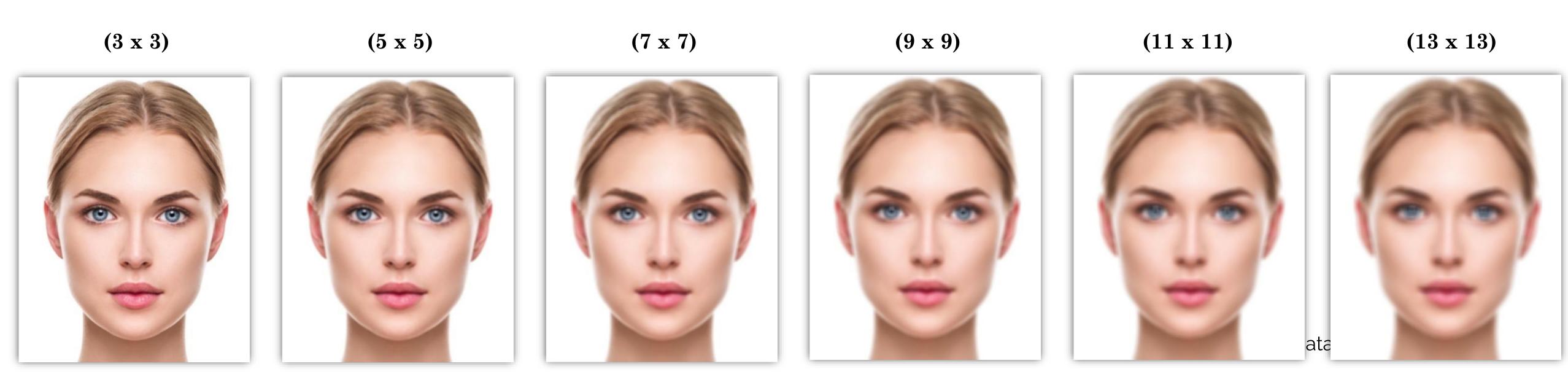
Smoothing Filter

Averaging Blur

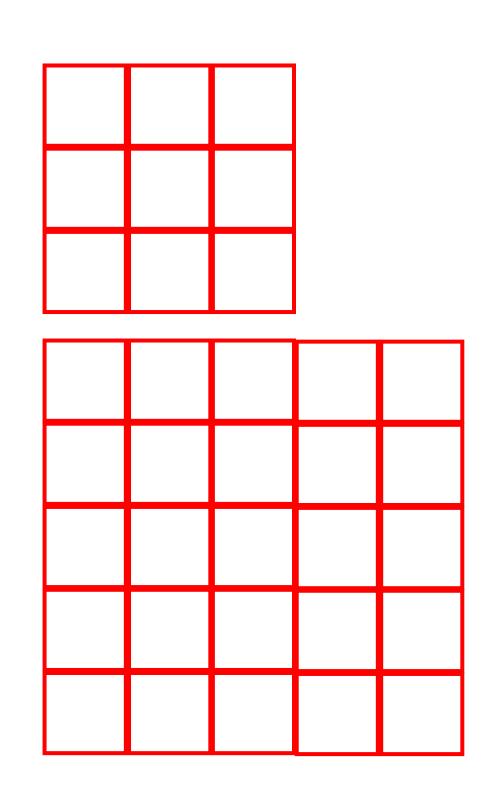
- Step-1: Define $k \times k$ sliding window on top of the image.
 - k is always odd number
- Step-2: Slide the window from left to right and top to bottom
- Step-3: For each stride (usually stride =1), pixel at the center of the matrix is **average** of pixels surrounding it.

If size of sliding window increases blur effect increases





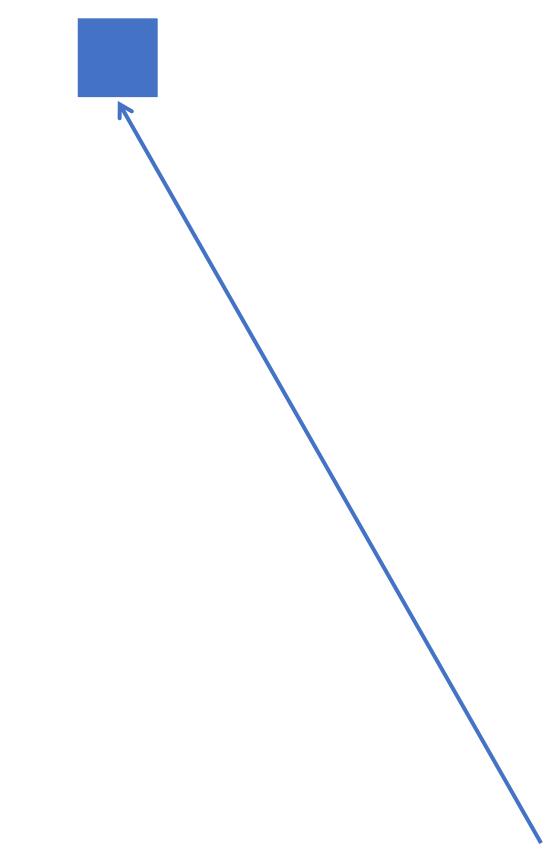
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200	102	16	56	28	67	240	190	63	09
27	212	23	36	82	55	156	18	70	65
200	100	73	60	82	76	250	189	212	120
130	102	16	56	28	67	240	190	63	189
19	212	23	36	82	55	156	18	70	82
108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
200	212	23	36	82	55	156	18	70	198
35	100	73	60	82	76	250	189	212	31





20	100	73	60	82	76	250	189	212	56
200	102	16	56	28	67	240	190	63	09
27	212	23	36	82	55	156	18	70	65
200	100	73	60	82	76	250	189	212	120
130	102	16	56	28	67	240	190	63	189
19	212	23	36	82	55	156	18	70	82
108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
200	212	23	36	82	55	156	18	70	198
35	100	73	60	82	76	250	189	212	31

20	100	73	60	82	76	250	189	212	56
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130	102	16	56	28	67	240	190	63	189
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108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
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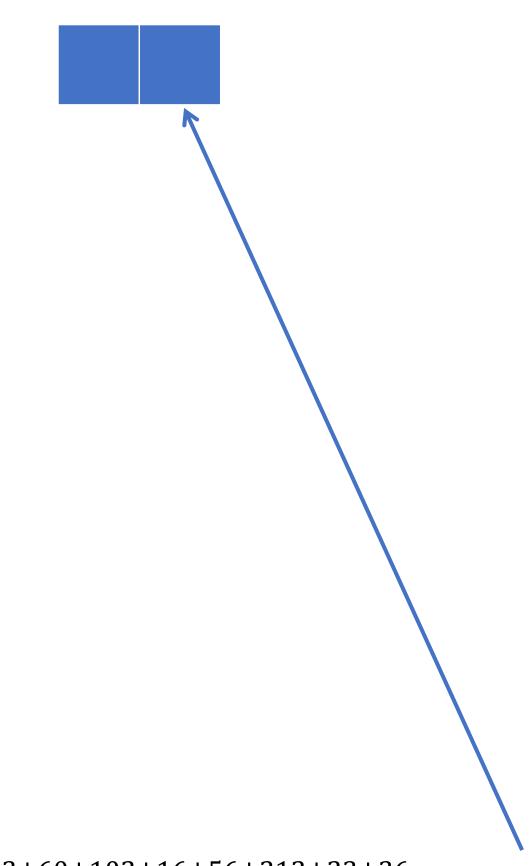


Average =

 $\frac{20+100+73+200+102+16+27+212+23}{20+100+73+200+102+16+27+212+23} = 85$



\longrightarrow									
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200	102	16	56	28	67	240	190	63	09
27	212	23	36	82	55	156	18	70	65
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19	212	23	36	82	55	156	18	70	82
108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
200	212	23	36	82	55	156	18	70	198
35	100	73	60	82	76	250	189	212	31



Average =

 $\frac{100+73+60+102+16+56+212+23+36}{9} = 75$

Stride = 1	1
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	\longrightarrow				_				
20	100	73	60	82	76	250	189	212	56
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27	212	23	36	82	55	156	18	70	65
200	100	73	60	82	76	250	189	212	120
130	102	16	56	28	67	240	190	63	189
19	212	23	36	82	55	156	18	70	82
108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
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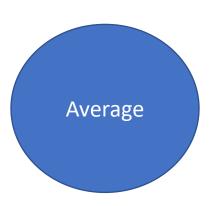


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200	100	73	60	82	76	250	189	212	120
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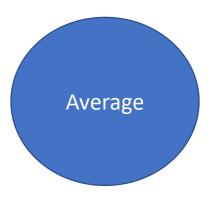


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108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
200	212	23	36	82	55	156	18	70	198
35	100	73	60	82	76	250	189	212	31



				\longrightarrow					
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200	102	16	56	28	67	240	190	63	09
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200	100	73	60	82	76	250	189	212	120
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108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
200	212	23	36	82	55	156	18	70	198
35	100	73	60	82	76	250	189	212	31



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	LI	ı			_

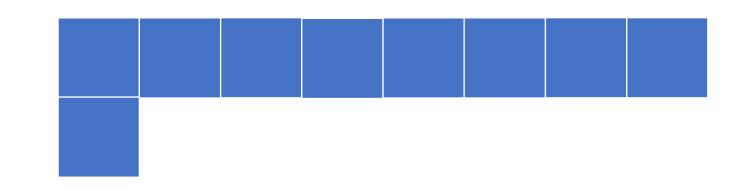
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35	100	73	60	82	76	250	189	212	31



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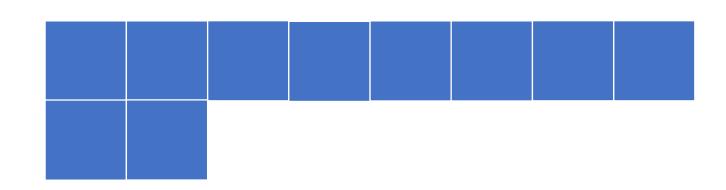


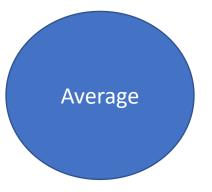
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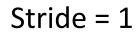




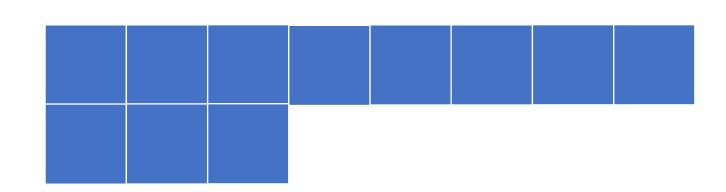
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200	102	16	56	28	67	240	190	63	09
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108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
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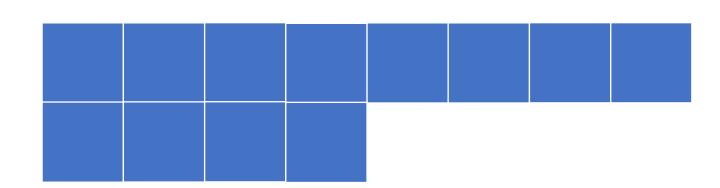


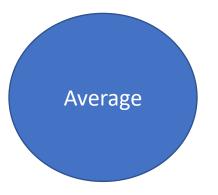
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108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
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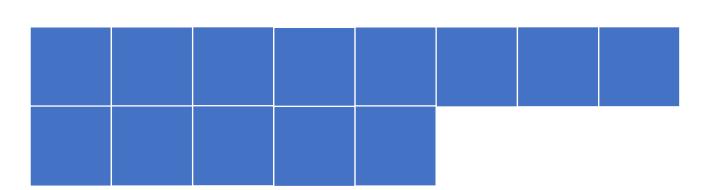
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108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
200	212	23	36	82	55	156	18	70	198
35	100	73	60	82	76	250	189	212	31





Stride = 1

			\longrightarrow	•					
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200	102	16	56	28	67	240	190	63	09
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200	100	73	60	82	76	250	189	212	120
130	102	16	56	28	67	240	190	63	189
19	212	23	36	82	55	156	18	70	82
108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
200	212	23	36	82	55	156	18	70	198

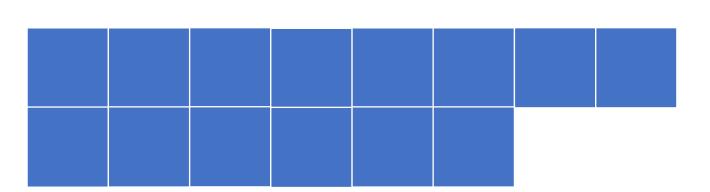


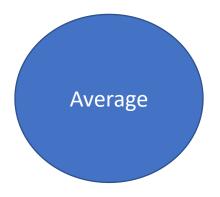


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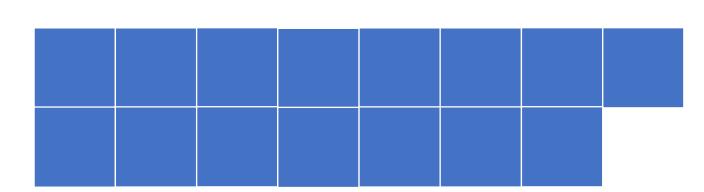
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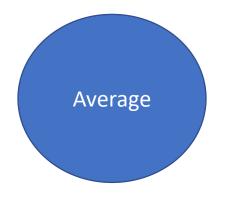
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108	100	73	60	82	76	250	189	212	19
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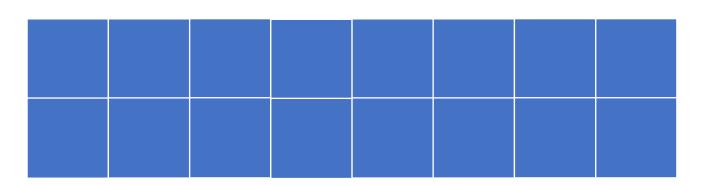


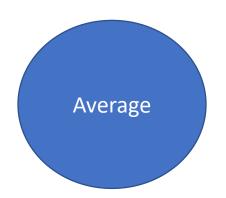
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108	100	73	60	82	76	250	189	212	19
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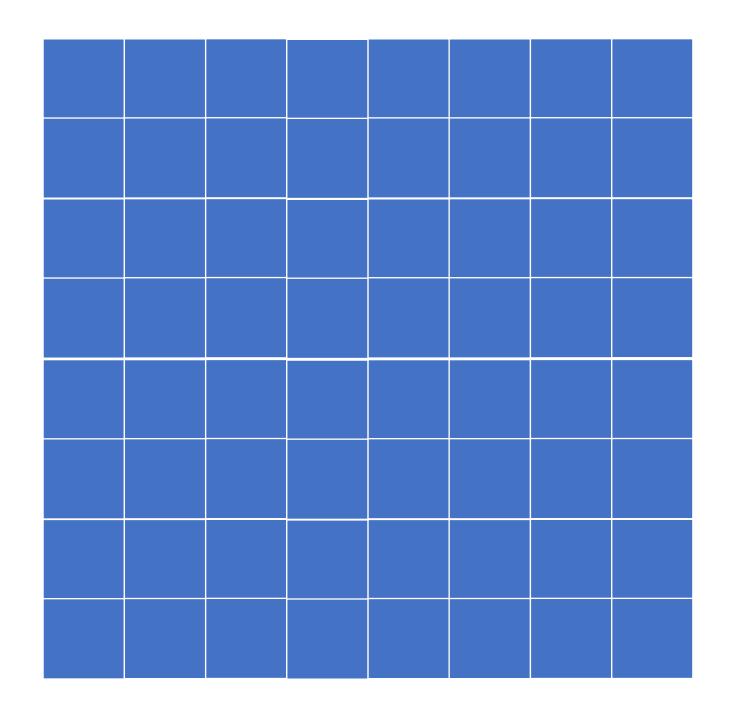


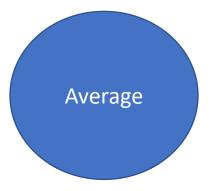
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200	102	16	56	28	67	240	190	63	09
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200	100	73	60	82	76	250	189	212	120
130	102	16	56	28	67	240	190	63	189
19	212	23	36	82	55	156	18	70	82
108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
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35	100	73	60	82	76	250	189	212	31



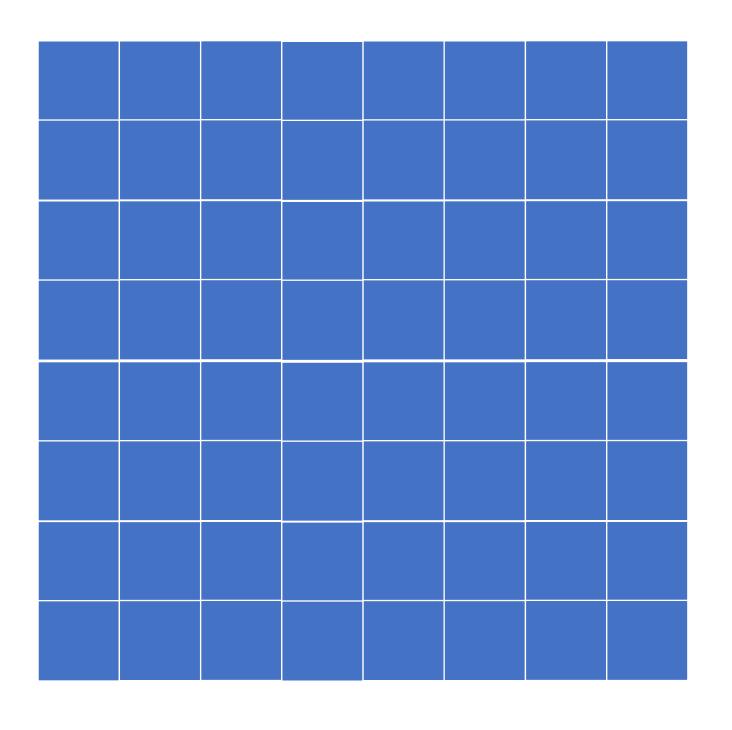


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200	102	16	56	28	67	240	190	63	09
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130	102	16	56	28	67	240	190	63	189
19	212	23	36	82	55	156	18	70	82
108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
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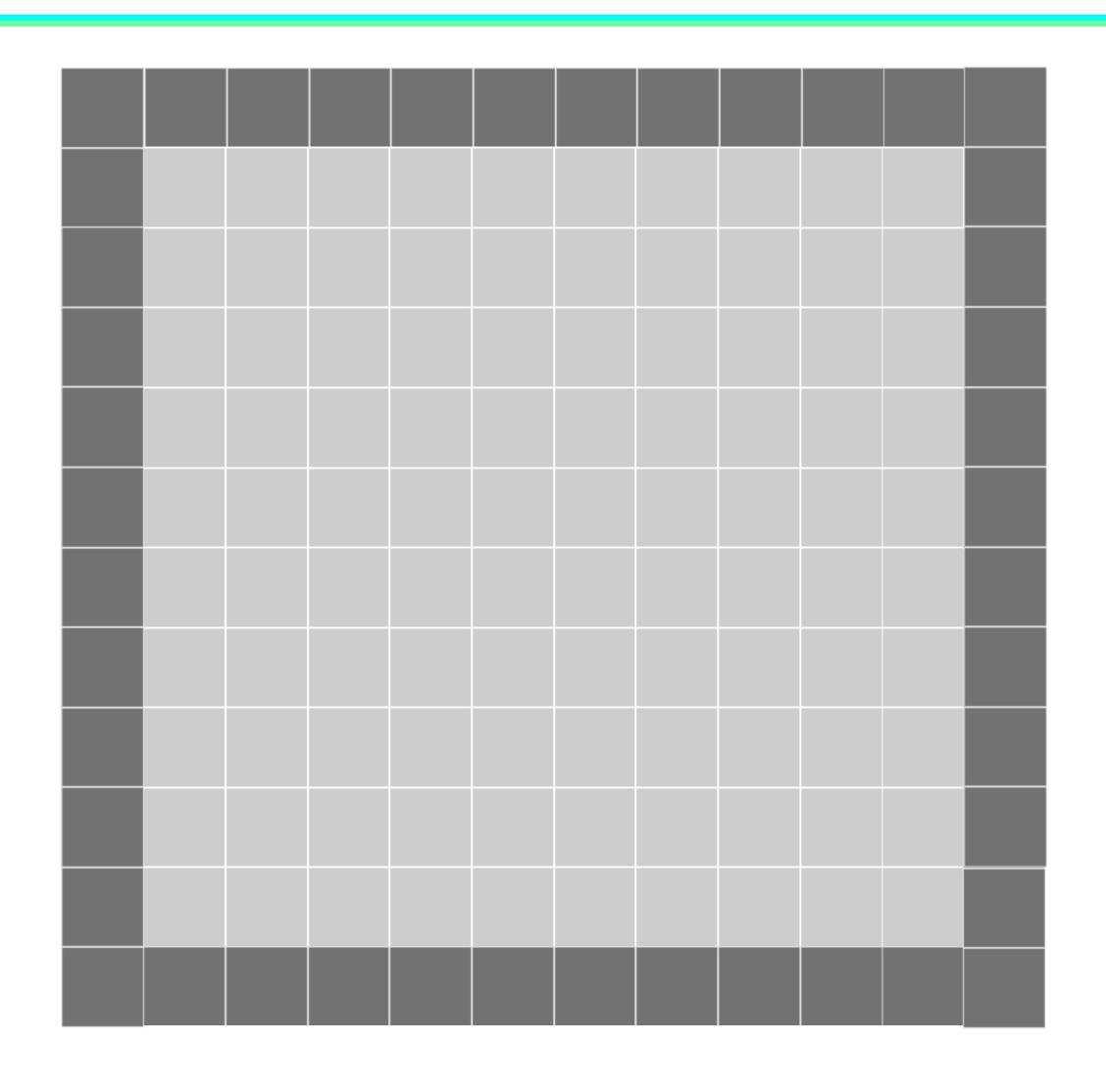




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108	100	73	60	82	76	250	189	212	19
123	102	16	56	28	67	240	190	63	165
200	212	23	36	82	55	156	18	70	198
35	100	73	60	82	76	250	189	212	31



Padding to Retail the W & H



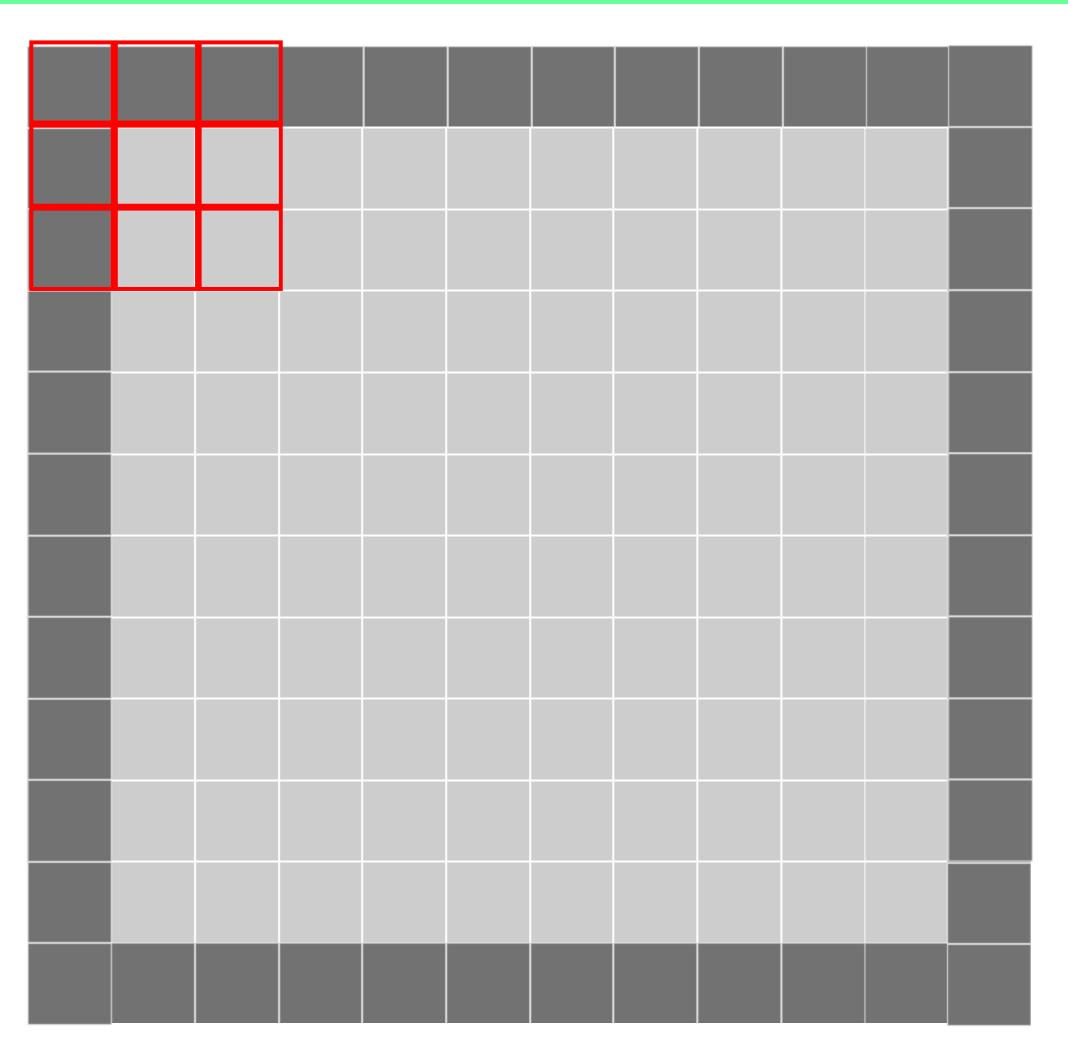
Same Padding

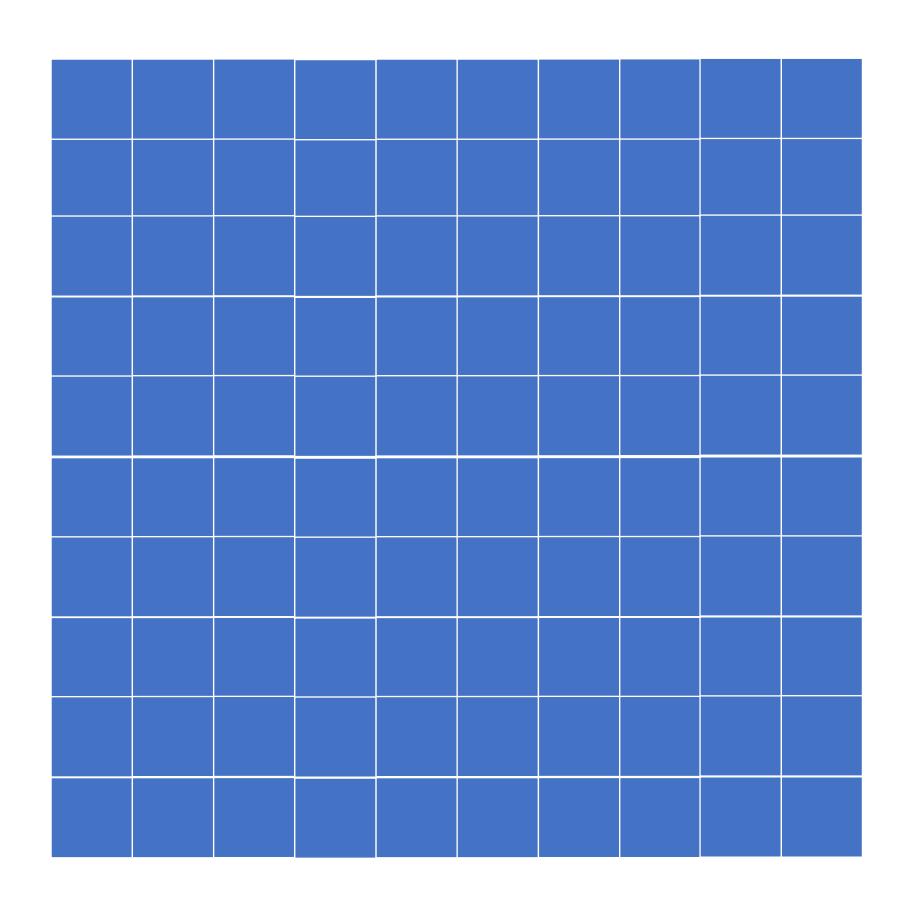
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	27									65	
	200									120	
	130									189	
	19									82	
	108									19	
	123									165	
	200									198	
3333	35	100	73	60	82	76	250	189	212	31	

Same Padding or Zero Padding

0	0	0	0	0	0	0	0	0	0	0	0
0	20	100	73	60	82	76	250	189	212	56	0
0	200									09	0
0	27									65	0
0	200									120	0
0	130									189	0
0	19									82	0
0	108									19	0
0	123									165	0
0	200									198	0
0	35	100	73	60	82	76	250	189	212	31	0
0	0	0	0	0	0	0	0	0	0	0	0

Apply Convolve







Average Blur in OpenCV

cv2.blur(src,ksize)

Next

Average Blur OpenCV Python