## **Digital Image Processing Project 3**

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(a) Source Code

```
import os
import argparse
import cv2
import numpy as np
import numpy.fft as fft
import matplotlib.pyplot as plt
from numpy.fft import ifft2, ifft, fft2, fftshift, ifftshift
def check_folder(path):
   if not os.path.exists(path):
       os.makedirs(path)
   return path
def fft_2d(img, n_x, n_y):
   Parameters
   f = np.fft.fft2(img,(n_x, n_y))
   fshift = np.fft.fftshift(f)
   return fshift
```

```
def ifft_2d(img):
   Parameters
   fshift = np.fft.ifftshift(img)
   result = np.fft.ifft(fshift)
   return result
def calMeanVar(img):
   hist, pixel_value = np.histogram(img, 256, [0,256], density=True)
   mean = np.sum(hist * pixel_value[:-1])
   var = np.sum((pixel_value[:-1] - mean)**2 * hist)
   return mean, var
def generate_GLPF(shape=(800, 800), d_0=100):
   Parameters
```

```
m, n = shape
   x = np.linspace(0, m, num=m)
   y = np.linspace(0, n, num=n)
   xv, yv = np.meshgrid(x, y, sparse=False)
   h = np.exp(-((xv - m/2)*(xv - m/2) + (yv - n/2)*(yv - n/2)) / (2. *
d_0 * d_0) )
   return h
def save_img(src, title, save_path):
   global SAVE
   plt.figure()
   plt.imshow(np.real(src), cmap="gray")
   plt.title(title)
   plt.axis("off")
   if (os.path.exists(save_path + title + ".png")):
       return
   if SAVE:
       check_folder((save_path))
       plt.savefig(save_path + title + ".png", dpi=200,
bbox_inches='tight')
def save_hist(src, title, save_path):
   global SAVE
   plt.figure()
   plt.hist(np.real(src).ravel(), 256, [0, 256])
   plt.title(title)
   plt.xlabel("Brightness")
   if (os.path.exists(save_path + title + "-histogram.png")):
       return
   if SAVE:
       check_folder((save_path))
       plt.savefig(save_path + title + "-histogram.png", dpi=200,
bbox_inches='tight')
```

```
def AlphaTrimFilter(img, n, alpha):
   v = int((n - 1) / 2)
   pad_img = np.pad(img, pad_width=v)
   vector_i = []
   for i in range(0, img.shape[0]):
       vector_j = []
       for j in range(0, img.shape[1]):
           block = pad_img[i:i+n, j:j+n]
           vector_j.append(block.flatten())
       vector_i.append(vector_j)
   final = np.array(vector_i).reshape(img.shape[0], img.shape[1], n**2)
   final = np.sort(final, axis=-1)
   result_img = np.mean(final[:,:, (alpha // 2): -(alpha // 2)], axis=-
1)
   return result_img
```

```
def inverse_filter(image, filter):
   Params
   return ifft2(ifftshift((fftshift(fft2(image)) * (1 / filter))))
def main():
   image = cv2.imread('Kid2_degraded.tiff', 0)
   denoise_img = AlphaTrimFilter(image, 5, 16)
   glpf = generate_GLPF((image.shape[0],image.shape[1]), 250)
   recover_result = inverse_filter(denoise_img, glpf)
   noise = image -(denoise_img)
   mean, var = calMeanVar(noise)
   print("======Parameters of Noise Model======="")
   print(f'mean = \{mean:.4f\}, variance = \{var:.4f\}')
   save_img(image, "Original image", 'results/')
   save_hist(image, 'Original_image', 'results/')
   save_img(denoise_img, 'Denoise image', 'results/')
   save_hist(denoise_img, "denoise_image", 'results/')
```

```
save_img(recover_result, "Deconvolution image", 'results/')
save_hist(recover_result, "Deconvolution result_histogram",
'results/')

save_hist(noise, "Noise", 'results/')

plt.show()

if __name__ == "__main__":
    parser = argparse.ArgumentParser()
    parser.add_argument("--save", help="Whether to save the image",
action="store_true")
    args = parser.parse_args()
    SAVE = args.save
    main()
```

## Result of noise model and model parameters

Model: pepper and salt noise model

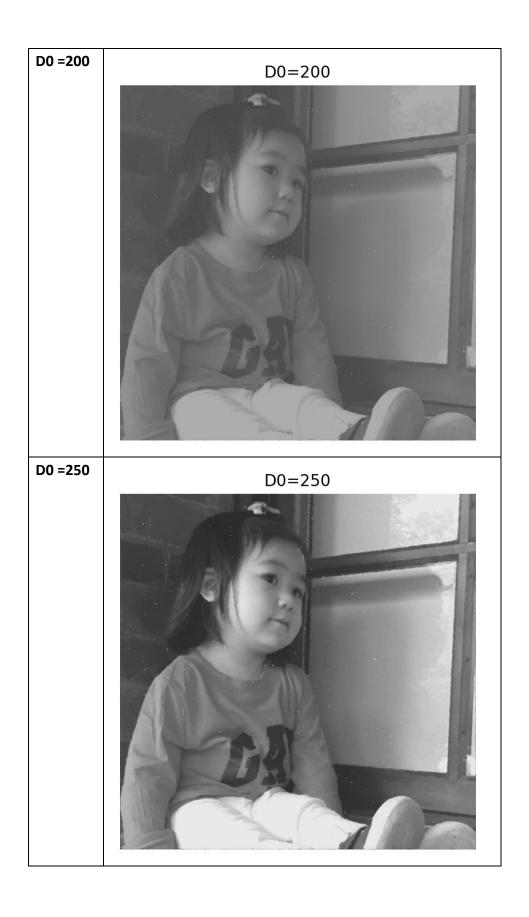
```
======Parameters of Noise Model=======
mean = 43.8152, variance = 5811.7549
```

Denoised image by alpha-trimmed mean filter using 5x5 mask and alpha=16



## Image reconstructed by estimated inverse filter





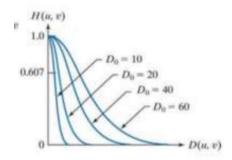
## Describe the parameters used for deconvolution, including D0 of the inverse filter as well as the order n and cutoff frequency of Butterworth LPF Ans:

We first assume the degradation model is Gaussian model. Then if we apply the Inverse Gaussian filter to the image, we would get the good result, which means the image would look more close to the original one.

D0 determined the variance of the gaussian filter, large D0 means the filter would cover more pixels, which means the image would me more clear. Instead if we choose small D0 then the blur effect would be more heavily.

In here, since the original degradation image is not that blurred, so if we choose the small D0 we would get bad result, we should choose the large D0 to get the better result like the D0=250's result.

$$H(u,v) = e^{-\frac{D^2(u,v)}{2\sigma^2}} \xrightarrow{\sigma=D_0} H(u,v) = e^{-\frac{D^2(u,v)}{2D_0^2}}$$



Cross sections for  $D_0=10, 20, 40, 100$