Digital Image Processing

Spatial Filtering

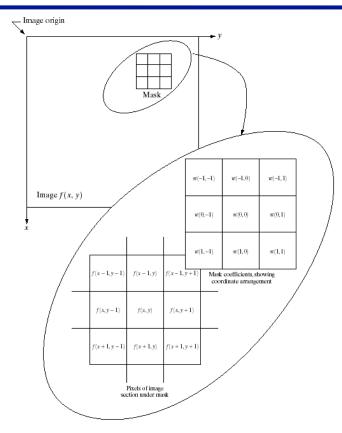
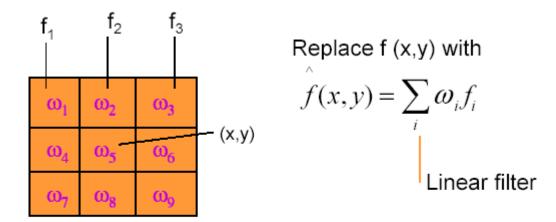


FIGURE 3.32 The mechanics of spatial filtering. The magnified drawing shows a 3 × 3 mask and the image section directly under it; the image section is shown displaced out from under the mask for ease of readability.

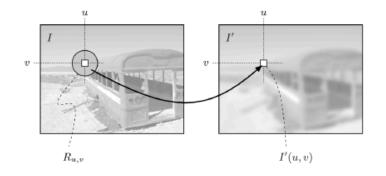
Spatial Filtering



LPF: reduces additive noise→ blurs the image

sharpness details are lost (Example: Local averaging)

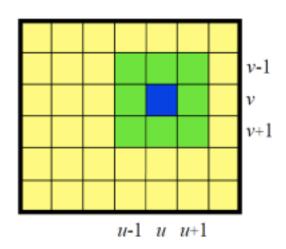
Spatial Filtering



$$I'(u,v) \leftarrow \frac{p_0 + p_1 + p_2 + p_3 + p_4 + p_5 + p_6 + p_7 + p_8}{9}$$

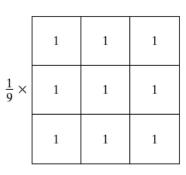
$$\begin{array}{c} I'(u,v) \, \leftarrow \frac{1}{9} \cdot [\, I(u-1,v-1) \, \, + I(u,v-1) \, + I(u+1,v-1) \, + \\ I(u-1,v) \, \, + I(u,v) \, \, + I(u+1,v) \, \, + \\ I(u-1,v+1) \, + I(u,v+1) \, + I(u+1,v+1) \,] \end{array}$$

$$I'(u,v) \leftarrow \frac{1}{9} \cdot \sum_{j=-1}^{1} \sum_{i=-1}^{1} I(u+i,v+j)$$



Source https://web.cs.wpi.edu/~emmanuel/courses/cs545/S14/slides/lecture04.pdf Digital Image Processing

Spatial Filtering

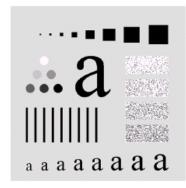


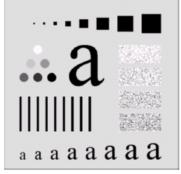
	1	2	1
1 16 ×	2	4	2
	1	2	1

a b

FIGURE 3.34 Two 3 × 3 smoothing (averaging) filter masks. The constant multipli er in front of each mask is equal to the sum of the values of its coefficients, as is required to compute an average.

Spatial Filtering: Neighborhood Averaging



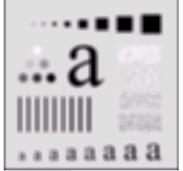






a b

FIGURE 3.35 (a) Original image, of size 500×500 pixels. (b)–(f) Results of smoothing with square averaging filter masks of sizes n=3,5,9,15, and 35, respectively. The black squares at the top are of sizes 3,5,9,15,25,35,45, and 55 pixels, respectively; their borders are 25 pixels apart. The letters at the bottom range in size from 10 to 24 points; in increments of 2 points; the large letter at the top is 60 points. The vertical bars are 5 pixels wide and 100 pixels high; their separation is 20 pixels. The diameter of the circles is 25 pixels, and their borders are 15 pixels apart; their gray levels range from 0% to 100% black in increments of 20%. The background of the image is 10% black. The noisy rectangles are of size 50×120 pixels.

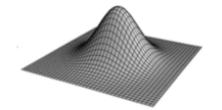




Spatial Filtering

$$G_{\sigma}(r) = e^{-\frac{r^2}{2\sigma^2}}$$

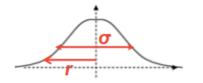
$$G_{\sigma}(r) = e^{-\frac{r^2}{2\sigma^2}}$$
 or $G_{\sigma}(x,y) = e^{-\frac{x^2+y^2}{2\sigma^2}}$



- where
 - σ is width (standard deviation)

Gaussian Filter

r is distance from center



0	1	2	1	0
1	3	5	3	1
2	5	9	5	2
1	3	5	3	1
0	1	2	1	0

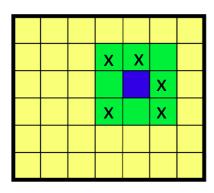
Gaussian filter

Spatial Filtering: Neighborhood Averaging

Data validation: Do not consider the pixels which do not have "valid" values.

Replace values which are not valid by considering the average

of valid values.



x: valid

Median Filter

```
Replace f(x,y) with median [f(x', y')]
(x', y') \mathcal{E} neighbourhood
```

- Useful in eliminating intensity spikes. (salt & pepper noise)
- · Better at preserving edges.

Example:

10	20	20
20	15	20
25	20	100

Median=20

So replace (15) with (20)

Median Filter

Original image





Noised image





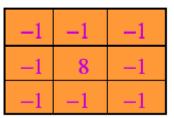


Median filter

Sharpening Filter

- Enhance finer image details (such as edges)
- Detect region /object boundaries.

Example:



Highboost Filter

0	-1	0	-1	-1	-1
-1	A + 4	-1	-1	A + 8	-1
0	-1	0	-1	-1	-1

a b

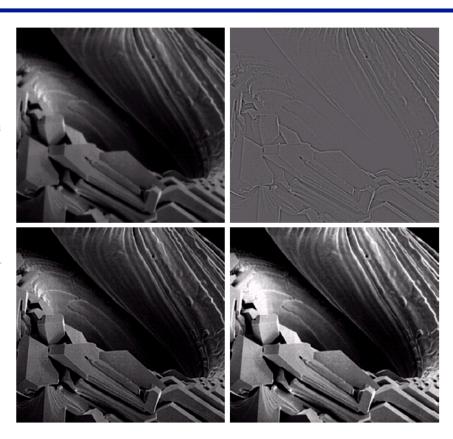
FIGURE 3.42 The high-boost filtering technique can be implemented with either one of these masks, with $A \ge 1$.

Highboost Filter

a b c d

FIGURE 3.43

(a) Same as Fig. 3.41(c), but darker.
(a) Laplacian of
(a) computed with the mask in Fig. 3.42(b) using A = 0.
(c) Laplacian enhanced image using the mask in Fig. 3.42(b) with A = 1. (d) Same as (c), but using A = 1.7.



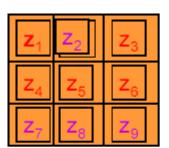
Gradient Filter

Gradient

$$\nabla f = \left[\frac{\partial f}{\partial x} \quad \frac{\partial f}{\partial y} \right]^{T}$$

$$\|\nabla f\| = \left[\left(\frac{\partial f}{\partial x} \right)^{2} + \left(\frac{\partial f}{\partial y} \right)^{2} \right]^{\frac{1}{2}}$$

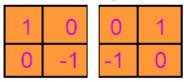
Gradient Filter



$$\left|\nabla f\right| \approx \left[\left(z_5 - z_8\right)^2 + \left(z_5 - z_6\right)^2 \right]^{1/2}$$

$$\left|\nabla f\right| \approx \left|z_5 - z_8\right| + \left|z_5 - z_6\right|$$

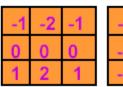
Robert's operator



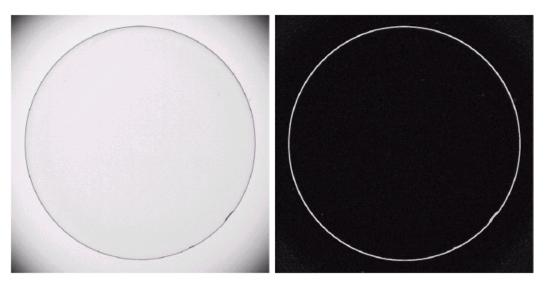
prewitt



Sobel's



Gradient Filter



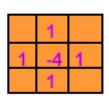
a b

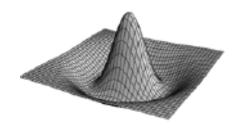
FIGURE 3.45

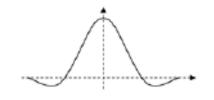
Optical image of contact lens (note defects on the boundary at 4 and 5 o'clock). (b) Sobel gradient. (Original image courtesy of Mr. Pete Sites, Perceptics Corporation.)

Laplace Filter

$$\nabla^2 f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2}$$







0	0	-1	0	0
0	-1	-2	-1	0
-1	-2	16	-2	-1
0	-1	-2	-1	0
0	0	-1	0	0