

# SIGNAL NOISE SEPARATION IN IMAGES



# Types of noise in images

- ▶ Salt and pepper noise
- ▶ Poisson noise
- ▶ Gaussian noise
- ▶ Speckle noise

The above are the most common forms of noises and do not form an exhaustive set .

# Salt and pepper noise

- ▶ Sparse disturbances in the image causing discoloration in few pixels.
- ▶ Caused during image capture with faulty charge coupled device or external factors like dust and smoke .
- ▶ Also called 'impulse noise'.
- ▶ Causes the image to have a grainy texture .

Image with salt and pepper noise



# Poisson noise

- ▶ Caused due to non uniform photon distribution at an exposure level.
- ▶ Dominant in the lighter parts of an image .
- ▶ Follows something called 'Poisson distribution'.
- ▶ Also called shot noise .

Image with Poisson noise





# Gaussian noise

- ▶ Cause – Poor illumination during captures or high temperatures.
- ▶ Most common observed distribution is Gaussian distribution
- ▶ Also called additive noise .
- ▶ Certain distribution is added to each pixel in this kind of noise .

**Image with Gaussian noise**



# Speckle noise

- ▶ Causes any distribution to be multiplied by each pixel in the image.
- ▶ Corrupts images like ultrasounds, laser or sonar etc.
- ▶ It is a kind of multiplicative noise .

Image with Speckle noise



# FILTERING TECHNIQUES

- ▶ Linear filters
- ▶ Min filter
- ▶ Max filter
- ▶ Median filter
- ▶ Wiener filter



# Mean filter

- ▶ Uses average of values .
- ▶ Used for reducing random noise, sharpening edges and correcting unequal illuminations.
- ▶ It gives an output pixel which is linear combination of values of pixels in input pixel's neighborhood.
- ▶ Procedure – Filtering with correlation of appropriate filter kernel .
- ▶ Output pixel is sum of neighboring pixels .



# Min filter

- ▶ Used to find darkest point in an image .
- ▶ Finds the minimum value encompassed and enhances dark areas of image .
- ▶ Reduces salt noise .

# Max filter

- ▶ Used to find brightest point in an image .
- ▶ Finds the maximum value in the area encompassed and enhances bright areas of image .
- ▶ Reduces pepper noise .

# Median filter

- ▶ Better for salt and pepper noise removal .
- ▶ Filters without the smoothing effects that can occur with other filters .
- ▶ Better for impulse type of noise .
- ▶ Also used as edge preserving filter at low levels of noise.

# Wiener filter

- ▶ It is a type of adaptive filter .
- ▶ Performs smoothing as little or more depending on variance .
- ▶ It preserves edges and high frequency parts of images .
- ▶ More selective than a linear filter .
- ▶ Provides a statistical estimate of unknown signal; by using a relative signal as input and known signal to produce an estimate as output .



# Inpainting method

- ▶ Used for restoration of particular parts of image .
- ▶ Uses the neighboring parts of image to fill in the gaps created .
- ▶ Based on geometric approach for filling in missing information.
- ▶ It approximates signals with the adjacent or neighboring pixel values.

# RESULTS

# Conclusions

- ▶ Min filter works well for salt noise whereas max filter works for pepper noise .
- ▶ Median filter works very well for salt and pepper and poisson noise .
- ▶ Mean filter worked well for poisson noise.
- ▶ Weiner worked very well for poisson noise .
- ▶ When region of interest is similar to neighboring parts , inpainting works very well .