Medical Image Analysis and Processing

Image Noise Filtering – Point Esimation

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Main Category

- > Point Estimation Methods
- > Transform Domain Methods
- > Total Variation Approach
- > Diffusion Anisotropic Filtering
- > Machine Learning

> Noisy Image Model:

$$g(X) = f(X) + n(X)$$

- \Rightarrow g: Noisy Observation
- >f: Clean Image
- > n: additive noise:
 - -Zero mean and known variance (σ^2)
 - *−i.i.d* (independent identical distribution)
 - -Uncorrelated
- X: Pixel Position, $X=(x_i,y_i)$

> Problem Formulation:

$$g(X) = f(X) + n(X)$$

$$\hat{f}(X) = \underset{f(X)}{\operatorname{argmin}} \left\{ \int_{\Omega} (g(Y) - f(X))^{2} K(X, Y; g(X), g(Y)) dY \right\}$$

 $\rightarrow \Omega$: Image Domain (\mathbb{R}^2)

 \rightarrow *K*: Symmetric, Positive, and Monomodal Kernel

X, Y: Pixel Position (\mathbb{R}^2),

> Problem Formulation (Continuous Case):

$$\frac{\partial}{\partial f} \left\{ \int_{\Omega} (g(Y) - f(X))^2 K(X, Y; g(X), g(Y)) dY \right\} = 0$$

$$\Rightarrow -2 \int_{\Omega} (g(Y) - f(X)) K(X, Y; g(X), g(Y)) dY = 0$$

$$\therefore \hat{f}(X) = \frac{\int_{\Omega} g(Y) K(X, Y; g(X), g(Y)) dY}{\int_{\Omega} K(X, Y; g(X), g(Y)) dY}$$

> Problem Formulation (Discrete Case):

$$\hat{f}(X) = \frac{\sum_{Y \in \Omega} g(Y) K(X, Y; g(X), g(Y))}{\sum_{Y \in \Omega} K(X, Y; g(X), g(Y))}$$

> Formulation (Gaussian):

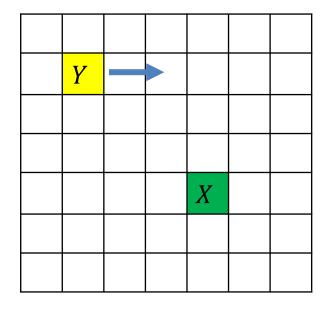
$$K(X,Y;g(X),g(Y)) = K(X,Y) = \exp\left(-\frac{\|X-Y\|_2^2}{2h_X^2}\right) = G_{h_X}(\|X-Y\|)$$

$$\hat{f}(X) = \frac{\sum_{Y \in \Omega} g(Y) \exp\left(-\frac{\|X - Y\|_2^2}{2h_X^2}\right)}{\sum_{Y \in \Omega} \exp\left(-\frac{\|X - Y\|_2^2}{2h_X^2}\right)} = \frac{\sum_{Y \in \Omega} g(Y) G_{h_X}(\|X - Y\|)}{\sum_{Y \in \Omega} G_{h_X}(\|X - Y\|)}$$

> Local Weighted Means (Averaging/Smoothing)!

$$\hat{f}(X) = \frac{\sum_{Y \in \Omega} g(Y) G_{h_X}(\|X - Y\|)}{\sum_{Y \in \Omega} G_{h_X}(\|X - Y\|)}$$

> Linear Filtering + Normalization

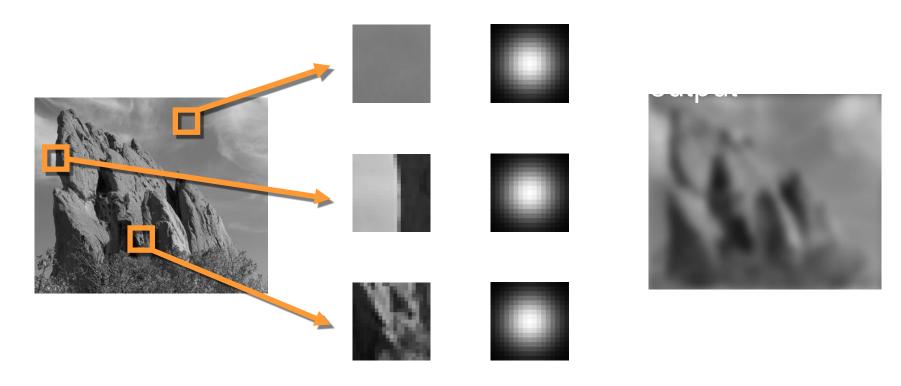


> Example:

$$\frac{1}{16} \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$

> Local Mean → Edge Blurring!

- > Blurring Comes from Blind Local Mean:
- > Same Gaussian kernel everywhere.



- > Formulation:
- > Idea: Edge Preserving via two spatial and gray level weight function

$$K(X,Y;g(X),g(Y)) = \exp\left(-\frac{\|X-Y\|_2^2}{2h_X^2}\right) \exp\left(-\frac{\|g(X)-g(Y)\|_2^2}{2h_g^2}\right)$$

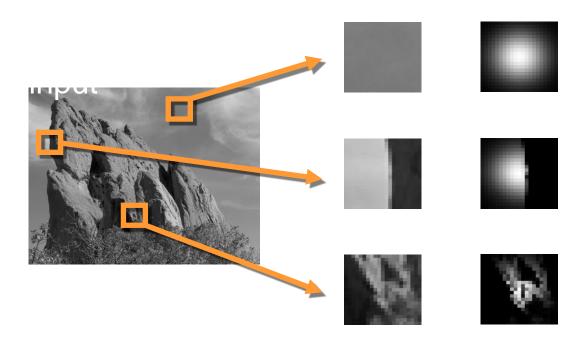
$$K(X,Y;g(X),g(Y)) = G_{h_X}(||X-Y||)G_{h_g}(||g(X)-g(Y)||)$$

> Formulation:

$$\hat{f}(X) = \frac{\sum_{Y \in \Omega} g(Y)G_{h_X}(\|X - Y\|)G_{h_g}(\|g(X) - g(Y)\|)}{\sum_{Y \in \Omega} G_{h_X}(\|X - Y\|)G_{h_g}(\|g(X) - g(Y)\|)}$$

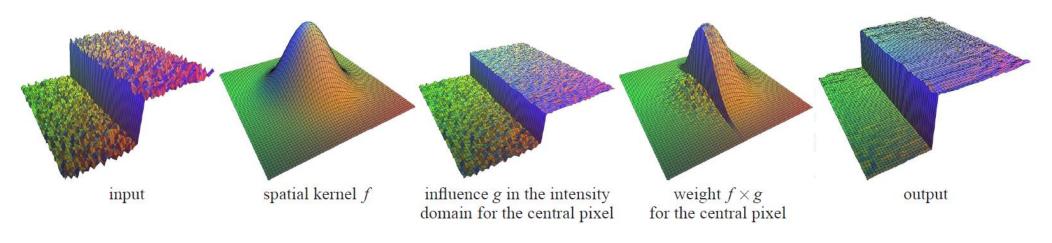
> Nonlinear and high computation cost (why)?

- Gray Level Aware Local Mean:
- > Image Content dependent kernel shape





> Edge Preserving



> Numerical Example:

$$\begin{bmatrix} 10 & 20 & 25 & 30 \\ 5 & 45 & 35 & 45 \\ 105 & 25 & 25 & 43 \\ 35 & 35 & 15 & 45 \end{bmatrix}, G_X = \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}, G_g = 2^{-\frac{|g(X) - g(Y)|}{10}} = \begin{bmatrix} 0.25 & 0.25 & 0.5 \\ 0.004 & 1 & 1 \\ 0.5 & 0.5 & 0.5 \end{bmatrix}$$

$$G_X \odot G_g = \begin{bmatrix} 0.25 & 0.5 & 0.5 \\ 0.008 & 4 & 2 \\ 0.5 & 1 & 0.5 \end{bmatrix} \Rightarrow f_{LM} = \begin{bmatrix} 610 \\ 16 \end{bmatrix} = 38, f_{BL} = \begin{bmatrix} \frac{252.0703}{9.2578} \end{bmatrix} = 27$$

Bilateral Filtering Parameters

$$> K(X,Y;g(X),g(Y)) = \exp\left(-\frac{\|X-Y\|_2^2}{2h_X^2}\right) \exp\left(-\frac{\|g(X)-g(Y)\|_2^2}{2h_g^2}\right)$$

- $\rightarrow h_X$: Control the smoothness of details:
 - -Approximately 0.02 of diagonal image size
- h_g : Control edge preserving capability
 - -Proportional to edge amplitude (mean or median of image gradient)
 - -Proportional to noise level ($h_g = 1.95\sigma_n$)

Bilateral Filtering - Variation

> Formulation for "Salt & Pepper" noise:

$$\hat{f}(X) = \frac{\sum_{Y \in \Omega} g(Y)G_{h_X}(\|X - Y\|)G_{h_g}(\|g_{Med}(X) - g_{Med}(Y)\|)}{\sum_{Y \in \Omega} G_{h_X}(\|X - Y\|)G_{h_g}(\|g_{Med}(X) - g_{Med}(Y)\|)}$$

- $\rightarrow g_{Med}$: Median-Filtered version of images!
- > Iterative Bilateral Filtering:

$$\hat{f}_{n+1}(X) = BF\left(\hat{f}_n(X)\right)$$

Bilateral Filtering - Variation

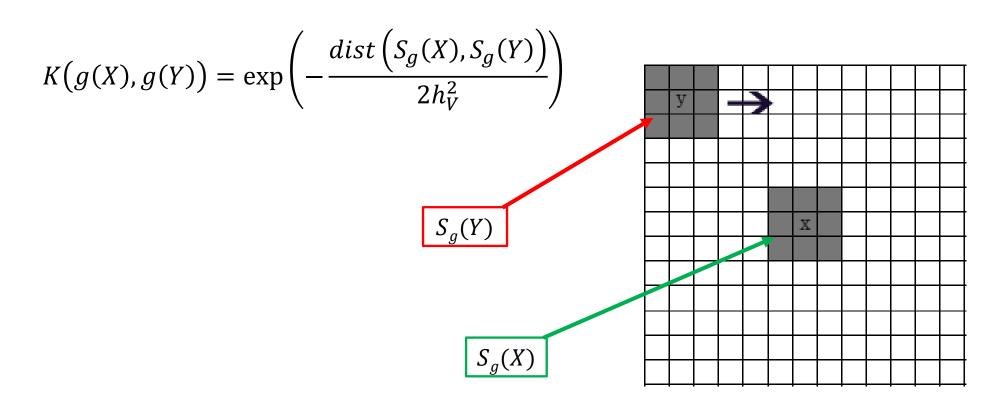
- >Trilateral Filter
- > Symmetric Bilateral Filter
- > Cross and Joint Bilateral Filter
- > Dual Bilateral Filter
- > Several efforts to speedup
- **>** ...

- > Idea:
 - -No Local Mean (NLM): $(h_X \rightarrow 0)$
 - -Average (smooth) with weighs determines by Region Similarity

$$K(g(X), g(Y)) = \exp\left(-\frac{dist\left(S_g(X), S_g(Y)\right)}{2h_V^2}\right)$$

 $-S_g(X)$: Region Properties/Contents/Features/... based on a windows around X.

- > Implementation:
 - -One fixed window, S(X), and one float window, S(Y)



> Naïve Implementation:

$$dist\left(S_g(X), S_g(Y)\right) = \sum_{S_g} G_p \odot \left(S_g(X) - S_g(Y)\right).^2$$

- > Sum of weighted (element-wise) square distance.
- G_p : Penalizes pixels far from the center of the neighborhood
- > If X = Y, K(g(X), g(X)) = 1 (over weight effect, due to normalization):

$$K(g(X), g(X)) = \max_{X \neq Y} \{K(g(X), g(Y))\}$$

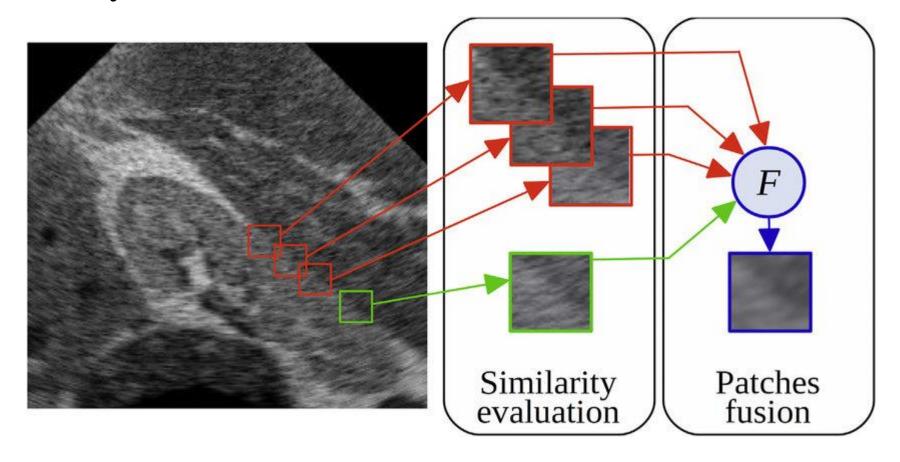
For $G_p = 1$ and a more precis distance estimation (using clean signal, f):

$$dist\left(S_f(X), S_f(Y)\right) = \left\|S_f(X) - S_f(Y)\right\|_2^2$$

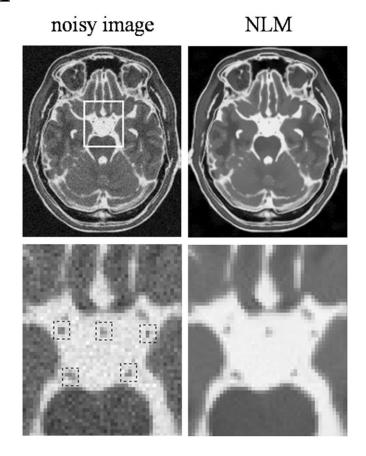
> How to estimate?

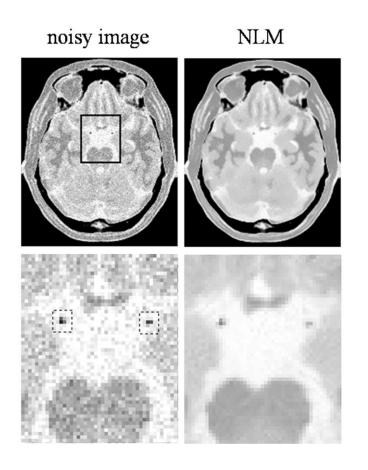
$$g = f + n \Rightarrow E\left\{ \left\| S_g(X) - S_g(Y) \right\|_2^2 \right\} = E\left\{ \left\| S_f(X) - S_f(Y) \right\|_2^2 \right\} + 2\sigma^2$$
$$dist\left(S_f(X), S_f(Y) \right) = \max\left\{ \left\| S_g(X) - S_g(Y) \right\|_2^2 - 2\sigma^2, 0 \right\}$$

> Similarity idea:



> Example:





The End

>AnY QuEsTiOn?

