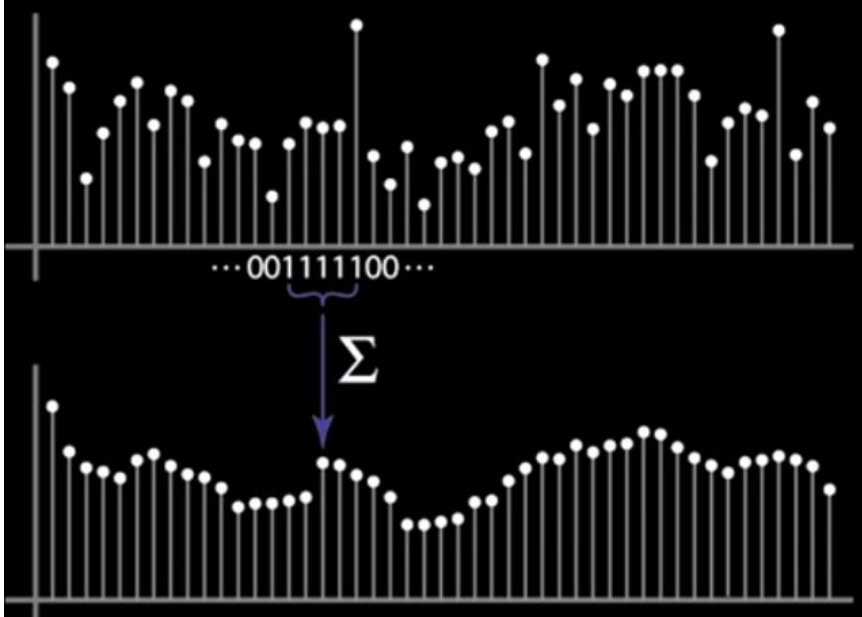


Filtreleme

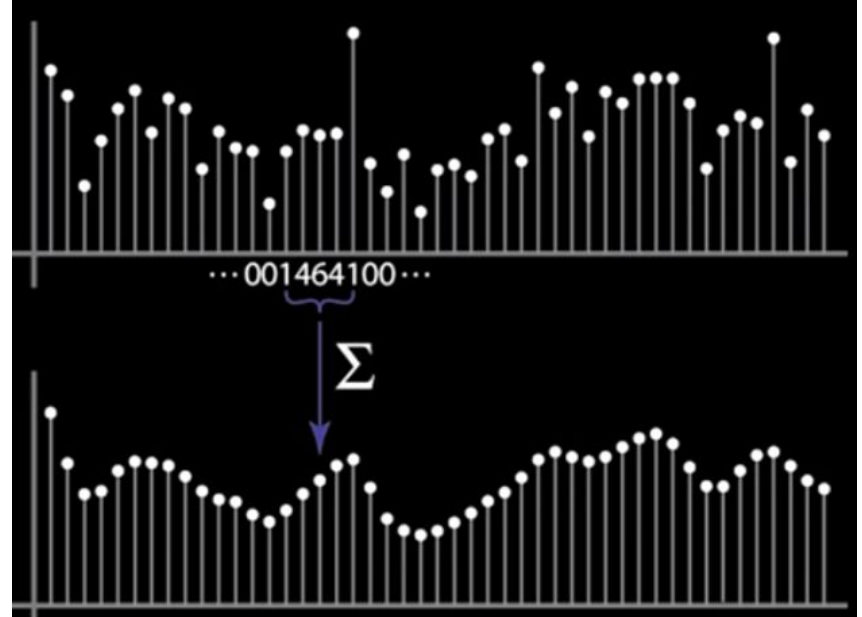
Filtering

1D - Ortalama filtre (uniform/nonuniform)

Tekdüze (uniform) ağırlıklarla ortalama
[1 1 1 1 1] / 5

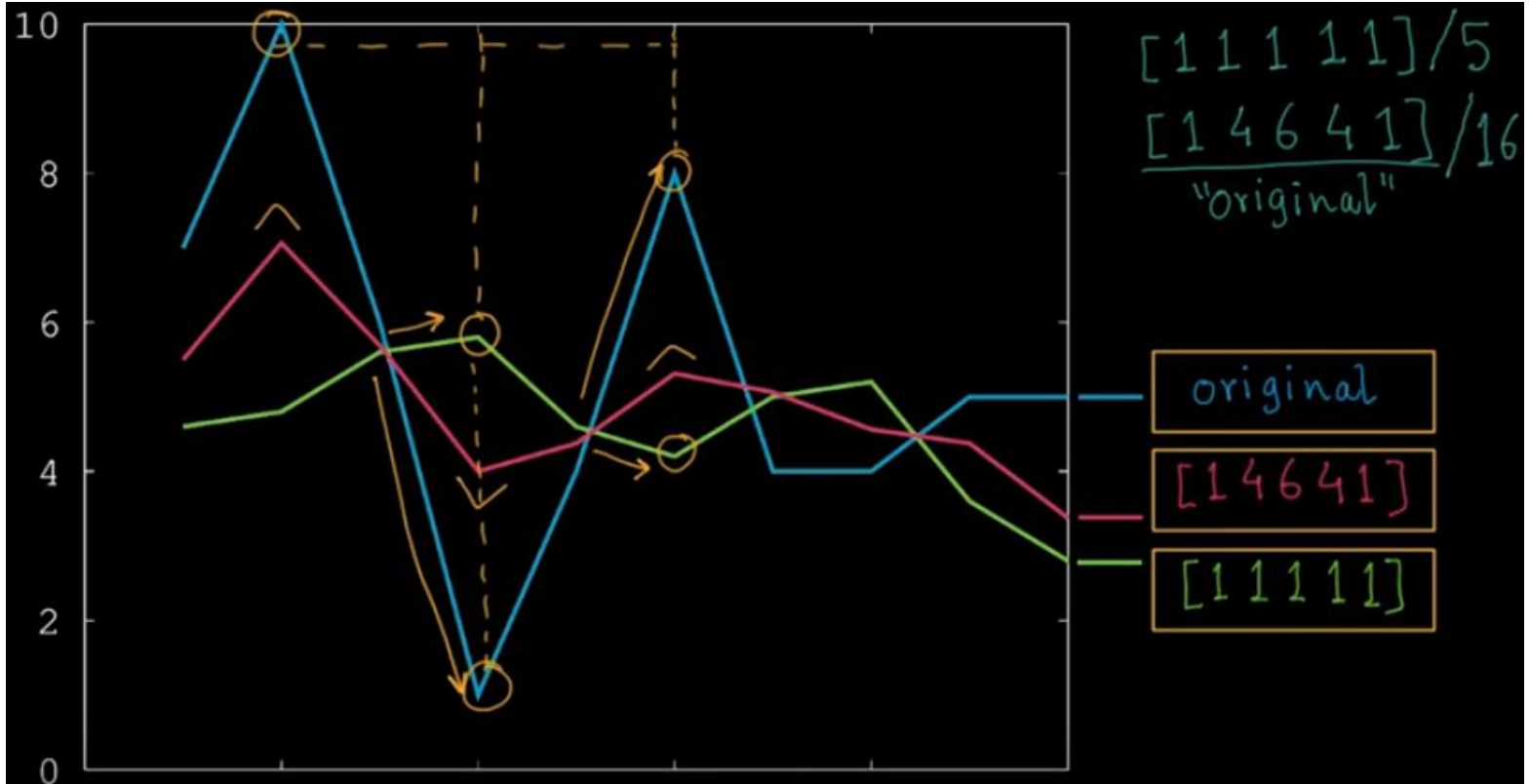


Tekdüze olmayan (non-uniform) ağırlıklarla ortalama
[1 4 6 4 1] / 16



Sonuç: Tekdüze olmayan daha yumuşak geçişlere sahip. Tekdüze sonucunda sert geçişler var.

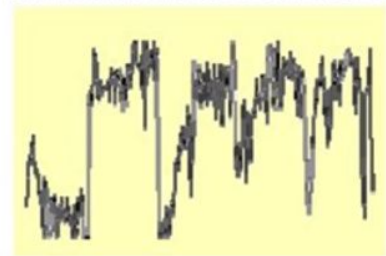
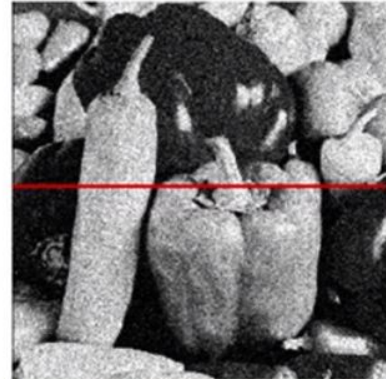
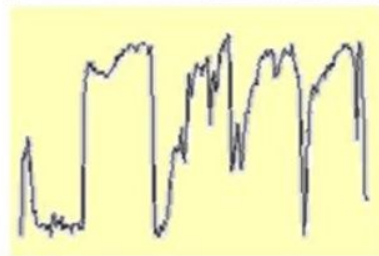
1D - Ortalama filtre



2b gürültülü bir görüntü elde et

```
>> noise = randn(size(im)).*sigma;
```

```
>> output = im + noise;
```



Gürültü şiddetini sigma ile ayarla

Gri renk = 0

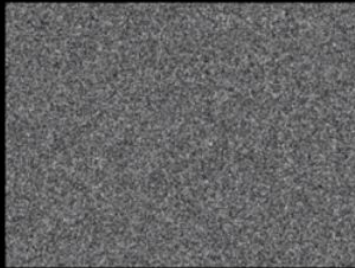
`noise = randn(size(im)).*sigma`



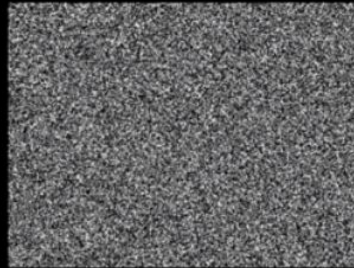
Sigma = 2



Sigma = 8



Sigma = 32



Sigma = 64

```
% Apply Gaussian noise to an image  
img = imread('saturn.png');  
imshow(img);
```

```
noise = randn(size(img)) .* 100;  
output = img + noise;  
imshow(output);
```

2D - Ortalama filtre (correlation filter)

F(x,y)

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	90	0	90	90	90	0	0
0	0	0	90	90	90	90	90	0	0
0	0	0	0	0	0	0	0	0	0
0	0	90	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

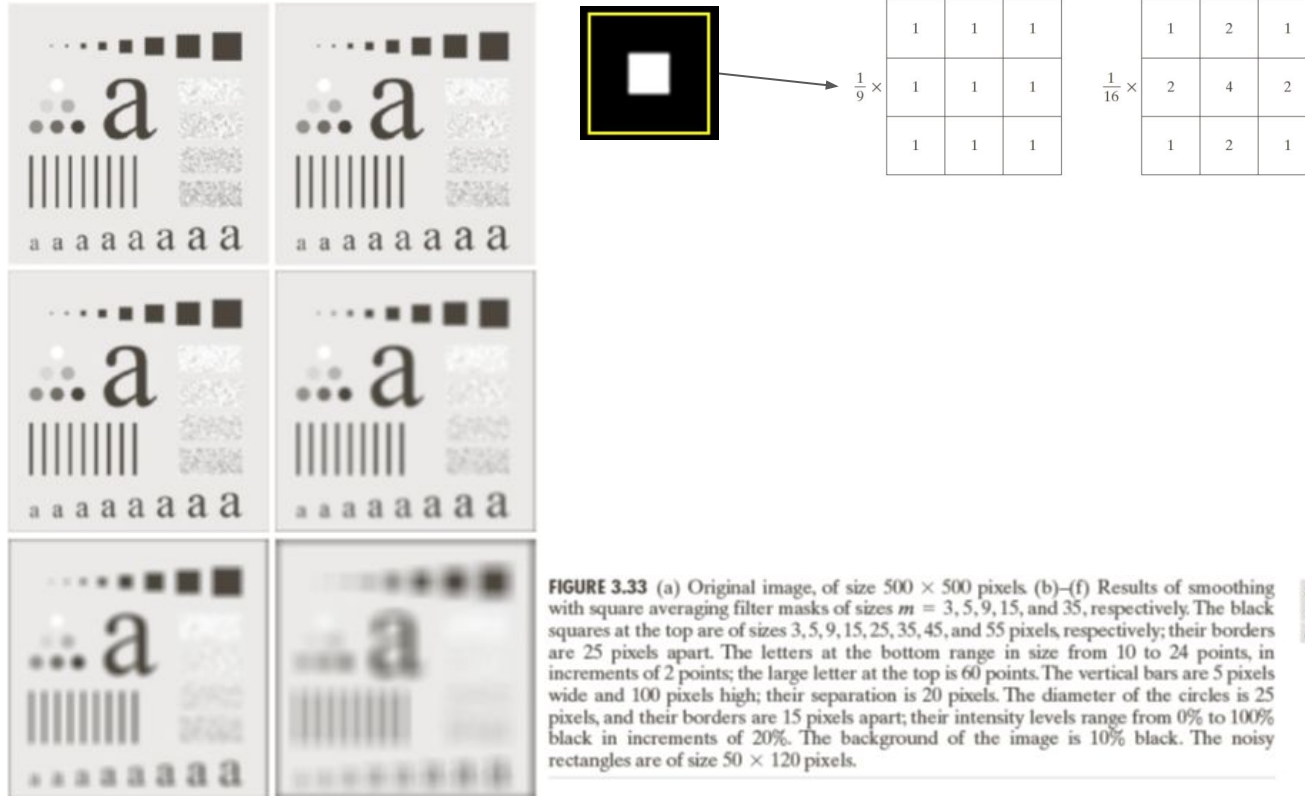
G(x,y)

	0	10	20	30	30	30	20	10	
	0	20	40	60	60	60	40	20	
	0	30	60	90	90	90	60	30	
	0	30	50	80	80	90	60	30	
	0	30	50	80	80	90	60	30	
	0	20	30	50	50	60	40	20	
	10	20	30	30	30	30	20	10	
	10	10	10	0	0	0	0	0	

$$G[i, j] = \frac{1}{(2k + 1)^2} \sum_{u=-k}^k \sum_{v=-k}^k F[i + u, j + v]$$

k: kayan pencere boyutu

2D - Ortalama filtre (correlation filter)



Tekdüze olmayan ağırlık kullanılırsa

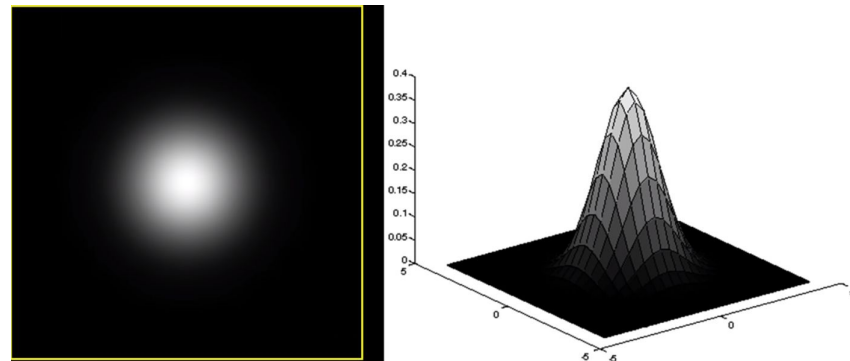
Cross Correlation olarak bilinir: $G = H \otimes F$ olarak gösterilir

$$G[i, j] = \sum_{u=-k}^k \sum_{v=-k}^k H[u, v] F[i + u, j + v]$$

H fonksiyonu **Gauss** olabilir:

$$h(u, v) = \frac{1}{2\pi\sigma^2} \exp\left(-\frac{x^2 + y^2}{2\sigma^2}\right)$$

	1	2	1
1	2	4	2
16	1	2	1

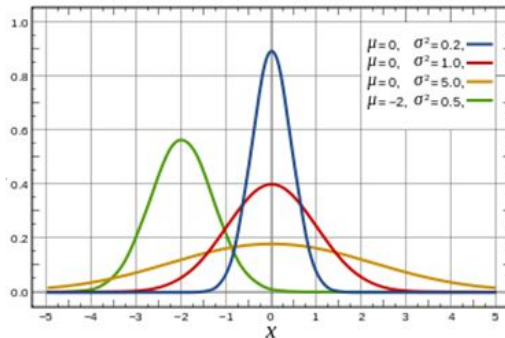


Gauss Fonksiyonu



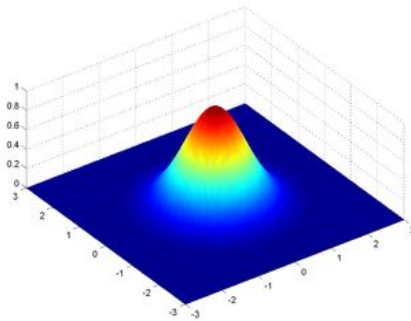
Tek boyutlu Gaussian Fonksiyonu:

$$G(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$



İki boyutlu Gaussian Fonksiyonu:

$$G(x, y) = \frac{1}{2\pi\sigma_x\sigma_y} e^{-\left[\frac{(x-\mu_x)^2}{2\sigma_x^2} + \frac{(y-\mu_y)^2}{2\sigma_y^2}\right]}$$



Özellikleri

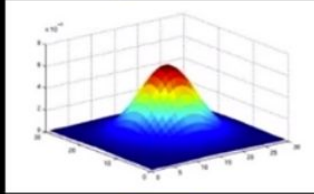
- En genel doğal model
- Yumuşatma fonksiyonu
- Sonsuz türeğe sahip
- Fourier'i yine bir Gauss
- Convolüsyonu yine bir Gauss
- İnsan gözünde Gauss filter yapan hücreler var

Eğrinin %99.7 hacmi $\pm 3\sigma$ arasında kalmaktadır.

Matlab örneği

```
hsize = 31;  
sigma = 5;  
h = fspecial('gaussian', hsize, sigma);
```

```
surf(h);
```



```
imagesc(h);
```



```
outim = imfilter(im, h);  
imshow(outim);
```



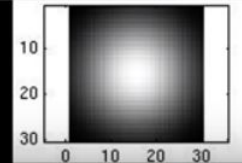
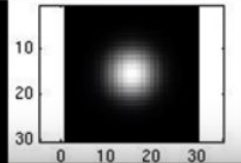
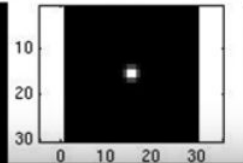
im



outim

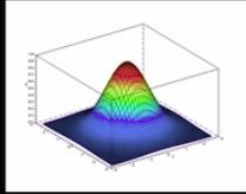
Matlab örneği - sigma etkisi

```
for sigma=1:3:10  
    h = fspecial('gaussian',  
        fsize, sigma);  
    out = imfilter(im, h);  
    imshow(out);  
    pause;  
end
```



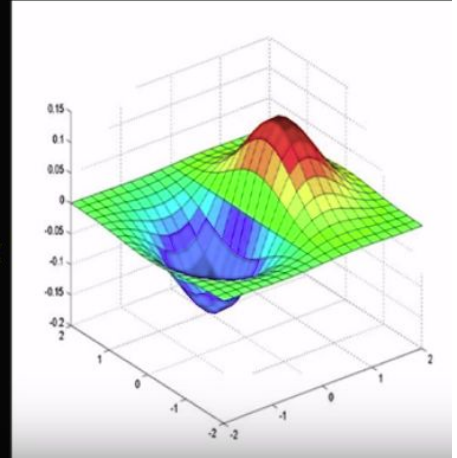
Yumuşatılmış kenar

$$(I \otimes g) \otimes h = I \otimes (g \otimes h)$$

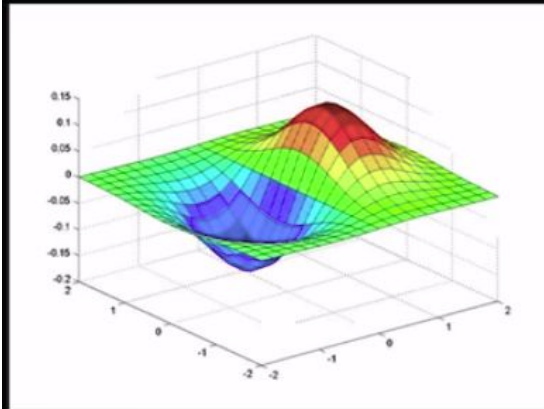


$$\begin{bmatrix} 0.0030 & 0.0133 & 0.0219 & 0.0133 & 0.0030 \\ 0.0133 & 0.0596 & 0.0983 & 0.0596 & 0.0133 \\ 0.0219 & 0.0983 & 0.1621 & 0.0983 & 0.0219 \\ 0.0133 & 0.0596 & 0.0983 & 0.0596 & 0.0133 \\ 0.0030 & 0.0133 & 0.0219 & 0.0133 & 0.0030 \end{bmatrix} \otimes \begin{bmatrix} -1 & 1 \end{bmatrix} =$$

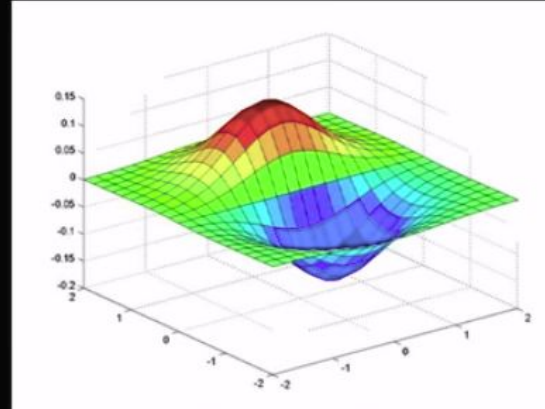
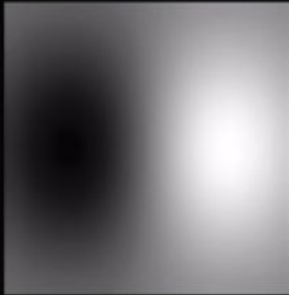
Is this preferable?



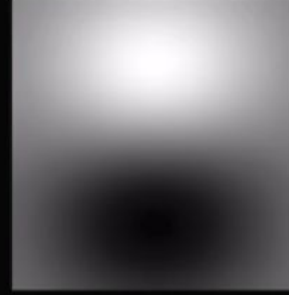
Yumuşatılmış kenar



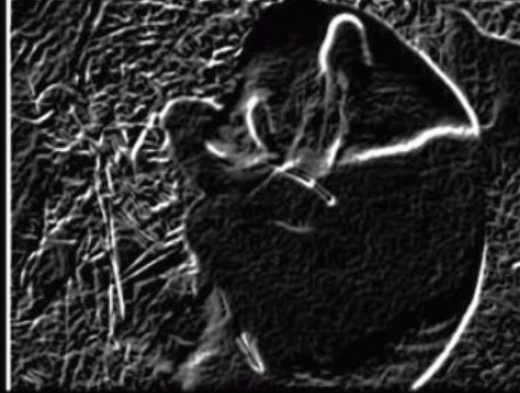
x-direction



y-direction



Yumuşatılmış kenarda sigma nın etkisi



$\sigma = 1$ pixel



$\sigma = 3$ pixels

Smaller values: finer features detected

Larger values: larger scale edges detected