1. Gaussian noise amplitude 10, SNR = 13.606

Box_3x3, SNR = 17.741   Box_5x5, SNR = 14.838

Median_3x3, SNR = 17.638   Median_5x5, SNR = 15.960

Open_then_close, SNR = 13.269   Close_then_open, SNR = 13.627

2. Gaussian noise amplitude 30, SNR = 4.155
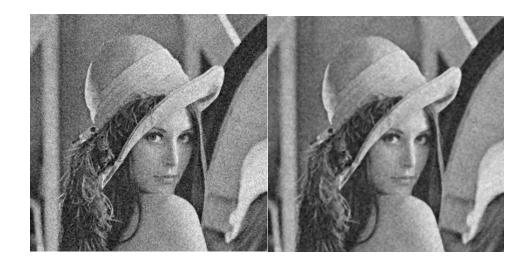

Box_3x3, SNR = 12.613   Box_5x5, SNR = 13.267

Median_3x3, SNR = 11.097   Median_5x5, SNR = 12.842

Open_then_close, SNR = 11.221   Close_then_open, SNR = 11.111

3. Salt and pepper noise probability = 0.05, SNR = 0.957

Box_3x3, SNR = 9.518   Box_5x5, SNR = 11.206
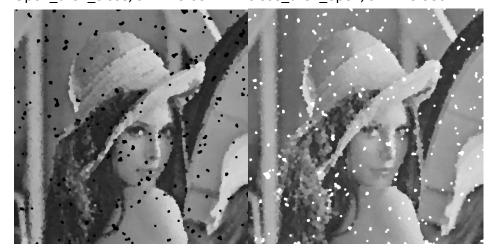
Median_3x3, SNR = 19.281   Median_5x5, SNR = 16.380

Open_then_close, SNR = 5.682   Close_then_open, SNR = 5.586

4. Salt and pepper noise probability = 0.1, SNR = -2.075

Box_3x3, SNR = 6.410   Box_5x5, SNR = 8.597

Median_3x3, SNR = 15.529   Median_5x5, SNR = 15.769

Open_then_close, SNR = -2.139   Close_then_open, SNR = -2.571