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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



1. 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



1. 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



1. 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

