

## Spatial filtering

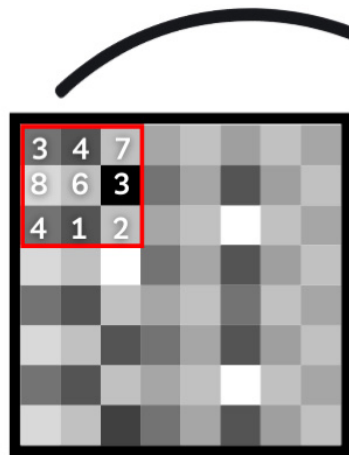
- The size of the mask must be odd  $[3 \times 3, 5 \times 5, \text{etc}]$  to ensure it has a center
- The smallest meaningful size is  $3 \times 3$
- The spatial filtering is divided into two types
  - 1- Linear spatial filtering
  - 2- Nonlinear spatial filtering

### Laplace Kernel

0	1	0
1	-4	1
0	1	0



# Two Smoothing Averaging Filter Masks



Image

1	-1	-1
1	-4	1
-1	1	-1

Kernel

$3*1$	$4*-1$	$7*-1$
$8*1$	$6*-4$	$3*1$
$4*-1$	$1*1$	$2*-1$

$$[2,2] = (3*1) + (4*-1) + (7*1) + (8*1) + (6*-4) + (3*1) + (4*-1) + (1*1) + (2*-1)$$

0	0	0
0	1	0
0	0	0

Identity kernel

-1	-1	-1
-1	8	-1
-1	-1	-1

Edge detection

0	-1	0
-1	5	-1
0	-1	0

Sharpen kernel

$\frac{1}{9}$	1	1	1
	1	1	1
	1	1	1

Box blur

$\frac{1}{256}$	1	4	6	4	1
	4	16	24	16	4
	6	24	36	24	6
	4	16	24	16	4
	1	4	6	4	1

Gaussian blurr kernel

## Sobel Operators

$z_1$	$z_2$	$z_3$
$z_4$	$z_5$	$z_6$
$z_7$	$z_8$	$z_9$

$$M(x, y) \approx |(z_7 + 2z_8 + z_9) - (z_1 + 2z_2 + z_3)| + |(z_3 + 2z_6 + z_9) - (z_1 + 2z_4 + z_7)|$$



Ex:

	3	5	2	
	4	2	1	
	6	2	4	

$$\text{Average} = \frac{3+5+2+4+2+1+6+2+4}{9} = 3.2 \approx 3$$

$$\text{Laplace} = 5 + 4 + -4 * 2 + 1 + 2 = 4$$

$$\begin{aligned} \text{Sobel} &= |(6 + 2 * 2 + 4) - (3 + 2 * 5 + 2)| + \\ &\quad |(2 + 2 * 1 + 4) - (3 + 2 * 4 + 6)| \\ &\Rightarrow |-1| + |-9| = 10 \approx 10 \end{aligned}$$