








2021 CV HW8 Report

 <p>Gaussian Noise Amplitude = 10 SNR = 13.5829</p>	 <p>Box 3x3 SNR = 17.7523</p>	 <p>Median 3x3 SNR = 17.6634</p>	 <p>Opening-then-Closing SNR = 13.2994</p>
	 <p>Box 5x5 SNR = 14.8773</p>	 <p>Median 5x5 SNR = 16.0050</p>	 <p>Closing-then-Opening SNR = 13.5968</p>

 <p>Gaussian Noise Amplitude = 30 SNR = 4.1575</p>	 <p>Box 3x3 SNR = 12.6090</p>	 <p>Median 3x3 SNR = 11.0682</p>	 <p>Opening-then-Closing SNR = 11.2466</p>
	 <p>Box 5x5 SNR = 13.3249</p>	 <p>Median 5x5 SNR = 12.9147</p>	 <p>Closing-then-Opening SNR = 11.2374</p>

 <p>Salt-and-Pepper Noise Probability = 0.1 SNR = -2.1098</p>	 <p>Box 3x3 SNR = 6.3343</p>	 <p>Median 3x3 SNR = 14.9065</p>	 <p>Opening-then-Closing SNR = -2.1658</p>
	 <p>Box 5x5 SNR = 8.5137</p>	 <p>Median 5x5 SNR = 15.7722</p>	 <p>Closing-then-Opening SNR = -2.6901</p>

 <p>Salt-and-Pepper Noise Probability = 0.05 SNR = 0.8953</p>	 <p>Box 3x3 SNR = 9.4260</p>	 <p>Median 3x3 SNR = 19.1243</p>	 <p>Opening-then-Closing SNR = 5.6342</p>
	 <p>Box 5x5 SNR = 11.1306</p>	 <p>Median 5x5 SNR = 16.3645</p>	 <p>Closing-then-Opening SNR = 5.3967</p>

Noise Removal

(a) Generate noisy images with gaussian noise (amplitude of 10 and 30)

利用 `np.random.normal()` 函式產生高斯分布 ($\mu = 0, \sigma = 1$) 的隨機數。

```
mu, sigma = 0, 1
```

```
s1 = np.random.normal(mu, sigma, (h, w))
```

將 pixel value 加上 amplitude 乘上該位置的隨機數。(若運算結果不在 0~255 中，需做處理)

```
temp = img[i][j] + 10 * s1[i][j] # amplitude = 10
```

(b) Generate noisy images with salt-and-pepper noise (probability 0.1 and 0.05)

利用 `np.random.uniform()` 函式產生均勻分布的隨機數 (介在 0~1 之間)。

```
s2 = np.random.uniform(0, 1, (h, w))
```

以 Probability = 0.05 為例，若該位置的隨機數 < 0.05，pixel value 設為 0；隨機數 > 0.95，設為 255；其餘不變。

```
if s2[i][j] < 0.05:
    salt_05[i][j] = 0
elif s2[i][j] > 0.95:
    salt_05[i][j] = 255
else:
    salt_05[i][j] = img[i][j]
```

(c) Use the 3x3, 5x5 box filter on images generated by (a)(b)

以 3x3 為例，對 Image 做完 padding 後，用 separable box filter recursive 的方法去做 noise cleaning。

```
for j in range(w):
    IBUF[j] = int(noisePadding[1][j])+int(noisePadding[2][j])+int(noisePadding[3][j])

for i in range(2, h-2):
    for j in range(2, w-2):
        box33[i-2][j-2] = IBUF[j-1] + IBUF[j] + IBUF[j+1]
        box33[i-2][j-2] /= 9
    # update IBUF to next row
    for j in range(w):
        IBUF[j] = IBUF[j] - int(noisePadding[i-1][j]) + int(noisePadding[i+2][j])
```

(d) Use 3x3, 5x5 median filter on images generated by (a)(b)

以每個 pixel 作為中心，周圍 3x3 和 5x5 鄰居的中位數作為新的 value。

```
def medianFiter(img, k, i, j):
    l = []
    if k == 3: # 3x3
        for a in (-1, 0, 1):
            for b in (-1, 0, 1):
                l.append(img[i+a][j+b])
        l.sort()
        return l[4]
    elif k == 5: # 5x5
        for a in (-2, -1, 0, 1, 2):
            for b in (-2, -1, 0, 1, 2):
                l.append(img[i+a][j+b])
        l.sort()
        return l[12]
```

(e) Use both opening-then-closing and closing-then opening filter (using the octagonal 3-5-5-5-3 kernel, value = 0) on images generated by (a)(b)

用 `cv2.morphologyEx()` 函式先對圖片做 Opening 再做 Closing 以及先對圖片做 Closing 再做 Opening。

```
# opening-then-closing
output = cv2.morphologyEx(value, cv2.MORPH_OPEN, kernel1)
output = cv2.morphologyEx(output, cv2.MORPH_CLOSE, kernel1)
# closing-then-opening
output = cv2.morphologyEx(value, cv2.MORPH_CLOSE, kernel1)
output = cv2.morphologyEx(output, cv2.MORPH_OPEN, kernel1)
```

SNR 計算

先將 pixel 值 0~255 normalize 到 0~1。

```
origin = np.divide(origin, 255)
noise = np.divide(noise, 255)
```

去計算原圖和雜訊圖片的平均 μ ，接著算出標準差 σ 。

```
# compute original image's Mean
sum = 0
for i in range(h):
    for j in range(w):
        sum += origin[i][j]
mu = sum / (h * w)
# compute original image's Standard Deviation
sum = 0
for i in range(h):
    for j in range(w):
        sum += (origin[i][j] - mu)**2
sigma = sum / (h * w)
# compute noise image's Mean
sum = 0
for i in range(h):
    for j in range(w):
        sum += noise[i][j] - origin[i][j]
mu_noise = sum / (h * w)
# compute noise image's Standard Deviation
sum = 0
for i in range(h):
    for j in range(w):
        sum += (noise[i][j] - origin[i][j] - mu_noise)**2
sigma_noise = sum / (h * w)
```

最後將算出的標準差 σ 帶入公式中即可求出 SNR。

```
snr = 10 * (math.log10(sigma) - math.log10(sigma_noise))
```