

FILTRAGEM ESPACIAL (PARTE 1)

ES235 - Aula 04
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PROBLEMAS COMUNS EM IMAGENS

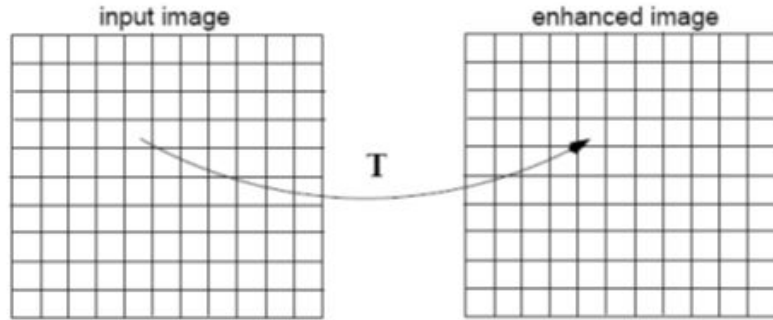
- Pouco contraste devido à falta de iluminação ou dispositivo de captura
- Ruído do sensor de captura
- Efeitos de serrilhamento (aliasing) devido à amostragem inadequada
- Borramento devido a movimentos

DEFINIÇÃO

- Filtragem é o processo de substituição de um pixel por outro valor com base em alguma operação ou função.
- As operações ou funções aplicadas na imagem original podem ser chamadas de filtros, máscaras, kernels, templates, janelas...
- A filtragem espacial manipula diretamente os pixels no plano da imagem.

FILTRAGEM NO DOMÍNIO ESPACIAL

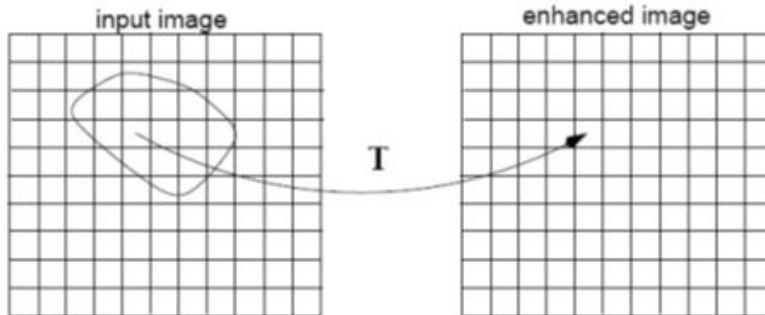
Point Processing Methods



$$g(x,y) = T[f(x,y)]$$

T operates on 1 pixel

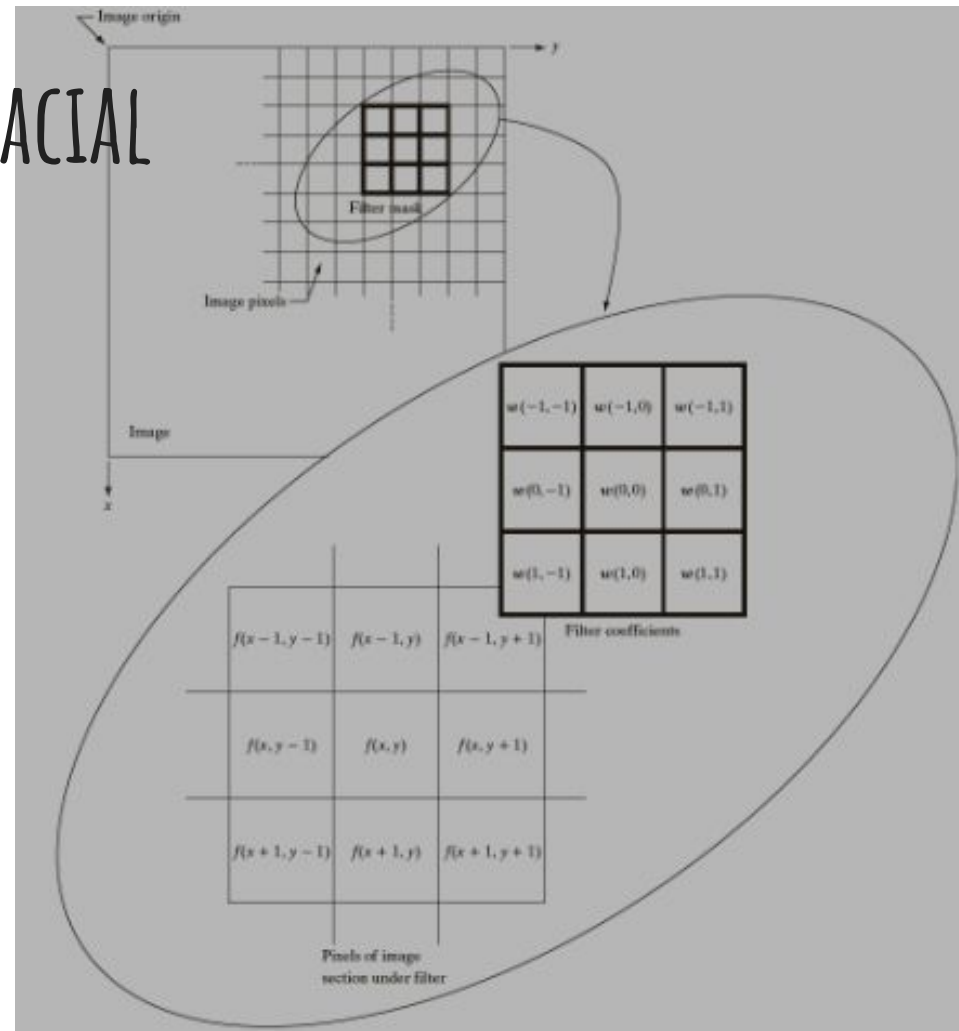
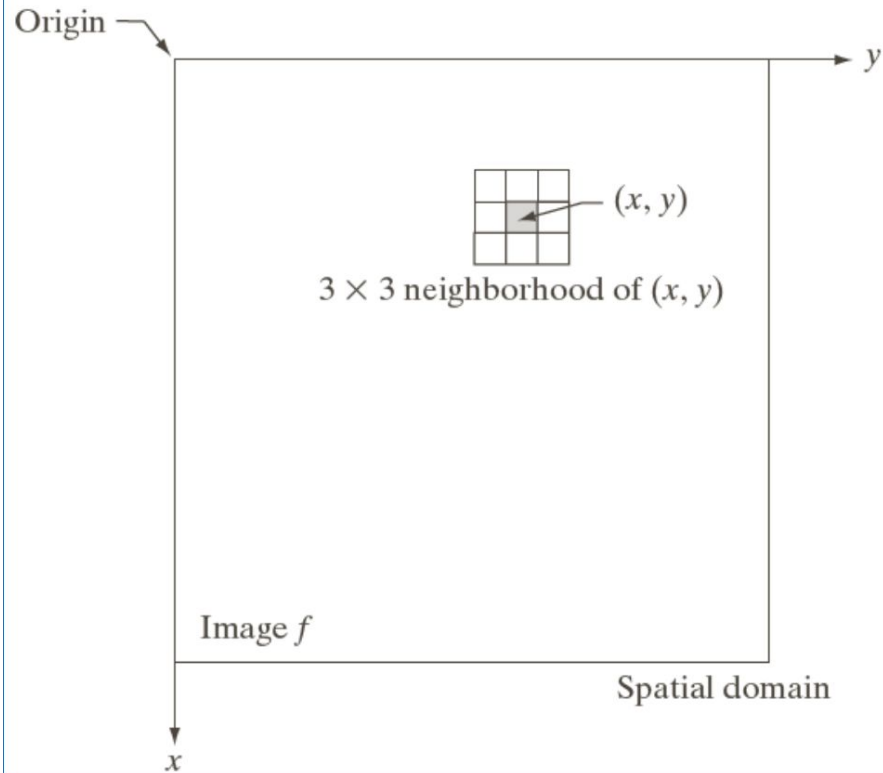
Area or Mask Processing Methods



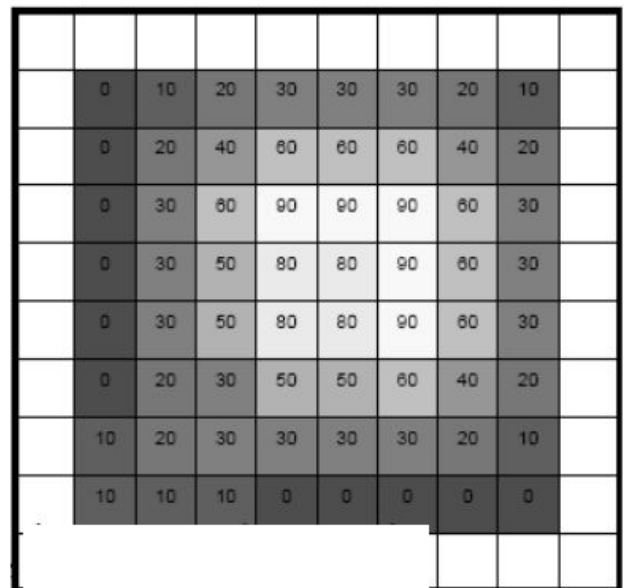
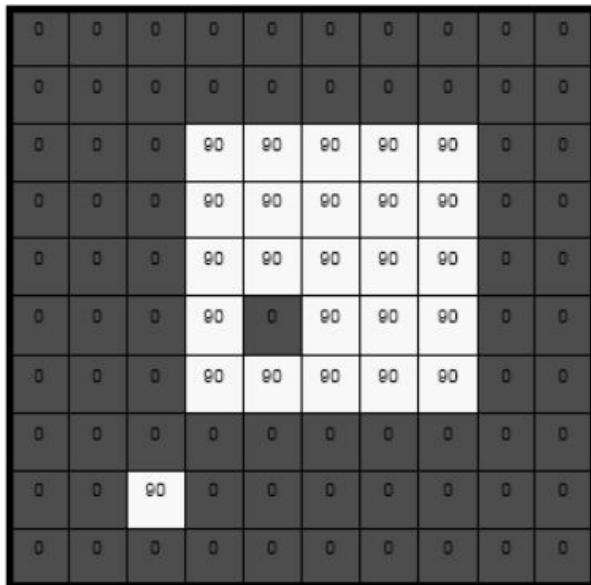
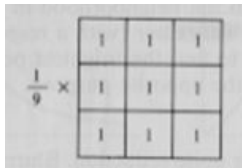
$$g(x,y) = T[f(x,y)]$$

T operates on a neighborhood of pixels

FILTRAGEM NO DOMÍNIO ESPACIAL

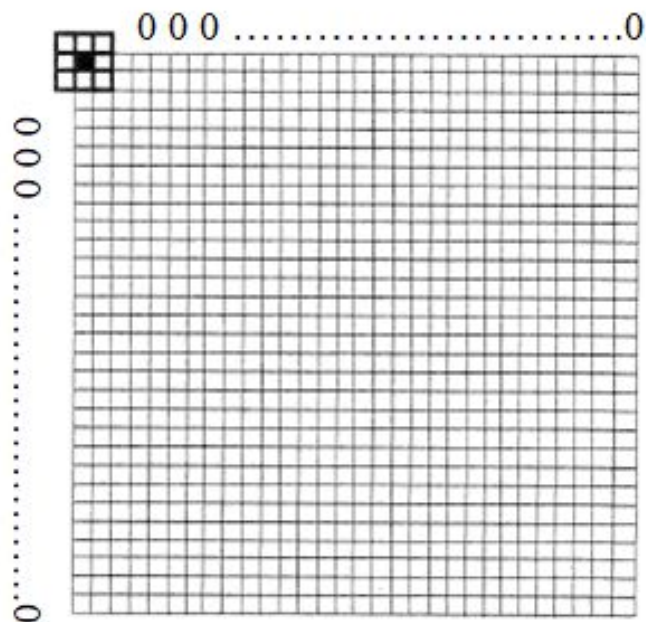


FILTRAGEM NO DOMÍNIO ESPACIAL

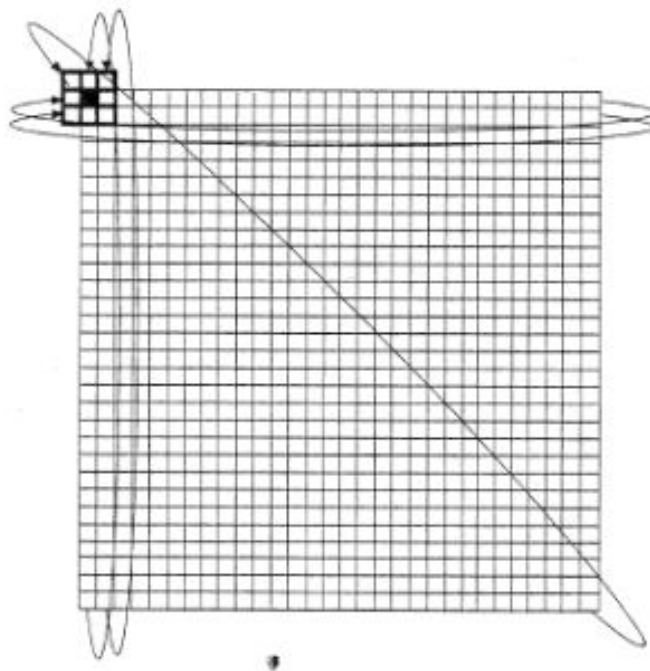


FILTRAGEM NO DOMÍNIO ESPACIAL

Completar com zeros



Acesso circular



APLICAÇÕES

- Enhancement: melhora contraste
- Smoothing: remove ruído
 - Salt and pepper (pixels brancos e pretos)
 - Impulse noise (ocorrências aleatórias de pixels brancos)
 - Gaussian noise (ocorrências aleatórias mas a intensidade vem de uma distribuição gaussiana)
- Template matching: detecta padrões conhecidos

FILTRO DE MÉDIA

H



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

F

=

	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

FILTRO DE MÉDIA



Original



0	0	0
0	1	0
0	0	0



Identical image

FILTRO DE MÉDIA



Original



0	0	0
1	0	0
0	0	0



Shifted left
By 1 pixel

FILTRO DE MÉDIA



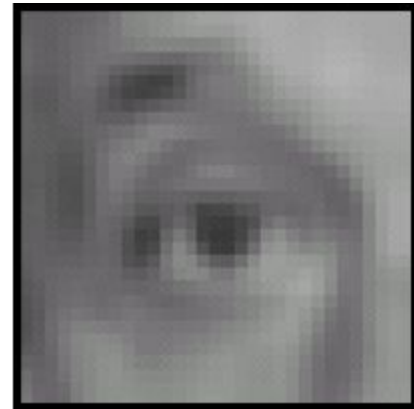
Original



$\frac{1}{9}$

1	1	1
1	1	1
1	1	1

=



Blur (with a mean filter)

FILTRO DE MÉDIA



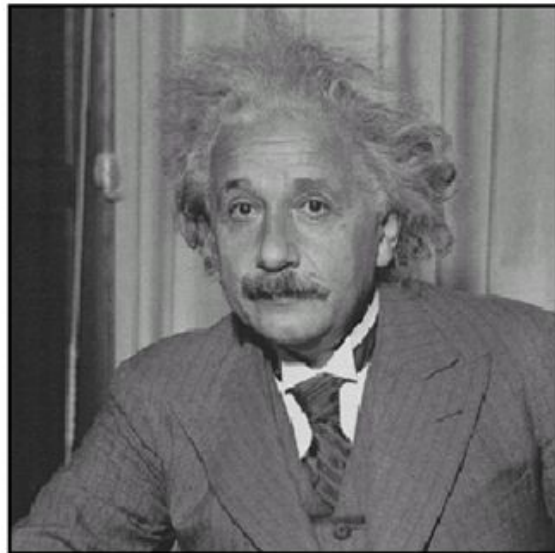
Original

$$* \left(\begin{array}{|c|c|c|} \hline 0 & 0 & 0 \\ \hline 0 & 2 & 0 \\ \hline 0 & 0 & 0 \\ \hline \end{array} - \frac{1}{9} \begin{array}{|c|c|c|} \hline 1 & 1 & 1 \\ \hline 1 & 1 & 1 \\ \hline 1 & 1 & 1 \\ \hline \end{array} \right) =$$

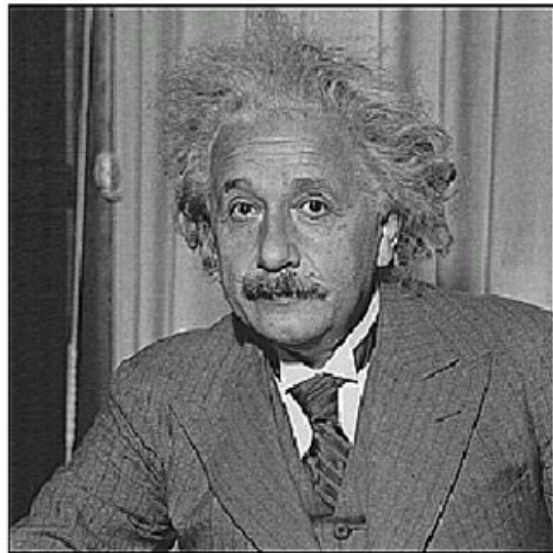


Sharpening filter
(accentuates edges)

SHARPENING FILTER



before



after

FILTRO GAUSSIANO



Filtered image

=



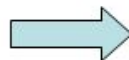
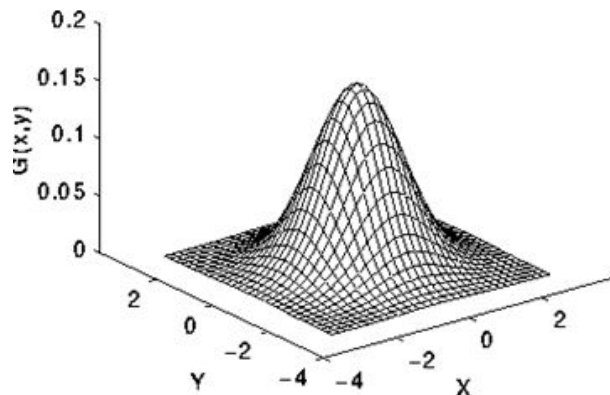
Input image

$$\otimes G(x, y) = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

Filter function

FILTRO GAUSSIANO

$$G(x, y) = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

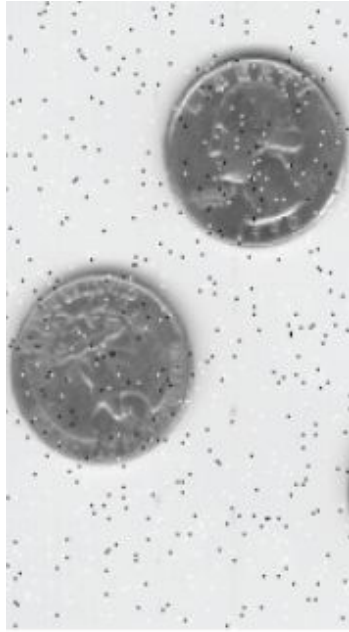


$$\frac{1}{273}$$

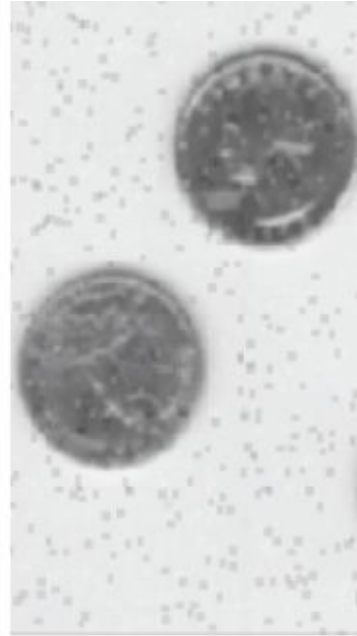
1	4	7	4	1
4	16	26	16	4
7	26	41	26	7
4	16	26	16	4
1	4	7	4	1

Discrete approximation to
Gaussian function with $\sigma=1.0$

FILTRO GAUSSIANO



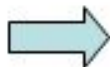
input



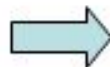
Gaussian filter

FILTRO DE MEDIANA

	97	103	83	82	81
	98	103	105	108	97
	99	255	102	101	95
	101	103	107	255	93
	93	101	112	108	107

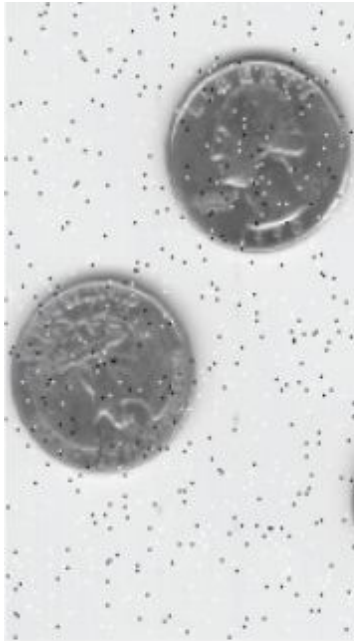


101
102
103
103
105
107
108
255
255

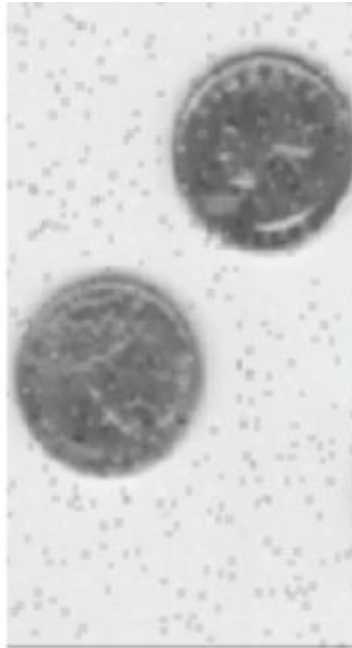


	97	103	83	82	81
	98	103	105	108	97
	99	255	105	101	95
	101	103	107	255	93
	93	101	112	108	107

FILTRO DE MEDIANA



input



Gaussian filter



Median filter

FILTRO DE MEDIANA



input

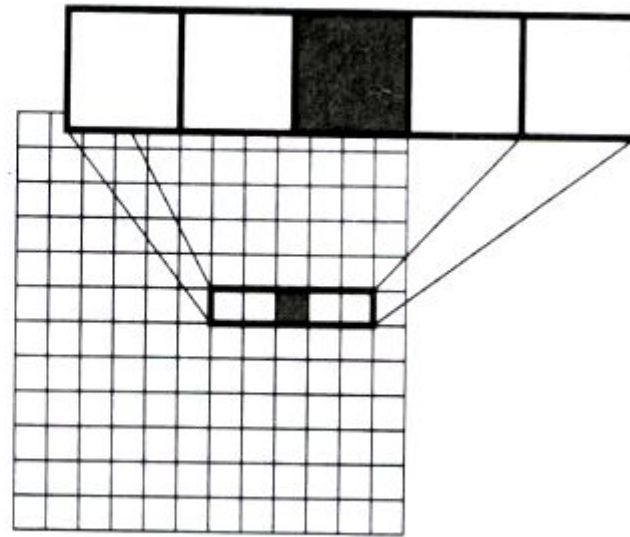
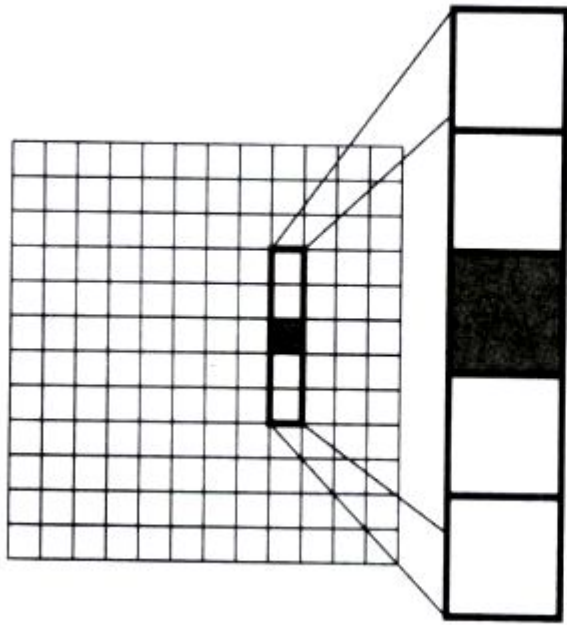


Median 7X7

COMPARAÇÃO ENTRE FILTRO DE MÉDIA, MEDIANA E GAUSSIANO

- Mean: blurs image, removes simple noise, no details are preserved
- Gaussian: blurs image, preserves details only for small σ .
- Median: preserves some details, good at removing strong noise

FILTROS SEPARÁVEIS



FILTROS SEPARÁVEIS

Filtering with a 2D Gaussian can be implemented using two 1D Gaussian horizontal filters as follows:

- first filter with an 1D Gaussian
- take the transpose of the result
- convolve again with the same filter
- transpose the result

Filtering with two 1D Gaussians is faster !!

REFERÊNCIAS

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