

# Assignment-3

## 1. Bilateral filtering (100 points)

### 1.1 Bilateral Filtering



Ambient image



Bilateral filtered ambient image



Difference image between ambient and bilateral filtered image

### 1.2 Joint Bilateral filtering



Input ambient image



Input flash image



Joint bilateral filtering

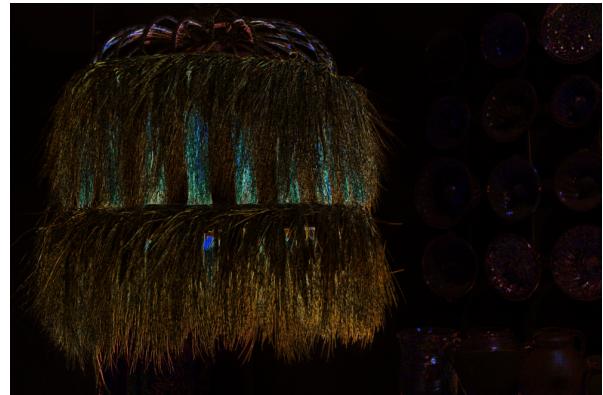


Difference between joint bilateral and bilateral output

### 1.3 Detail transfer



Detail transferred image

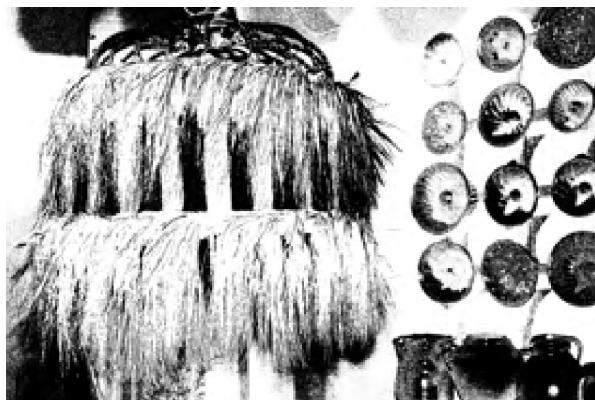


Difference image between joint bilateral filter and detail transferred image.

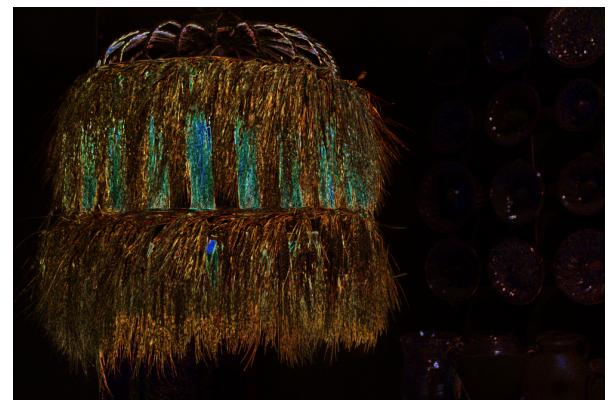
### 1.4 Masked detail transfer



Masked image



Mask generated



Difference image between masked and detail transferred image

## Discussion



Joint bilateral filter



Detail transfer result



Masked detail transfer

The major difference I saw noticed was in this area. The detail transfer made the image much more sharper. The individual threads became very visible. After masking the image became much more smoother.

After trying with several values, I used  $\text{sigma\_range}=0.25$  and  $\text{sigma\_spacial}=1$ .

## 2. Gradient-domain processing (100 points)

### 2.1 Check the poisson solver by reintegrating(75 points)



Original ambient image

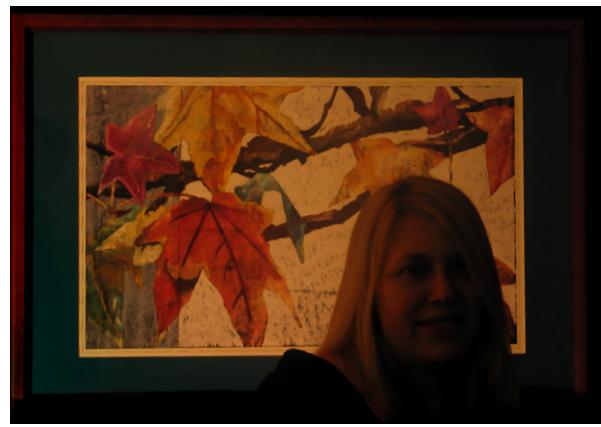
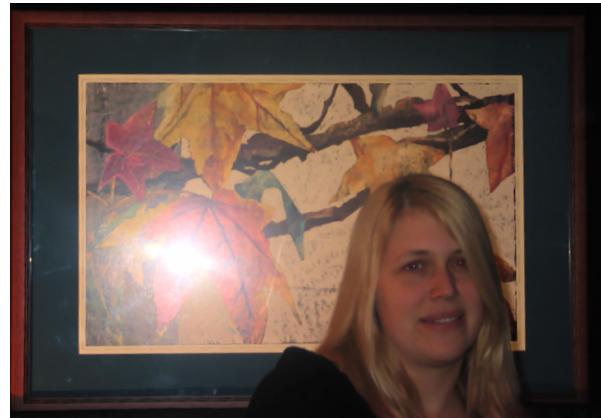


Image after differenciating and reintegrating.

## 2.2 Create the fused gradient field(25 points)



Ambient image



Flash image



`sigma_fuse:40; tau: 0.9;  
init:ambient image`



`sigma_fuse:70; tau: 0.9;  
init:ambient image`



`sigma_fuse:70; tau: 0.65; init:  
ambient image`



sigma\_fuse:40; tau: 0.9; init:flash image

## Discussion

I tested several values starting from the ones recommended in the paper 40, 0.9.

As I decreased the tau the image became less brighter and as I increased the sigma, it became more brighter. I didn't see a lot of change after sigma=40 for the same value of tau.

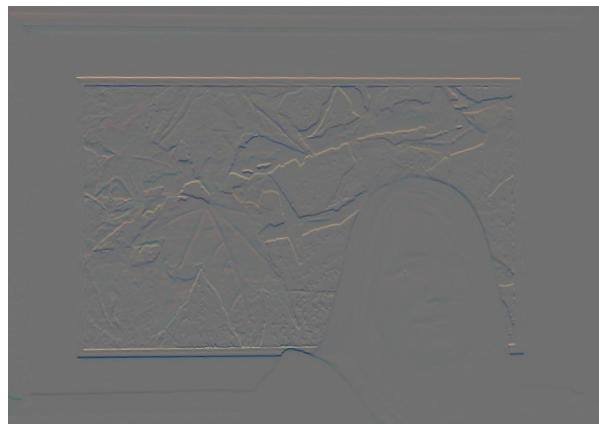
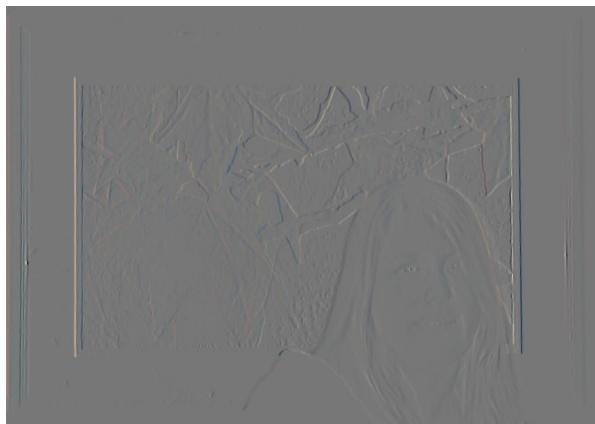
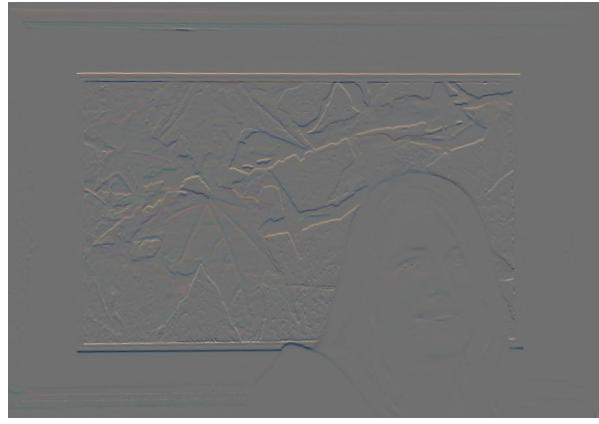
I feel the final image with sigma=70 and tau=0.65 looks the best.

## Gradient images

Sigma\_fuse: 40 and Tau:0.9

a —> ambient image

$\phi$  —> flash image

 $\nabla a_x$  $\nabla a_y$  $\nabla \phi_x$  $\nabla \phi_y$  $\nabla \phi_x^*$  $\nabla \phi_y^*$

### 3. Capture your own flash/no-flash pairs (100 points)

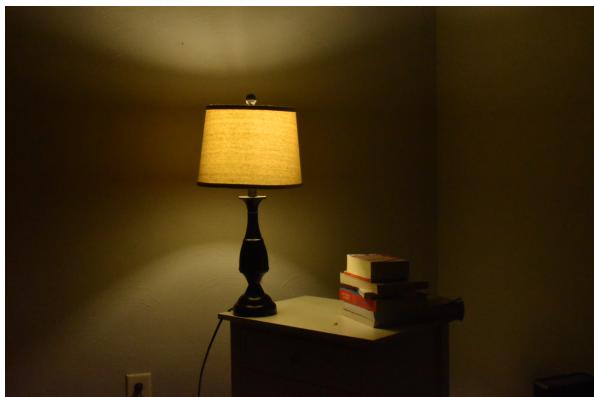
#### 3.1 Bilateral filtering



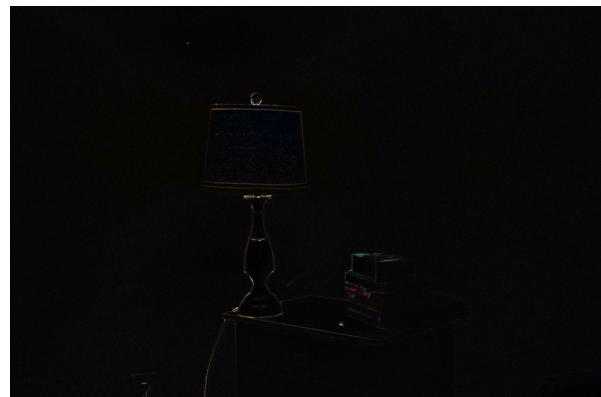
Ambient image



Flash image



Joint bilateral filtering



Difference image between ambient and joint  
bilateral filtering



Image after detail transfer



The difference image between ambient and detail transfer



Image after masking



Mask generated that highlights the area which detects shadows formed by flash

## 3.2 Gradient domain processing



Ambient image



Flash image



init: ambient image; 0.9, 40



init: amibient image; 0.5, 40



init: flash image, 0.9, 40

#### 4. Bonus: Reflection removal in flash/no-flash photography (50 points)

For this I changed the w\_s as  $w_s = 1 - \tanh(I_{flash} - \tau_{xy})$

Then I used the projection function in the paper  $\nabla\phi' \rightarrow \nabla\alpha = \nabla\alpha(|\nabla\phi' \cdot \nabla\alpha|) / ||\nabla\alpha||^2$

I calculated  $H = img_{flash} + img_{ambient}$

Then used  $\nabla\phi^* = w_{ue} \nabla H - (1 - w_{ue})(\nabla H \rightarrow \nabla\alpha)$ . Then used the poisson solver to integrate it to get the final result

