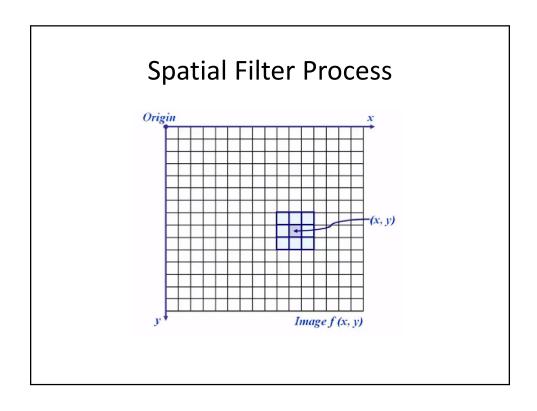
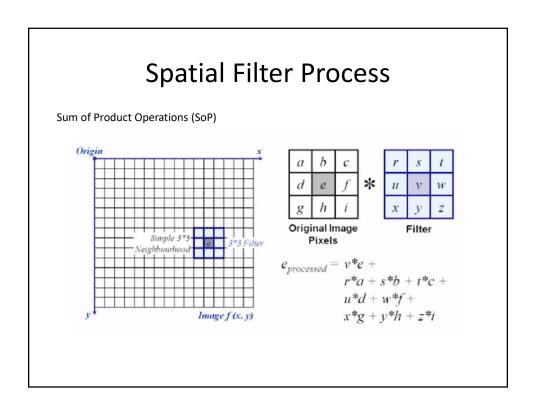


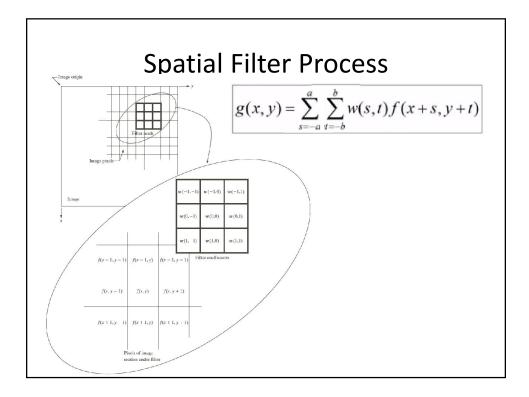
# **Computer Vision and Image Processing (CSEL-393)**

### Lecture 5

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Computer Science Department (New Campus) KSK, UET, Lahore





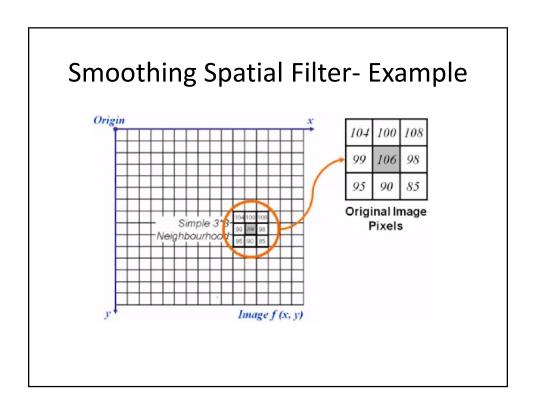


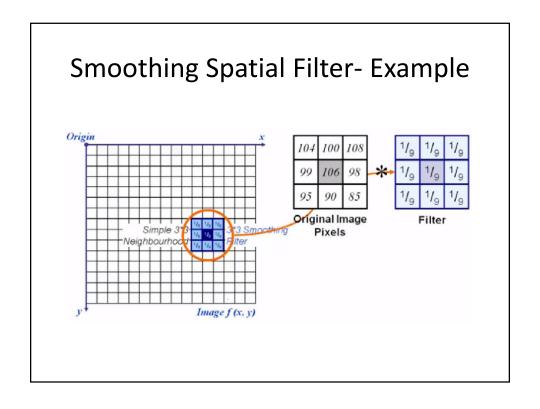
### **Smoothing Spatial Filter**

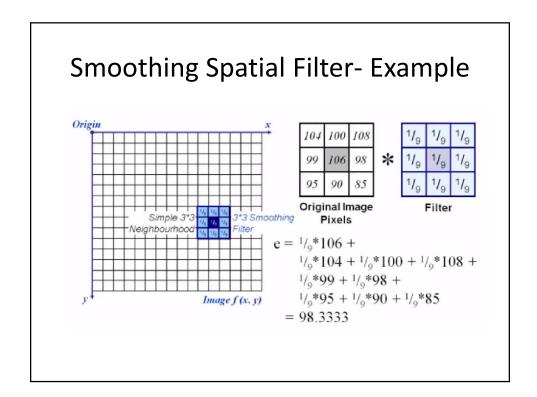
 One of the simplest spatial filtering operations which we can perform is a smoothing operation

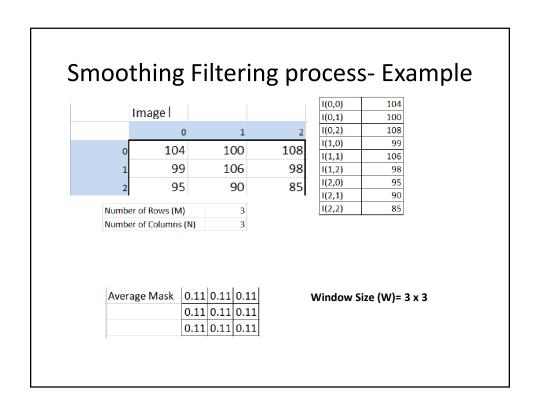
1/9	1/9	1/9
1/9	1/9	1/9
1/9	1/9	1/9

- Simply average all of the neighboring pixels intensities of a central pixel value
- Useful in removing noise from images
- Useful for highlighting overall details of image







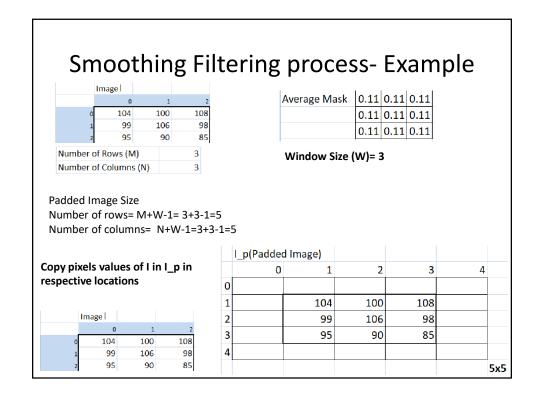


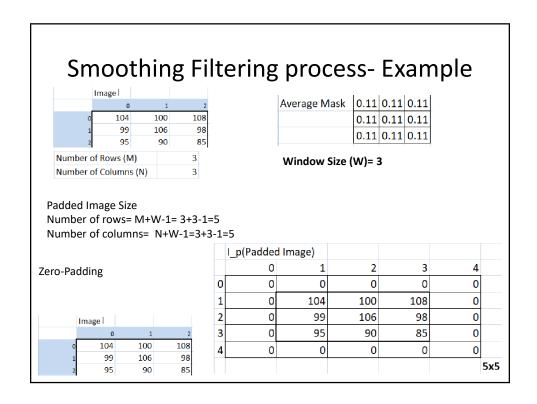
# Smoothing Filtering process- Example Filtering at boundaries of images

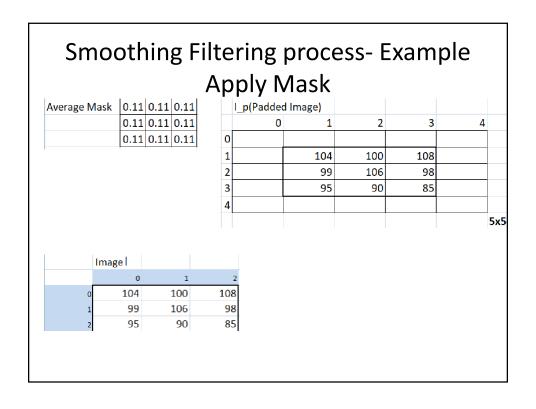
- Possible solution
  - Ignore missing pixels
  - Pad the image: Zero-padding or One-Padding depending on the intensity values of the image
  - Replicate border pixels
  - Truncate the image
  - Wrap around pixels at boundary of the image

# Smoothing Filtering process- Example Filtering at boundaries of images Filtered Image: Zero Padding Filtered Image: Replicate Edge Pixels Filtered Image: Wrap Around Edge Pixels

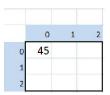
### Smoothing Filtering process- Example Average Mask | 0.11 | 0.11 | 0.11 104 108 0.11 0.11 0.11 100 99 106 98 0.11 0.11 0.11 85 Number of Rows (M) Window Size (W)= 3 Number of Columns (N) 3 Padded Image Size Number of rows= M+W-1= 3+3-1=5 Number of columns= N+W-1=3+3-1=5 I\_p(Padded Image) 4 0 Image 1 104 2 106 99 98 3 90

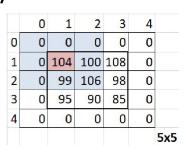




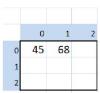


Average Mask | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0.11 | 0

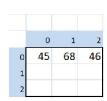


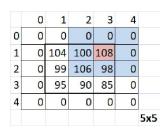


### Smoothing Filtering process- Example Apply Mask

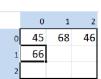


	0	1	2	3	4	
0	0	0	0	0	0	
1	0	104	100	108	0	
2	0	99	106	98	0	
3	0	95	90	85	0	
4	0	0	0	0	0	
						5x5

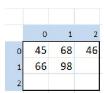


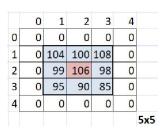


# Smoothing Filtering process- Example Apply Mask

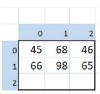


	0	1	2	3	4	
0	0	0	0	0	0	
1	0	104	100	108	0	
2	0	99	106	98	0	
3	0	95	90	85	0	
4	0	0	0	0	0	
						5x5

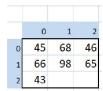


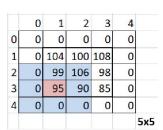


### Smoothing Filtering process- Example Apply Mask



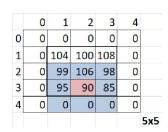
	0	1	2	3	4	
0	0	0	0	0	0	
1	0	104	100	108	0	
2	0	99	106	98	0	
3	0	95	90	85	0	
4	0	0	0	0	0	
						5x5





### Smoothing Filtering process- Example Apply Mask





Average Mask	0.11	0.11	0.11
	0.11	0.11	0.11
	0.11	0.11	0.11

	0	1	2
0	45	68	46
1	66	98	65
2	43	64	42

	0	1	2	3	4	
0	0	0	0	0	0	
1	0	104	100	108	0	
2	0	99	106	98	0	
3	0	95	90	85	0	
4	0	0	0	0	0	
						5x5