```
In [5]: 1 from IPython.display import Image import numpy as np, cv2
```

In [3]: 1 | Image('tutorial images/convolution and blurring.png')

Out[3]:

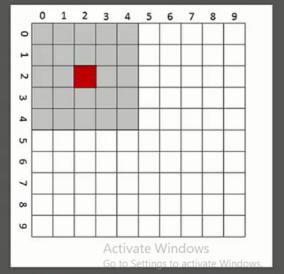


Convolutions & Blurring

A Convolution is a mathematical operation performed on two functions producing a third function which is typically a modified version of one of the original functions.

Output $Image = Image \otimes Function_{Kernel \ Size}$

In Computer Vision we use kernel's to specify the size over which we run our manipulating function over our image.



5 x 5 Kernel over our image

convolution operates one pixel at a time

In [4]: Image('tutorial images/Blurring.png') Out[4]: Blurring Blurring is an operation where we average the pixels within a region (kernel). The above is a 5 x 5 kernel. We multiply by 1/25 to normalize i.e. sum to 1, otherwise we'd be increasing intensity. cv2.filter2D(image, -1, kernel)

Convolution and Blurring

```
In [1]:
         1 try:
                 import numpy as np, cv2
          2
          3
                 image = cv2.imread('my.JPG')
          4
                 cv2.imshow('Original Image', image)
          5
          6
                 cv2.waitKey()
          7
                 #Creating our 3 x 3 kernel
          8
                 kernel 3x3 = np.ones((3, 3), np.float32) / 9
          9
         10
         11
                 #We use the cv2.filter2D to convolve the kenel with an image
                 blurred = cv2.filter2D(image, -1, kernel 3x3)
         12
         13
         14
                 cv2.imshow('3x3 Kenel Blurred', blurred)
         15
         16
                 cv2.waitKey()
         17
         18
                 #creating our 7 x 7 kernel
                 kernel 7x7 = np.ones((7, 7), np.float32) / 49
         19
         20
                 blurred2 = cv2.filter2D(image, -1, kernel 7x7)
         21
                 cv2.imshow('7 x 7 kernel Blurring', blurred2)
         22
         23
                 cv2.waitKey()
         24
                 cv2.destroyAllWindows()
             except Exception as e:
         26
                 print(f'{type(e). name }:-- {e}')
```

Other commonly used blurring methods in OpenCV

```
In [3]:
         1 import cv2, numpy as np
         2 image = cv2.imread('my.JPG')
            #Averaging done by convolving the image with a normalized box filter.
            #This takes the pixels under the box and replaces the central element
            #Box size needs to odd and positive
            blur = cv2.blur(image, (3, 3))
            cv2.imshow('Averaging', blur)
            cv2.waitKev()
         11
        12 #Instead of box filter, gaussian kernel
        13 | Gaussian = cv2.GaussianBlur(image, (7, 7), 0)
        14 cv2.imshow('Gaussian Blurring', Gaussian)
        15 cv2.waitKey()
         16
        17 #Takes median of all pixels under kernel area and central
        18 #element is replaced with this median value
        19 median = cv2.medianBlur(image, 5)
         20 cv2.imshow('Median Blur', median)
         21 cv2.waitKev()
         22
         23 #Bilateral is very effective in noise removal while keeping edges sharp
         24 bilateral = cv2.bilateralFilter(image, 9, 75, 75)
        25 cv2.imshow('Bilateral Blurring', bilateral)
         26 cv2.waitKey()
         27 cv2.destrovAllWindows()
```

Other commonly used blurring methods used in opency

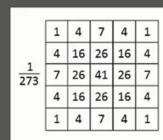
In [6]:

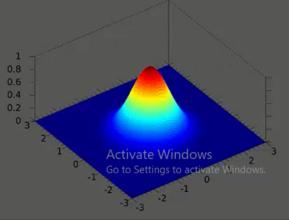
Image('tutorial images/other types of blurring.png')

Out[6]:

Other Types of Blurring

- cv2.blur Averages values over a specified window
- cv2.GaussianBlur Similar, but uses a Gaussian window (more emphasis or weighting on points around the center)
- cv2.medianBlur Uses median of all elements in the window
- cv2.bilateralFilter Blur while keeping edges sharp (slower). It
 also takes a Gaussian filter in space, but one more Gaussian filter
 which is a function of pixel difference. The pixel difference
 function makes sure only those pixels with similar intensity to
 central pixel is considered for blurring. So it preserves the edges
 since pixels at edges will have large intensity variation.





^^^^^This matrix and graph is for GaussianBlur^^^^^

this is how gaussianBlur works it mainly focuses at center more

Image De-nosing - Non-Local Means Denoising

```
In [1]: 1 import numpy as np, cv2
image = cv2.imread('my.JPG')

cv2.imshow('Original image', image)
cv2.waitKey()

#parameters, after None are - the filter strength 'h' (5-10 is a good range)
#Next is h for ColorComponents, set as same value as h again
# dst = cv2.fastNlMeansDenoisingColored(image, None, 6, 6, 7, 21)

cv2.imshow('Fast Means Denoising', dst)

cv2.waitKey()
cv2.destroyAllWindows()
```