TECHNIQUE	AUTHOR NAME	PROS	CONS
Lee filter	LEE JS	Statistics of window pixels. MMSE as cost functions.	1. Over smooth the details of image. 2. Won't behave good at edges
Frost Filter	Frost VS	Smooth out noise while retaining edges or shape features in image	Blurring the image
Kuan Filter	Kuan DT	Ability to deal with various types of noises which depends on signal characteristics. Also prior knowledge about the actual image is not required	Over smoothing of edges and texture
Baraldi Filter	Baraldi A	Improves the ability to adapt to shape near the image contours and preserves edge sharpness	Ignores the textures that results in blurred textures
Symmetric daubechies	Gagnon	averages the result of all WCS filter over all possible shifts of input image Preserve edges	Increased computational load

Chitroub Filter	Chitroub S	The K-distribution parameter is effective	Implementation of this technique is not so technical
Achim Filer	Achim A	Multiplicative converted to additive(log) Hold information of edge.	
Bianchi Filter	Bianchi T	Improvement to the locally adaptive GG modeling. The expressions for estimation of GG parameter is derived exactly	Suffers from computational cost due to undecimated wavelet transform.
Unscented Kalman Filter	Subr ahmanyam G	Sigma points are used to capture the noise characteristics, and are propagated to arrive at the final image estimates. Avoids over smoothing of edges.	NA
Mean shift algorithm	Jarabo-Amores P	probability density function estimator using gradient method	Blur the edges.

Anisotropic Diffusion Method	Liu G	Smoothen the noise along with preserving the edges and textures of the image	Leads to edge blurring
Wavelet+curvelet	Wu J	Preserve fine edges.	Blurring effect of image.
	Ma N	Intra scale dependencies on local statistics.	Oversmoothing of homogeneous areas.