

1. Gaussian noise, amplitude: 10



Gaussian noise, amplitude: 10, SNR = 13.601



Box_3x3, SNR = 17.75



Box_5x5, SNR = 14.862



Median_3x3, SNR = 17.652



Median_5x5, SNR = 15.991



OpeningThenClosing, SNR = 13.283



ClosingThenOpening, SNR = 13.578

2. Gaussian noise, amplitude: 30



Gaussian noise, amplitude: 30, SNR = 4.177



Box_3x3, SNR = 12.615



Box_5x5, SNR = 13.286



Median_3x3, SNR = 11.093



Median_5x5, SNR = 12.883



OpeningThenClosing, SNR = 11.127



ClosingThenOpening, SNR = 11.155

3. Salt-and-pepper noise, probability: 0.1



Salt-and-pepper noise, probability: 0.1, SNR = -2.109



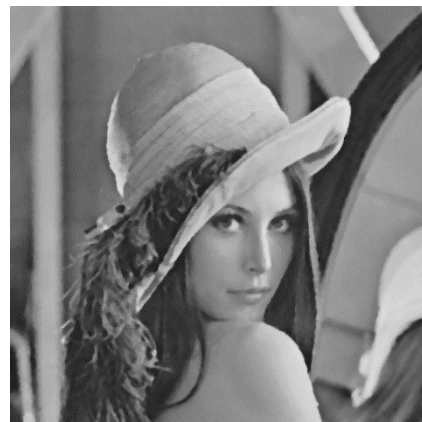
Box_3x3, SNR = 6.322



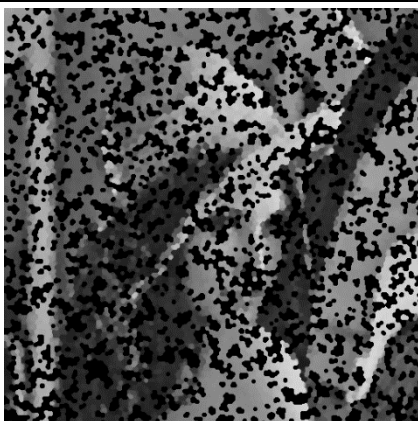
Box_5x5, SNR = 8.502



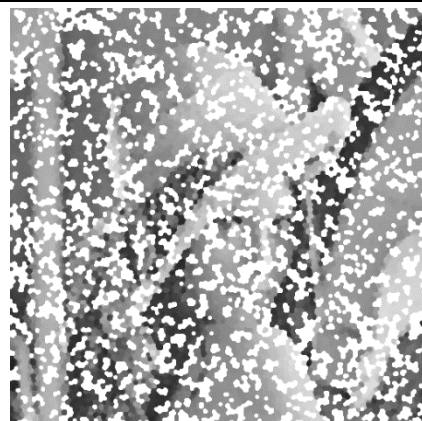
Median_3x3, SNR = 14.829



Median_5x5, SNR = 15.748



OpeningThenClosing, SNR = -2.199



ClosingThenOpening, SNR = -2.52

4. Salt-and-pepper noise, probability: 0.05



Salt-and-pepper noise, probability: 0.05, SNR = 0.941



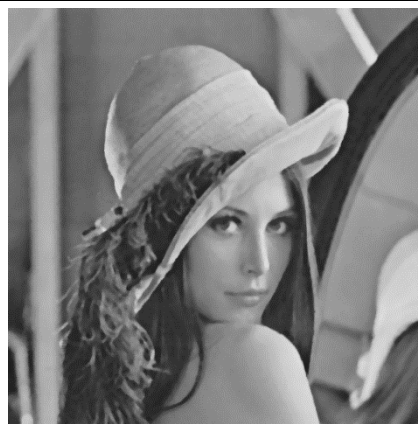
Box_3x3, SNR = 9.494



Box_5x5, SNR = 11.196



Median_3x3, SNR = 19.157



Median_5x5, SNR = 16.374



OpeningThenClosing, SNR = 5.39



ClosingThenOpening, SNR = 5.415