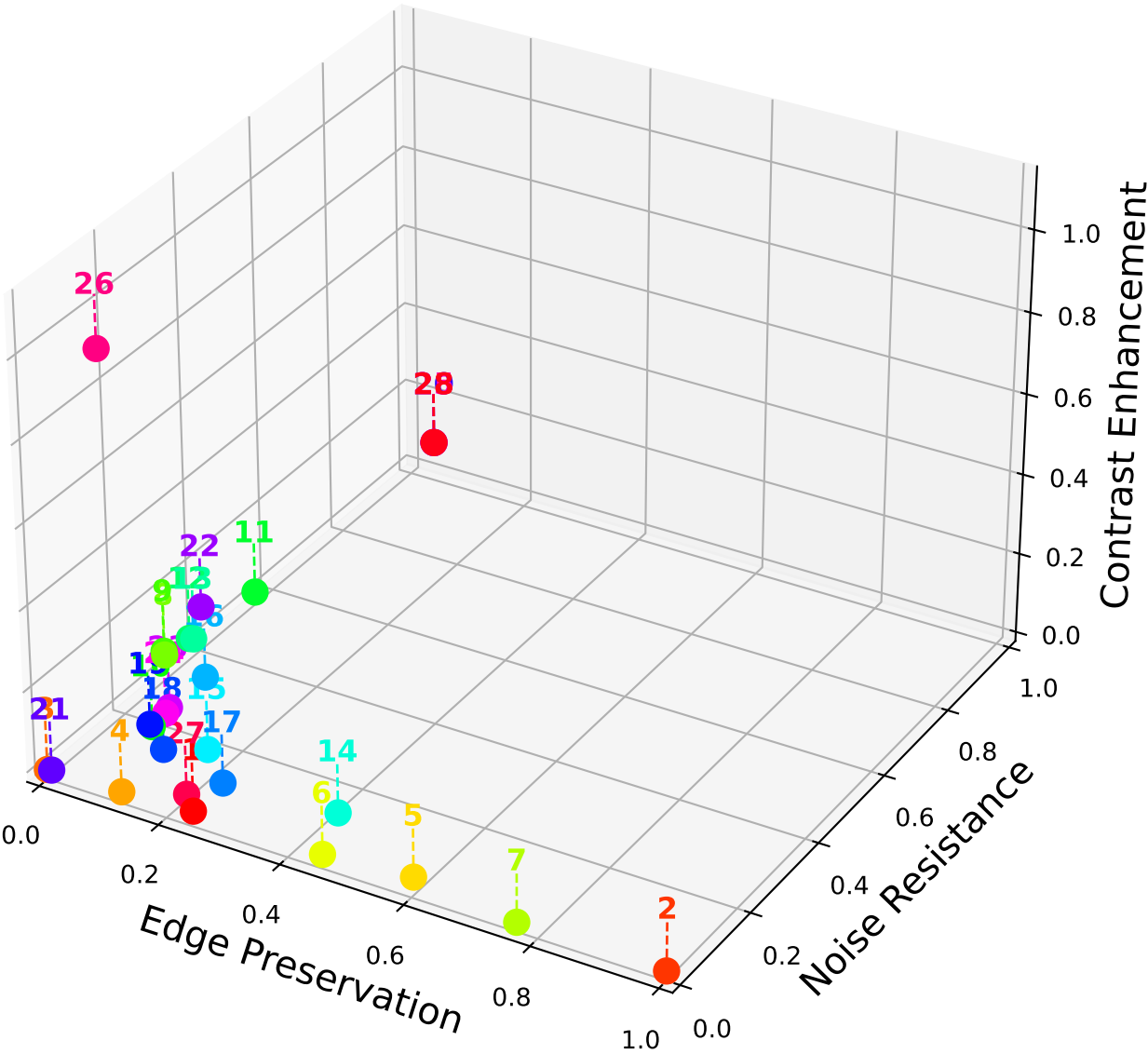


# Preprocessing Methods in 3D Feature Space



- 1. apply\_sobel
- 2. apply\_canny
- 3. apply\_laplacian
- 4. apply\_prewitt
- 5. apply\_schar
- 6. apply\_gabor\_filter
- 7. compute\_gradient\_magnitude\_orientation
- 8. apply\_bilateral
- 9. apply\_non\_local\_means
- 10. apply\_wiener\_filter
- 11. apply\_wavelet\_denoising
- 12. apply\_median\_filter
- 13. apply\_gaussian\_blur
- 14. add\_gaussian\_noise
- 15. add\_salt\_and\_pepper\_noise
- 16. add\_speckle\_noise
- 17. add\_poisson\_noise
- 18. apply\_histogram\_equalization
- 19. apply\_adaptive\_histogram\_equalization
- 20. apply\_gamma\_correction
- 21. apply\_tophat\_blackhat
- 22. apply\_unsharp\_masking
- 23. apply\_retinex
- 24. apply\_log\_transform
- 25. apply\_power\_law\_transform
- 26. apply\_fourier\_transform
- 27. apply\_haar\_wavelet
- 28. apply\_guided\_filter