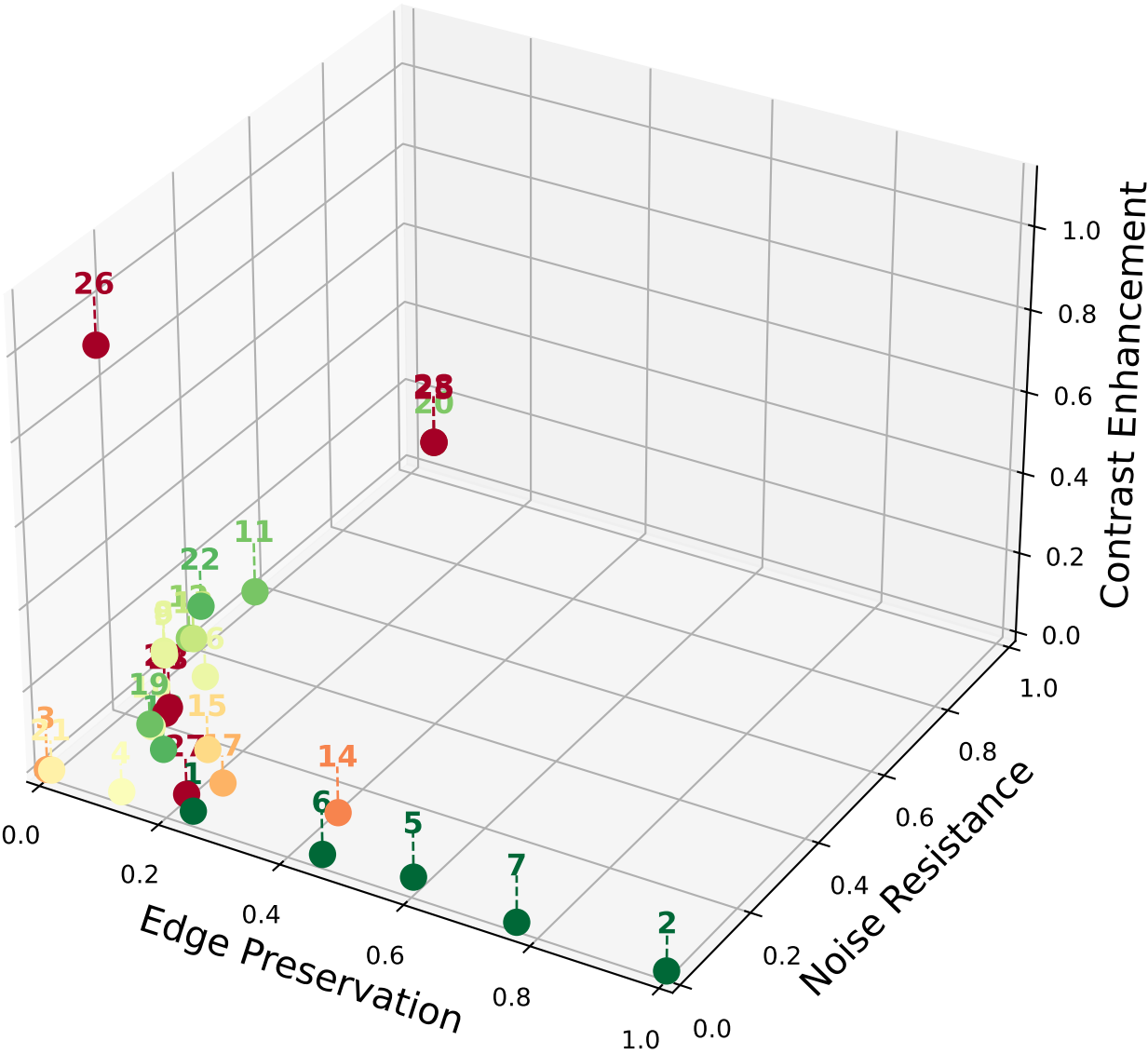


Preprocessing Methods in 3D Feature Space



- 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