

2023-2 공학설계

# 4주차 주간 보고

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## 프로젝트 진행 상황

### W3 (11/7 - 13)

- Median Filter 최적화
- Gaussian Filter 최적화

### W4 (11/14 - 20)

- Bilateral Filter 구현
- Bilateral Filter 최적화

### W5 (11/21 - 27)

- Non-local Means  
Filter 구현

# Salt and Pepper Noise

## Median Filter

**ALGORITHM 5.11** Perform median filtering on an image

**MEDIANFILTER** ( $I, w$ )

**Input:** grayscale image  $I$ , width  $w$  of square window for computing median

**Output:** median-filtered image

```
1   $\tilde{w} \leftarrow \lfloor (w - 1)/2 \rfloor$  ➤ Determine half-width.
2  for  $y \leftarrow 0$  to  $height - 1$  do
3       $\mathcal{W} \leftarrow \{(-\tilde{w}, -\tilde{w}), \dots, (\tilde{w}, \tilde{w})\}$  ➤ 2D window of pixel coordinates.
4       $h \leftarrow \text{HISTOGRAM}(I(\mathcal{W}))$  ➤ Compute graylevel histogram over window.
5       $med \leftarrow \text{MEDIAN}(h)$  ➤ Compute the median of the pixels.
6       $n_m \leftarrow \sum_{i=0}^{med} h[i]$  ➤ Number of pixels whose gray level is less than or equal to  $med$ .
7      for  $x \leftarrow 0$  to  $width - 1$  do
8           $I'(x, y) \leftarrow med$  ➤ Set output pixel to the median value.
9          for  $y' \leftarrow -\tilde{w}$  to  $\tilde{w}$  do
10              $v \leftarrow I(x - \tilde{w}, y + y')$  ➤ Update histogram by removing pixels along left edge.
11              $h[v] \leftarrow -1$ ; if  $v \leq med$  then  $n_m \leftarrow -1$ 
12              $v \leftarrow I(x + \tilde{w} + 1, y + y')$  ➤ Update histogram by adding pixels along right edge.
13              $h[v] \leftarrow +1$ ; if  $v \leq med$  then  $n_m \leftarrow +1$ 
14             while  $n_m < \lfloor w * w/2 \rfloor$  do ➤ Update the median.
15                  $med \leftarrow +1$ ;  $n_m \leftarrow + h[med]$ 
16             while  $n_m > \lfloor w * w/2 \rfloor$  do
17                  $n_m \leftarrow - h[med]$ ;  $med \leftarrow -1$ 
18 return  $I'$ 
```

이미지의 각 픽셀에 대해 주변 픽셀의 중앙값을 계산하여 노이즈를 줄이는 기법

# Salt and Pepper Noise

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## Median Filter 구현

```
def median_filter(img, filter_size=(3, 3), stride=1):  
    img_shape = np.shape(img)  
    result_shape = tuple(np.int64((np.array(img_shape[:2]) - np.array(filter_size)) / stride) + 1) + (img_shape[2],)  
    result = np.zeros(result_shape)
```

각 영상 픽셀에 대해 Median Filter 적용

```
    for h in range(0, result_shape[0], stride):  
        for w in range(0, result_shape[1], stride):  
            for c in range(img_shape[2]):  
                tmp = img[h:h + filter_size[0], w:w + filter_size[1], c].ravel()  
                tmp = np.sort(tmp)  
                result[h, w, c] = tmp[int(len(tmp) / 2)]
```

```
    return result
```

# Salt and Pepper Noise

## Median Filter 최적화

### 1. 커널 사이즈 및 stride에 따른 PSNR 값 비교

1	stride 1, filter size : 3	37	stride 1, filter size : 5
2	k size : 3, sigma = 1	38	k size : 5, sigma = 1
3	PSNR : 26.865229883265556	39	PSNR : 26.938089508391954
4	stride 1, filter size : 3	40	stride 1, filter size : 5
5	k size : 3, sigma = 4	41	k size : 5, sigma = 4
6	PSNR : 26.914981703598002	42	PSNR : 26.96127622960564
7	stride 1, filter size : 3	43	stride 1, filter size : 5
8	k size : 3, sigma = 7	44	k size : 5, sigma = 7
9	PSNR : 26.916010196318577	45	PSNR : 26.9569790978835
10	stride 1, filter size : 3	46	stride 1, filter size : 5
11	k size : 5, sigma = 1	47	k size : 7, sigma = 1
12	PSNR : 27.092299276174035	48	PSNR : 26.947103701589366
13	stride 1, filter size : 3	49	stride 1, filter size : 5
14	k size : 5, sigma = 4	50	k size : 7, sigma = 4
15	PSNR : 27.161295722165132	51	PSNR : 26.909635207122978
16	stride 1, filter size : 3	52	stride 1, filter size : 5
17	k size : 5, sigma = 7	53	k size : 7, sigma = 7
18	PSNR : 27.148359033237472	54	PSNR : 26.88270836092078
19	stride 1, filter size : 3	55	stride 1, filter size : 7
20	k size : 7, sigma = 1	56	k size : 3, sigma = 1
21	PSNR : 27.12090264185008	57	PSNR : 26.645330842325325
22	stride 1, filter size : 3	58	stride 1, filter size : 7
23	k size : 7, sigma = 4	59	k size : 3, sigma = 4
24	PSNR : 27.10715949657424	60	PSNR : 26.619319798832745
25	stride 1, filter size : 3	61	stride 1, filter size : 7
26	k size : 7, sigma = 7	62	k size : 3, sigma = 7
27	PSNR : 27.054817893227217	63	PSNR : 26.61796068027901
28	stride 1, filter size : 5	64	stride 1, filter size : 7
29	k size : 3, sigma = 1	65	k size : 5, sigma = 1
30	PSNR : 26.860851454047612	66	PSNR : 26.670853406495745
31	stride 1, filter size : 5	67	stride 1, filter size : 7
32	k size : 3, sigma = 4	68	k size : 5, sigma = 4
33	PSNR : 26.8587488536939	69	PSNR : 26.625964355886303
34	stride 1, filter size : 5	70	stride 1, filter size : 7
35	k size : 3, sigma = 7	71	k size : 5, sigma = 7
36	PSNR : 26.85823743806598	72	PSNR : 26.620557366465725

커널 사이즈: 3, stride: 1일 때 가장 높은 PSNR 값 도출

### 2. 필터 적용 횟수에 따른 PSNR 값 비교

median filtering : 1
PSNR : 27.161295722165132
median filtering : 2
PSNR : 26.927550862087138
median filtering : 3
PSNR : 26.552685933516592
median filtering : 4
PSNR : 26.13068250021685
median filtering : 5
PSNR : 25.701710413533124

필터 한 번만 적용했을 때 가장 높은 PSNR 값 도출

# White Gaussian Noise

## Gaussian Filter

**ALGORITHM 5.4** Create a 1D Gaussian kernel

**CREATEGAUSSIANKERNEL**( $\sigma$ )

**Input:** floating-point standard deviation  $\sigma$

**Output:** 1D Gaussian kernel (as an array with  $w$  elements)

```
1  $\tilde{w} \leftarrow \text{GETKERNELHALFWIDTH}(\sigma)$ 
2  $w \leftarrow 2\tilde{w} + 1$ 
3  $norm \leftarrow 0$ 
4 for  $i \leftarrow 0$  to  $w - 1$  do
5      $gauss[i] \leftarrow \exp(-(i - \tilde{w}) * (i - \tilde{w}) / (2 * \sigma * \sigma))$ 
6      $norm \leftarrow_+ gauss[i]$ 
7 for  $i \leftarrow 0$  to  $w - 1$  do
8      $gauss[i] \leftarrow_ / norm$ 
9 return  $gauss$ 
```

- Determine a reasonable halfwidth  $\tilde{w}$ , using, e.g., Algorithm 5.5.
- Compute the (odd) width  $w$  from the halfwidth  $\tilde{w}$ .
- Initialize the normalization factor to zero.
- Construct the  $w$ -element kernel by sampling the continuous Gaussian function, while keeping track of the normalization factor.
- Apply the normalization factor to ensure that  $\sum_{i=0}^{w-1} gauss[i] = 0$ .

이미지 중심과의 거리에 따라 가중치를 다르게 하여 영상 내 노이즈를 줄이는 기법

# White Gaussian Noise

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## Gaussian Filter 구현

```
def gaussian_kernel(k_size, sigma):
    size = k_size//2
    y, x = np.ogrid[-size:size+1, -size:size+1]
    filter = 1/(2*np.pi * (sigma**2)) * np.exp(-1 * (x**2 + y**2)/(2*(sigma**2)))
    sum = filter.sum()
    filter /= sum
    return filter
```

```
def padding(img, k_size):
    pad_size = k_size//2
    h, w, ch = img.shape

    res = np.zeros((h + (2*pad_size), w+(2*pad_size), ch), dtype=np.float)

    if pad_size == 0:
        res = img.copy()
    else:
        res[pad_size:-pad_size, pad_size:-pad_size] = img.copy()
    return res
```

```
def gaussian_filtering(img, k_size=5, sigma=4):
    h, w, ch = img.shape
    filter = gaussian_kernel(k_size, sigma)
    pad_img = padding(img, k_size)
    filtered_img = np.zeros((h, w, ch), dtype=np.float32)

    for ch in range(0, ch):
        for i in range(h):
            for j in range(w):
                filtered_img[i, j, ch] = np.sum(filter * pad_img[i:i+k_size, j:j+k_size, ch])

    return filtered_img
```



# White Gaussian Noise

## Gaussian Filter 최적화

### 1. 커널 사이즈 및 표준 편차에 따른 PSNR 값 비교

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8	k size : 3, sigma = 7	44	k size : 5, sigma = 7
9	PSNR : 26.916010196318577	45	PSNR : 26.9569790978835
10	stride 1, filter size : 3	46	stride 1, filter size : 5
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35	k size : 3, sigma = 7	71	k size : 5, sigma = 7
36	PSNR : 26.85823743806598	72	PSNR : 26.620557366465725

커널 사이즈: 5, 표준 편차: 4일 때 가장 높은 PSNR 값 도출

### 2. 필터 적용 횟수에 따른 PSNR 값 비교

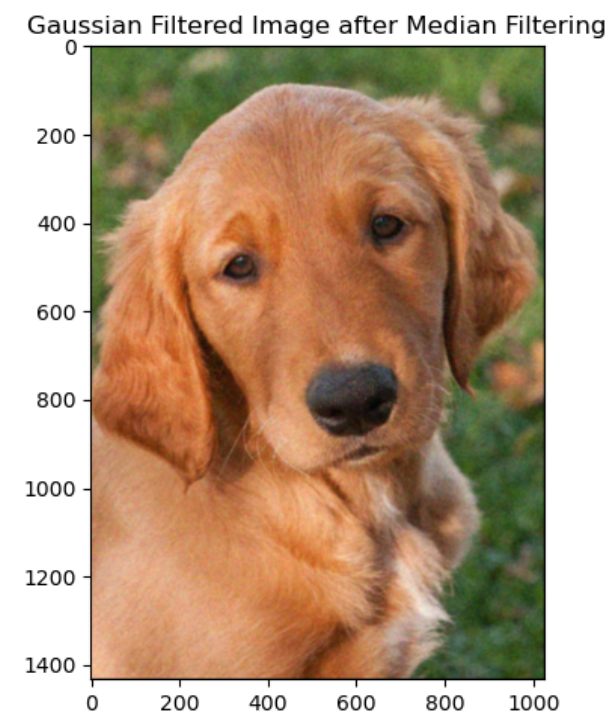
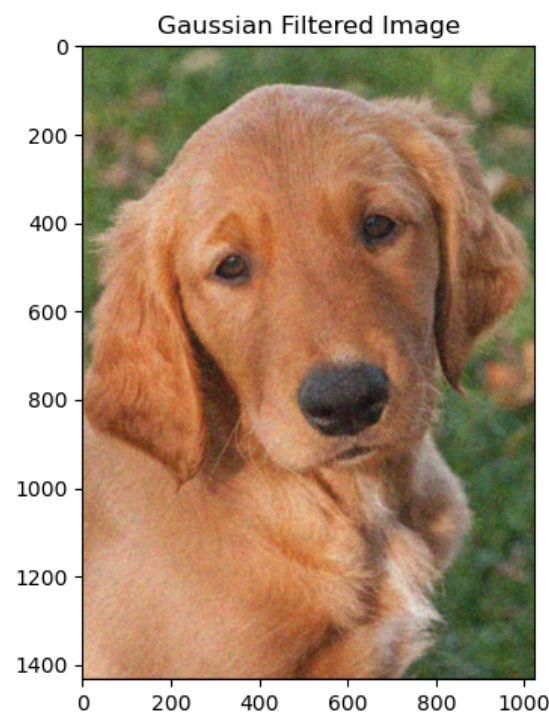
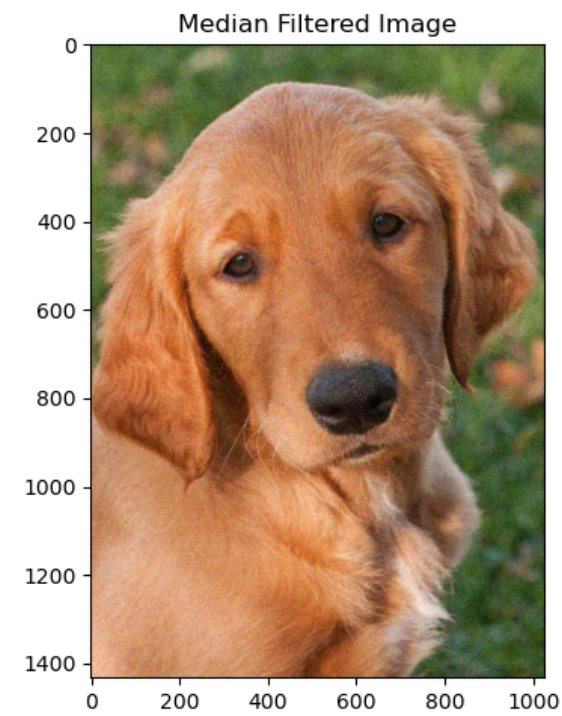
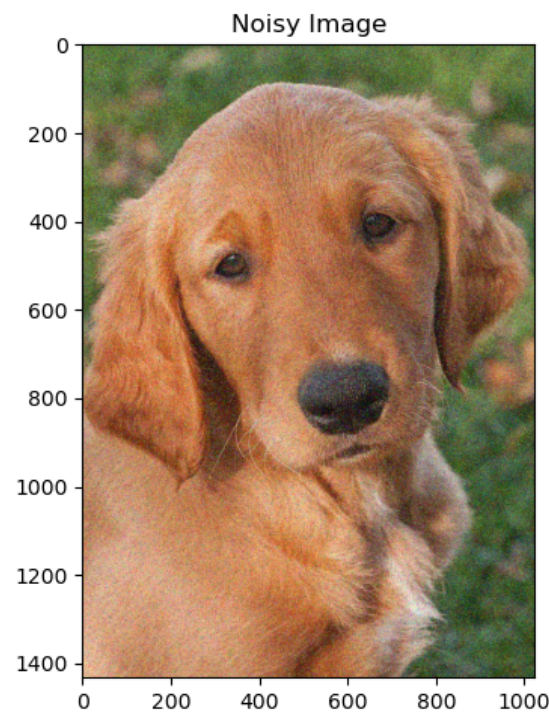
gaussian filtering : 1
PSNR : 27.161295722165132
gaussian filtering : 2
PSNR : 27.03794673695009
gaussian filtering : 3
PSNR : 26.7766655818144
gaussian filtering : 4
PSNR : 26.532586568433622
gaussian filtering : 5
PSNR : 26.30939786619438

필터 한 번만 적용했을 때 가장 높은 PSNR 값 도출

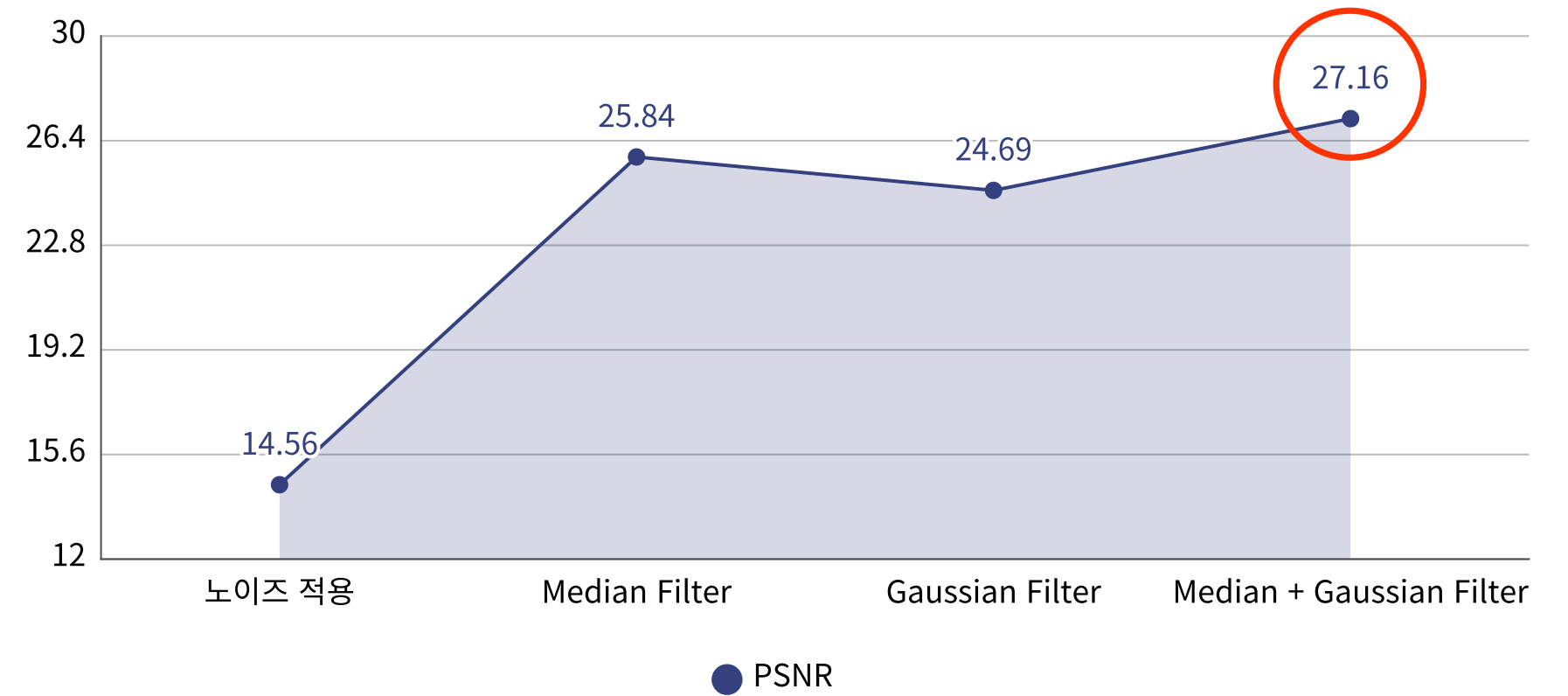


# Image Denoising

## Filter 적용 순서에 따른 PSNR 비교



이미지에 Median 필터 적용한 뒤 Gaussian 필터를 적용했을 때,  
더 높은 PSNR 값 도출



# Image Denoising

## Bilateral Filter

Gaussian Filter 적용 시,

영상 엣지 부근에서 픽셀 값을 평탄하게 만드는 단점을 보완하기 위해 Bilateral Filter 구현

**ALGORITHM 5.13** Perform bilateral filtering on an image

**BILATERALFILTER**( $I, \sigma_s, \sigma_r, n_{iter}$ )

**Input:** grayscale image  $I$ , standard deviations  $\sigma_s$  and  $\sigma_r$  of Gaussian spatial and range kernels, number  $n_{iter}$  of iterations

**Output:** bilateral-filtered image

```
1  for  $k \leftarrow 1$  to  $n_{iter}$  do
2      for  $(x, y) \in I$  do
3           $val \leftarrow 0$ 
4           $norm \leftarrow 0$ 
5          for  $(\delta_x, \delta_y) \in \mathcal{W}$  do
6               $d_s^2 \leftarrow \delta_x * \delta_x + \delta_y * \delta_y$ 
7               $d_r \leftarrow I(x, y) - I(x + \delta_x, y + \delta_y)$ 
8               $w \leftarrow \exp(-d_s^2 / (2 * \sigma_s^2)) * \exp(-(d_r * d_r) / (2 * \sigma_r^2))$ 
9               $val \leftarrow_+ w * I(x + \delta_x, y + \delta_y)$ 
10              $norm \leftarrow_+ w$ 
11              $I'(x, y) \leftarrow val / norm$ 
12          $I \leftarrow I'$ 
13  return  $I'$ 
```

➤ For each iteration, and for each pixel in the image, initialize the value to zero, and the normalization factor to zero.

➤ For each pixel in a  $\pm 2.5\sigma_s$  window, compute squared spatial distance, and range difference to compute weight.

➤ Accumulate weighted sum and update normalization factor.

➤ Set output to normalized weighted sum.

➤ Copy entire output image to input for next iteration.

# Image Denoising

## Bilateral Filter 구현

```
def bilateral_filter(noisy_img, k_size=5, sigma_space=4, sigma_intensity=0.2):
    h, w, ch = noisy_img.shape
    bilateral_noisy_img = np.zeros((h, w, ch))
    spatial_filter = gaussian_kernel(k_size, sigma_space)
    for c in range(ch):
        for i in range(h):
            for j in range(w):
                intensity_center = noisy_img[i, j, c]
                weighted_sum = 0.0
                normalization_factor = 0.0
                for m in range(-k_size//2, k_size//2 + 1):
                    for n in range(-k_size//2, k_size//2 + 1):
                        i_neighbor = i + m
                        j_neighbor = j + n

                        if 0 <= i_neighbor < h and 0 <= j_neighbor < w:
                            intensity_neighbor = noisy_img[i_neighbor, j_neighbor, c]
                            weight_intensity = np.exp(-(intensity_center - intensity_neighbor)**2 / (2 * sigma_intensity**2))
                            weight_spatial = spatial_filter[m + k_size//2, n + k_size//2]
                            weight = weight_intensity * weight_spatial
                            weighted_sum += intensity_neighbor * weight
                            normalization_factor += weight

                bilateral_noisy_img[i, j, c] = weighted_sum / normalization_factor

    return bilateral_noisy_img
```

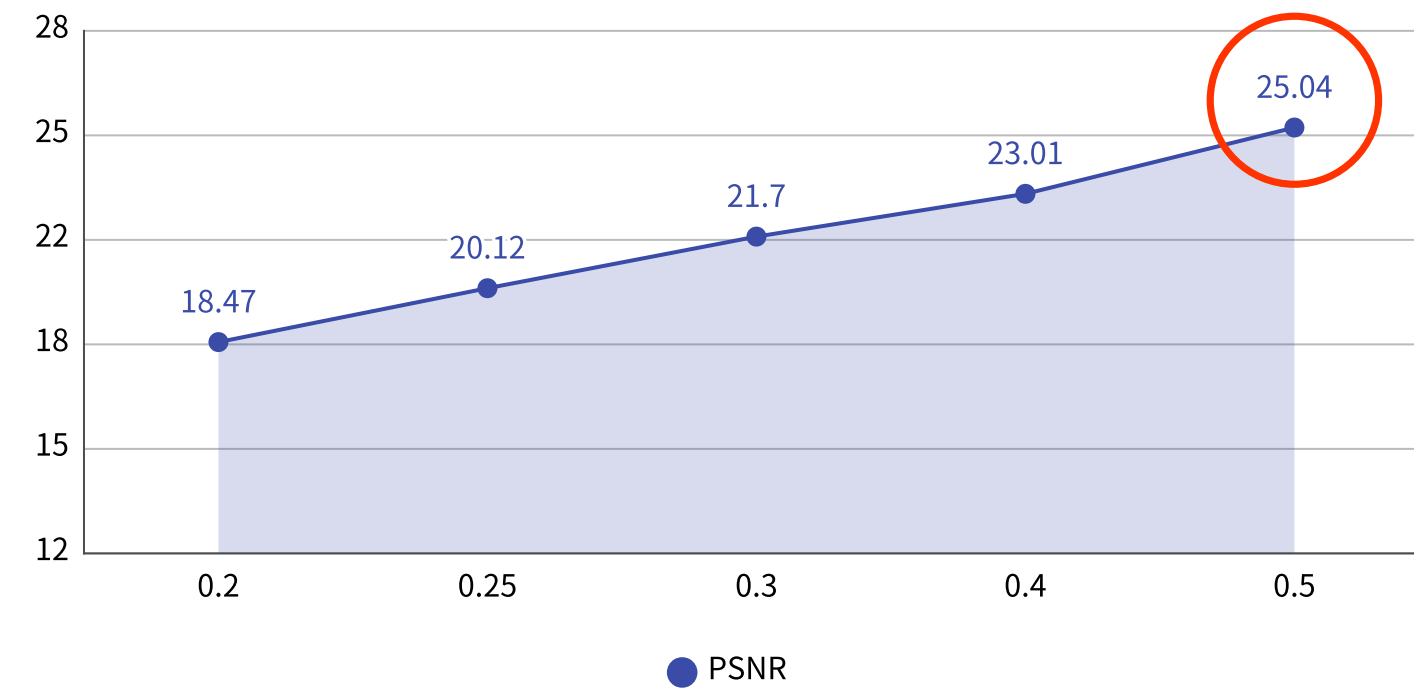
이미지 내 특정 픽셀과 주변 픽셀 간 강도 차이를 고려하여  
가중치를 다르게 적용

# Image Denoising

## Bilateral Filter 최적화 I

- 표준 편차에 따른 PSNR 값 비교

```
sigma_intensity=0.2 - PSNR: 18.465199371341477  
sigma_intensity=0.25 - PSNR: 20.11810428632533  
sigma_intensity=0.3 - PSNR: 21.69718677355458  
sigma_intensity=0.35 - PSNR: 23.00701856295732  
sigma_intensity=0.4 - PSNR: 23.966817433556663  
sigma_intensity=0.5 - PSNR: 25.0380909386099
```



표준 편차 0.5일 때 가장 높은 PSNR 값 도출



# Image Denoising

## Bilateral Filter 최적화 II

- vectorization을 통한 실행 시간 단축

기존 코드: 기본 반복문 구조

```
def bilateral_filter(noisy_img, k_size=5, sigma_space=4, sigma_intensity=0.2):
    h, w, ch = noisy_img.shape
    bilateral_noisy_img = np.zeros((h, w, ch))
    spatial_filter = gaussian_kernel(k_size, sigma_space)

    for c in range(ch):
        for i in range(h):
            for j in range(w):
                intensity_center = noisy_img[i, j, c]
                weighted_sum = 0.0
                normalization_factor = 0.0
                for m in range(-k_size//2, k_size//2 + 1):
                    for n in range(-k_size//2, k_size//2 + 1):
                        i_neighbor = i + m
                        j_neighbor = j + n

                        if 0 <= i_neighbor < h and 0 <= j_neighbor < w:
                            intensity_neighbor = noisy_img[i_neighbor, j_neighbor, c]
                            weight_intensity = np.exp(-(intensity_center - intensity_neighbor)**2 / (2 * sigma_intensity**2))
                            weight_spatial = spatial_filter[m + k_size//2, n + k_size//2]
                            weight = weight_intensity * weight_spatial
                            weighted_sum += intensity_neighbor * weight
                            normalization_factor += weight

                bilateral_noisy_img[i, j, c] = weighted_sum / normalization_factor

    return bilateral_noisy_img
```

최적화 코드: Numpy 배열 연산 사용

```
def fff_bilateral_filter(noisy_img, k_size=5, sigma_space=4, sigma_intensity=0.2):
    h, w, ch = noisy_img.shape
    bilateral_noisy_img = np.zeros((h, w, ch))

    spatial_filter = gaussian_kernel(k_size, sigma_space)

    for c in range(ch):
        intensity_center = noisy_img[:, :, c]
        weighted_sum = np.zeros_like(intensity_center)
        normalization_factor = np.zeros_like(intensity_center)

        for m in range(-k_size//2, k_size//2 + 1):
            for n in range(-k_size//2, k_size//2 + 1):
                i_neighbors = np.clip(np.arange(h) + m, 0, h - 1)
                j_neighbors = np.clip(np.arange(w) + n, 0, w - 1)
                intensity_neighbors = noisy_img[i_neighbors, :, c][:, j_neighbors]
                weight_intensity = np.exp(-(intensity_center - intensity_neighbors)**2 / (2 * sigma_intensity**2))
                weight_spatial = spatial_filter[m + k_size//2, n + k_size//2]
                weighted_sum += intensity_neighbors * weight_intensity * weight_spatial
                normalization_factor += weight_intensity * weight_spatial

        bilateral_noisy_img[:, :, c] = weighted_sum / normalization_factor

    return bilateral_noisy_img
```

Baby\_noisy(25.8 MB) 영상의 경우,  
기존 코드 실행에 50분 소요되었으나 최적화 이후 2분으로 실행 시간 감소

# Image Denoising

## Bilateral Filter 최적화 II

- 커널 사이즈 및 표준 편차에 따른 PSNR 비교

```
kernel size=5, sigma_space=3, sigma_intensity=0.1 - PSNR: 15.482560680105301
kernel size=5, sigma_space=3, sigma_intensity=0.2 - PSNR: 18.392135237237245
kernel size=5, sigma_space=3, sigma_intensity=0.3 - PSNR: 21.585433732029156
kernel size=5, sigma_space=3, sigma_intensity=0.4 - PSNR: 23.871470681241483
kernel size=5, sigma_space=3, sigma_intensity=0.5 - PSNR: 24.974357477097954
kernel size=5, sigma_space=3, sigma_intensity=0.6 - PSNR: 25.425883603286312
kernel size=5, sigma_space=3, sigma_intensity=0.7 - PSNR: 25.593061943578054
kernel size=5, sigma_space=3, sigma_intensity=0.8 - PSNR: 25.642755359154297
kernel size=5, sigma_space=3, sigma_intensity=0.9 - PSNR: 25.64498497109403
kernel size=5, sigma_space=3, sigma_intensity=1.0 - PSNR: 25.628996811033005
kernel size=5, sigma_space=4, sigma_intensity=0.1 - PSNR: 15.509620617675209
kernel size=5, sigma_space=4, sigma_intensity=0.2 - PSNR: 18.46346220024416
kernel size=5, sigma_space=4, sigma_intensity=0.3 - PSNR: 21.693411693786757
kernel size=5, sigma_space=4, sigma_intensity=0.4 - PSNR: 23.961350463343383
kernel size=5, sigma_space=4, sigma_intensity=0.5 - PSNR: 25.032026330667687
kernel size=5, sigma_space=4, sigma_intensity=0.6 - PSNR: 25.458961405099252
kernel size=5, sigma_space=4, sigma_intensity=0.7 - PSNR: 25.609732151321513
kernel size=5, sigma_space=4, sigma_intensity=0.8 - PSNR: 25.64859932744764
kernel size=5, sigma_space=4, sigma_intensity=0.9 - PSNR: 25.643513499767497
kernel size=5, sigma_space=4, sigma_intensity=1.0 - PSNR: 25.622419298357514
kernel size=5, sigma_space=5, sigma_intensity=0.1 - PSNR: 15.52199519684902
kernel size=5, sigma_space=5, sigma_intensity=0.2 - PSNR: 18.495943815090857
kernel size=5, sigma_space=5, sigma_intensity=0.3 - PSNR: 21.741335996969905
kernel size=5, sigma_space=5, sigma_intensity=0.4 - PSNR: 23.999221820794677
kernel size=5, sigma_space=5, sigma_intensity=0.5 - PSNR: 25.0544917753176
```

커널 사이즈: 5, 공간 표준편차: 4, 강도 표준편차: 0.8 일 때, 가장 높은 PSNR 도출