2023-2 공학설계

3주차 주간보고

11조

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프로젝트 진행 상황

W2 (10/31 - 11/6)

- Median Filter 구현
- Gaussian Filter 구현

W3 (11/7 - 13)

- Median Filter 최적화
- Gaussian Filter 최적화
- Bilateral Filter 구현

W4 (11/14 - 20)

- 중간 발표

금주 진행 상황 Median Filter 최적화

Median Filter 커널 사이즈에 따른 PSNR 값 비교

```
k \text{ size : } 3, \text{ sigma = } 7
      PSNR : 26.916010196318577
      stride 1, filter size : 3
10
11
      k \text{ size} : 5, sigma = 1
12
      PSNR : 27.092299276174035
13
      stride 1, filter size : 3
14
      k \text{ size} : 5, sigma = 4
15
      PSNR : 27.161295722165132
      stride 1, filter size : 3
16
      k \text{ size} : 5, sigma = 7
17
18
      PSNR : 27.148359033237472
      stride 1, filter size : 3
20
      k size : 7, sigma = 1
      PSNR : 27.12090264185008
```

```
#median filter

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)

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
```

- 커널 사이즈 4일 때 가장 높은 PSNR 도출

금주 진행 상황 ———Gaussian Filter 최적화

Gaussian Filter 커널 사이즈 및 표준 편차 값에 따른 PSNR 값 비교

```
k \text{ size} : 3, \text{ sigma} = 7
      PSNR : 26.916010196318577
      stride 1, filter size : 3
      k \text{ size} : 5, \text{ sigma} = 1
11
      PSNR : 27.092299276174035
      stride 1, filter size : 3
14
      k \text{ size} : 5, sigma = 4
15
      PSNR : 27.161295722165132
      stride 1, filter size : 3
16
      k \text{ size} : 5, sigma = 7
17
18
      PSNR : 27.148359033237472
      stride 1, filter size : 3
20
      k \text{ size} : 7, \text{ sigma} = 1
      PSNR : 27.12090264185008
```

- 커널 사이즈 5, 표준 편차 4일 때 가장 높은 PSNR 도출

금주 진행 상황 Bilateral Filter 구현

이미지에 Gaussian Filter 적용 시,

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
                                                                                                                              > For each iteration,
             for (x, y) \in I do
                                                                                                                    and for each pixel in the image,
 3
                     val \leftarrow 0
                                                                                                                          initialize the value to zero.
 4
                     norm \leftarrow 0
                                                                                                                and the normalization factor to zero.
                     for (\delta_x, \delta_y) \in \mathcal{W} do
 5
                                                                                                           \rightarrow For each pixel in a \pm 2.5\sigma_c window,
                             d_s^2 \leftarrow \delta_x * \delta_x + \delta_y * \delta_y
                                                                                                                  compute squared spatial distance,
                            d_r \leftarrow I(x, y) - I(x + \delta_x, y + \delta_y)
                                                                                                                               and range difference
                             w \leftarrow \exp(-d_s^2/(2 * \sigma_s^2)) * \exp(-(d_r * d_r)/(2 * \sigma_r^2))
 8
                                                                                                                                to compute weight.
 9
                            val \leftarrow_+ w * I(x + \delta_x, y + \delta_y)
                                                                                                                      Accumulate weighted sum
10
                            norm \leftarrow_+ w
                                                                                                                   and update normalization factor.
11
                     I'(x, y) \leftarrow val/norm
                                                                                                       > Set output to normalized weighted sum.
12
             I \leftarrow I'
                                                                                            Copy entire output image to input for next iteration.
13 return I'
```

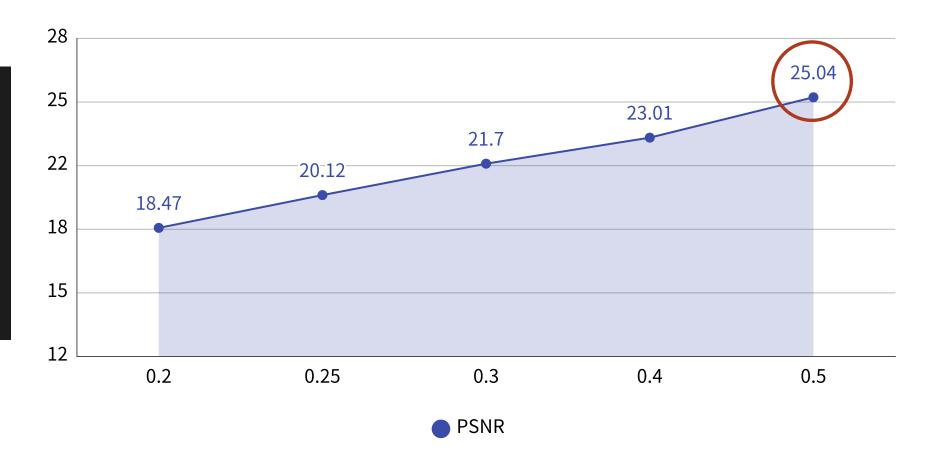
```
f bilateral_filter(noisy_img, k_size=5, sigma_space=4, sigma_intensity=0.2):
 h, w, ch = noisy_img.shape
 bilateral_noisy_img = np.zeros((h, w, ch))
 spatial_filter = gaussian_kernel(k_size, sigma_space)
 for c in range(ch):
     for i in range(h):
         for j in range(w):
             intensity_center = 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:</pre>
                          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
```

금주 진행 상황 Bilateral Filter

Filter 표준 편차 값에 따른 PSNR 값 비교

- 표준 편차 5일 때, 가장 높은 PSNR 도출

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



금주 진행 상황 ———Bilateral Filter 구현 결과

```
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:</pre>
                            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
```

- Dog_noisy (4.9 Mb) 약 8분 소요
- → 기존 코드보다 더 빠르게 실행 결과를 얻을 수 있도록 코드 최적화
- Baby_noisy (25.8 Mb) 약 50분 소요

3分音116