# Denoising

## FastNlMeans

‘h’ Filter Strength: (5-30) Increment by 1, Default Value: 5  
Template Window Size: (1-21) Increment by 2, Default Value: 7  
Search Window Size: (21-50) Increment by 1 , Default Value:21

## Bm3D

Sigma\_psd: (0-Inf) Increment by 0.1, Default Value:10

# Histogram Equalization

## CLAHE

ClipLimit: (1-100) Increment by 1, Default Value:40

# Numerical Crack Fixing

minEdgeRange: (0-255) Increment by 1, Default Value:0

maxEdgeRange: (0-255) Increment by 1, Default Value:255

minDesiredLength: (0-Inf) Increment by 10, Default Value: 100

maxDesiredLength: (0-inf) Increment by 10, Default Value: 200

maxLineGap: (0-inf) Increment by 1, Default Value: 10

KernelSize: (1-inf) Increment by 2, Default Value: 5

KernelSize2: (1-inf) Increment by 2, Default Value: 3

# Deblurring

## Richardson-Lucy

Num\_iterations (1-inf) increment by 1, Default Value:10

Psf\_size: (1,1)-(inf,inf) increment both by 2, Default Value: (5,5)

# Closed Morphological operator

Impaint radius, default 5, 1-100