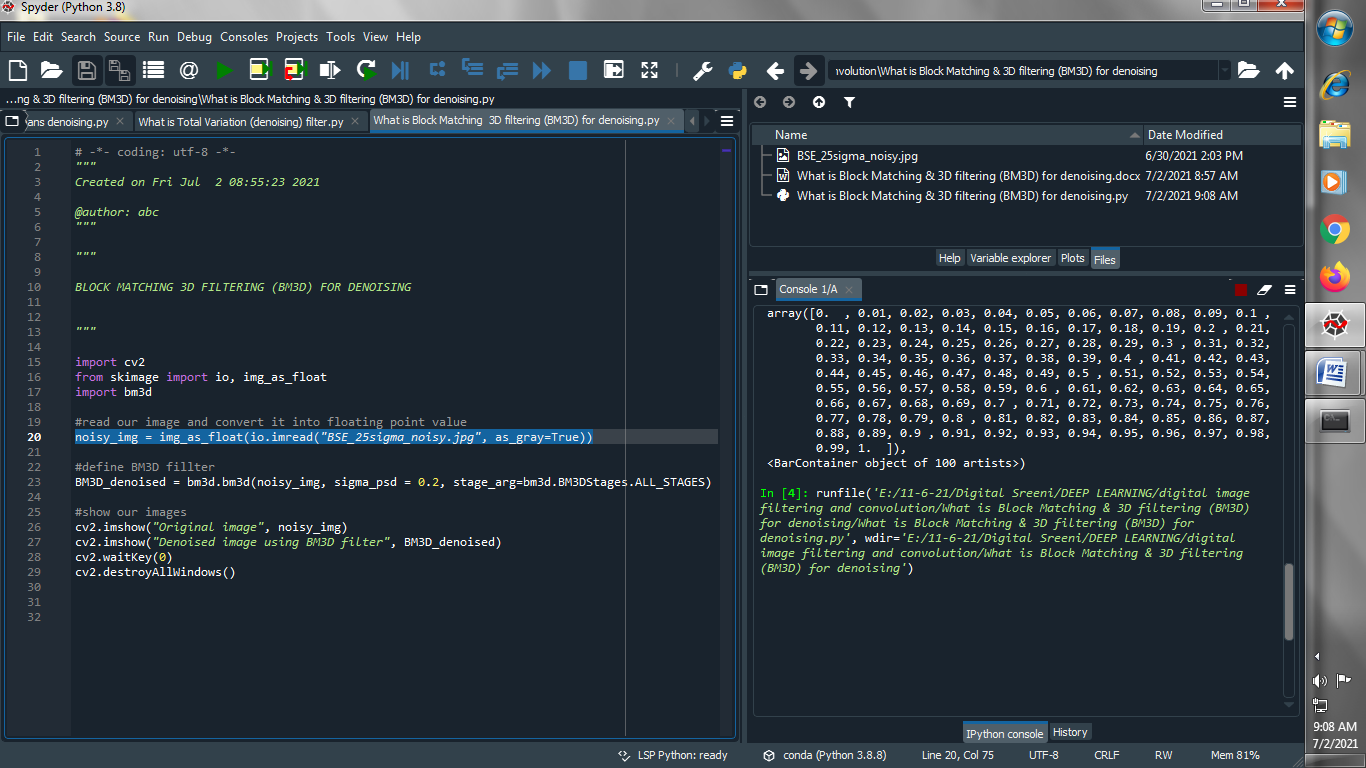
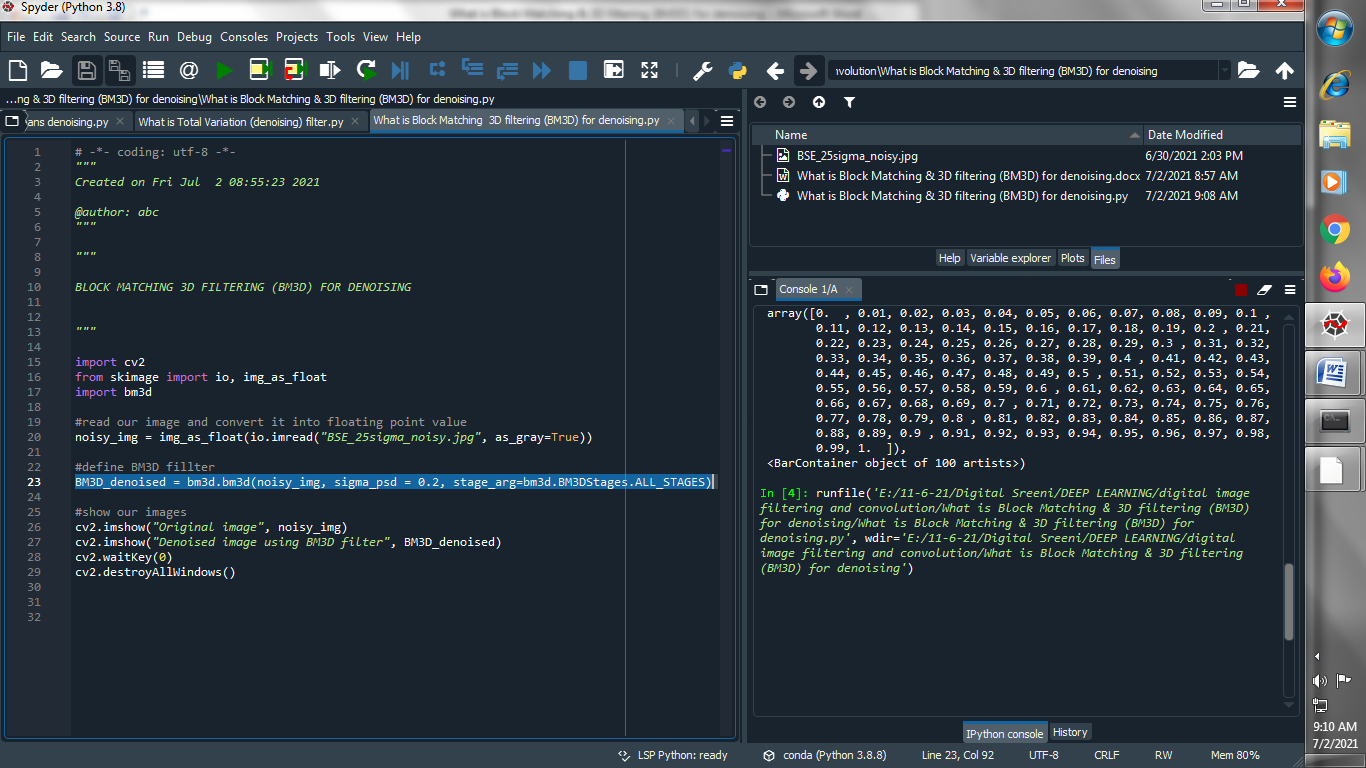
**Block Matching & 3D filtering (BM3D) for denoising :**

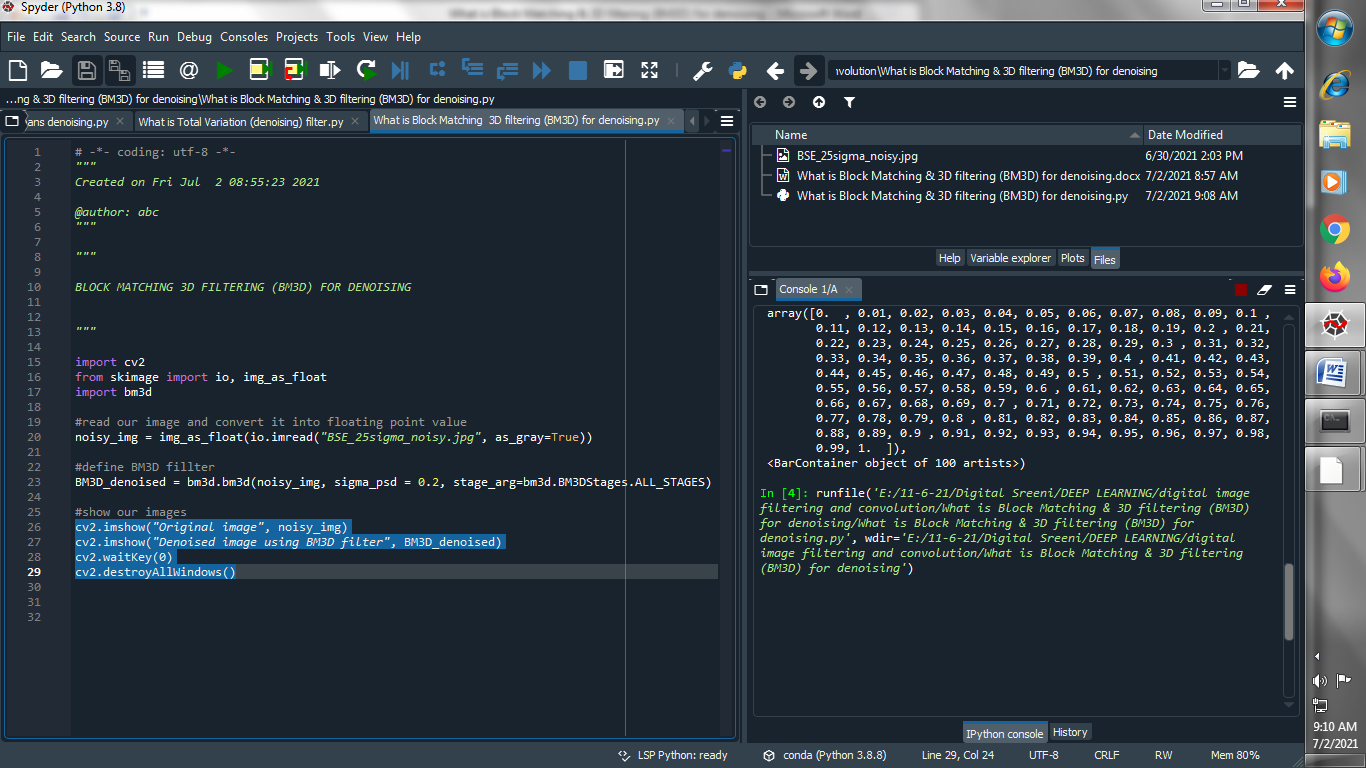
1. **Read our images and convert it into floating point value :**

****

1. **Define BM3D denoising filter :**

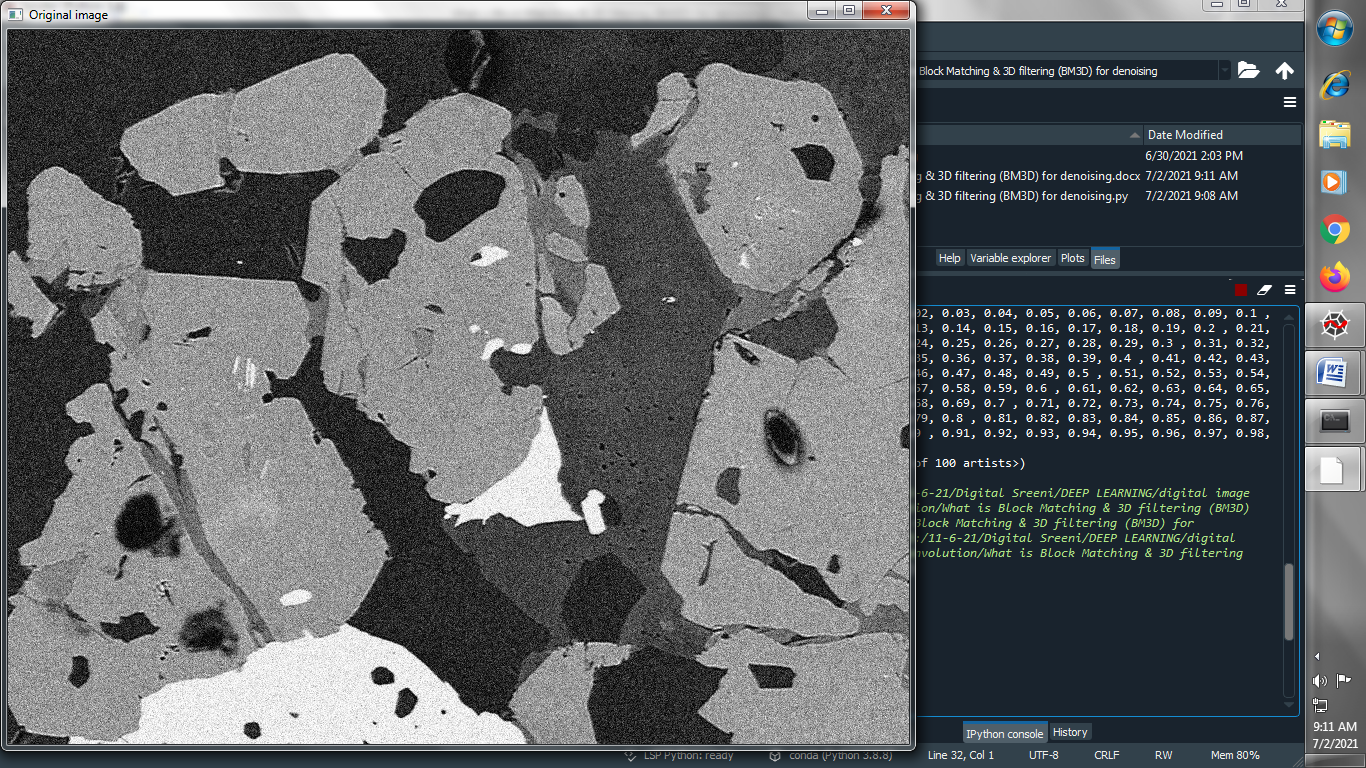
****

1. **Show our images :**

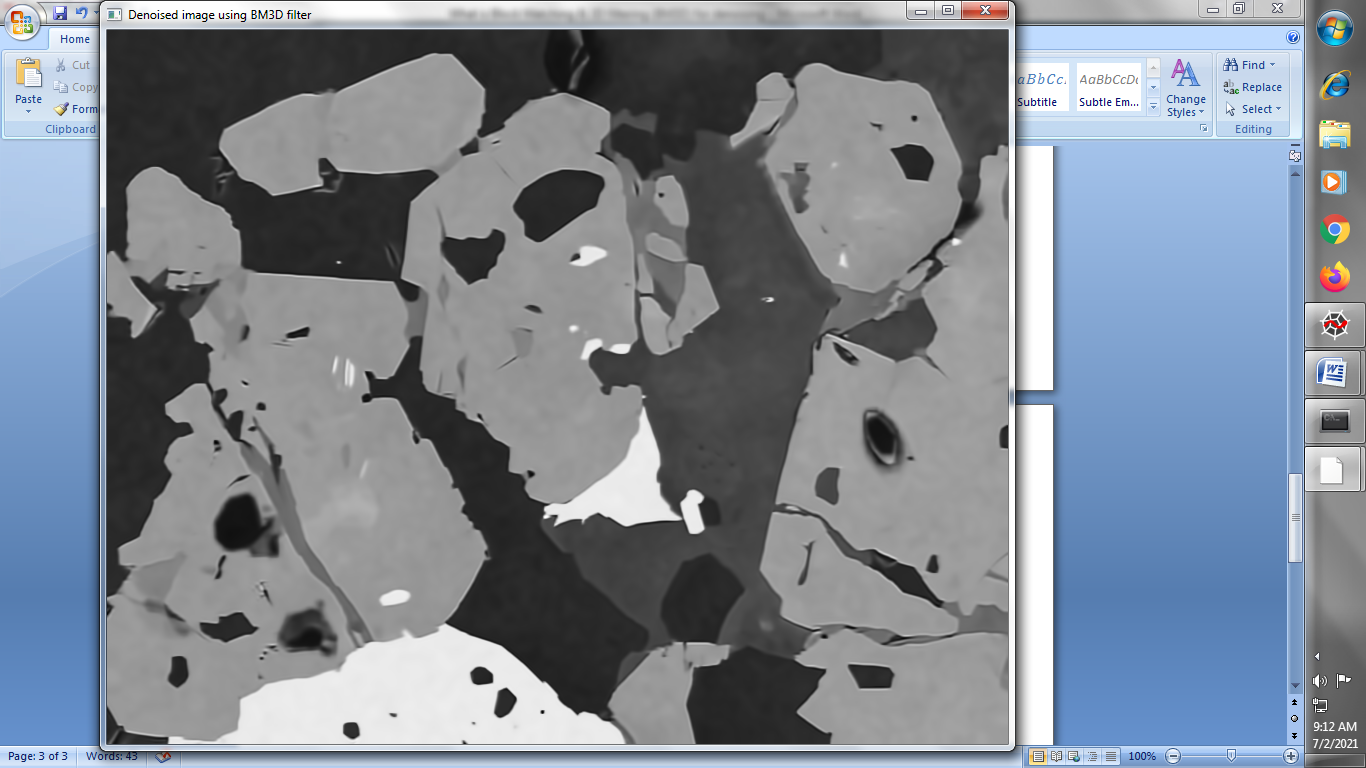
****

**Output :**

**Original image :**

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**Denoise image using BM3D filter :**

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