

# Applying Average Similar Neighborhood Filter to Satellite Images in Arcpy

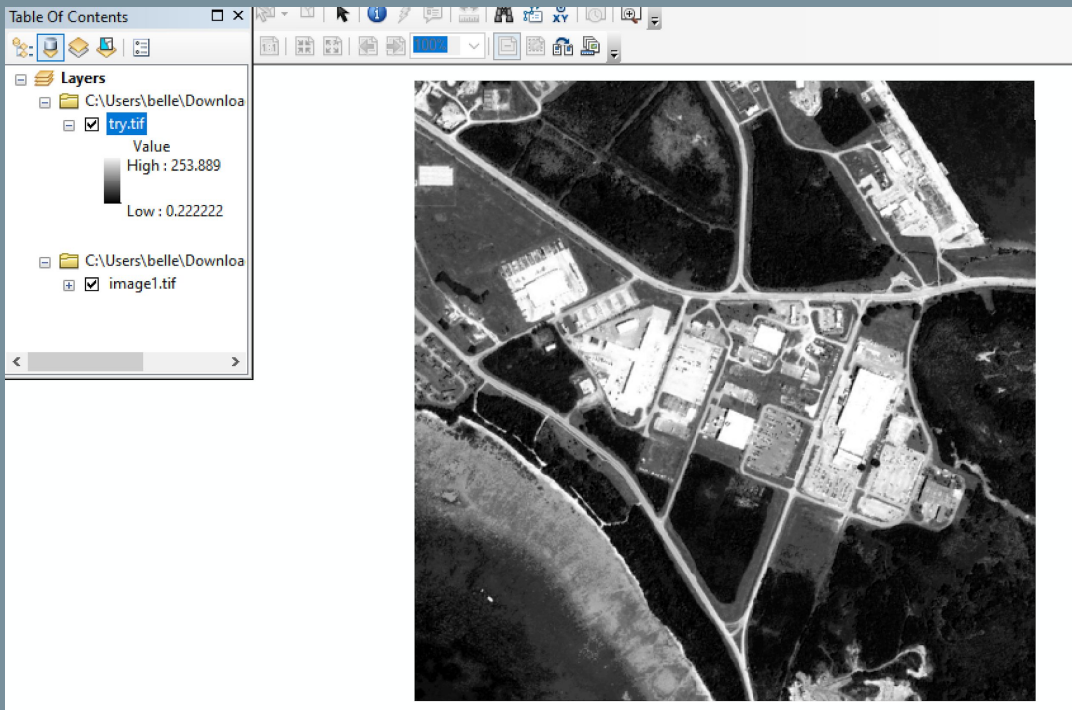
2019 Geospatial Software Design Assignment 10

Zixi Liu

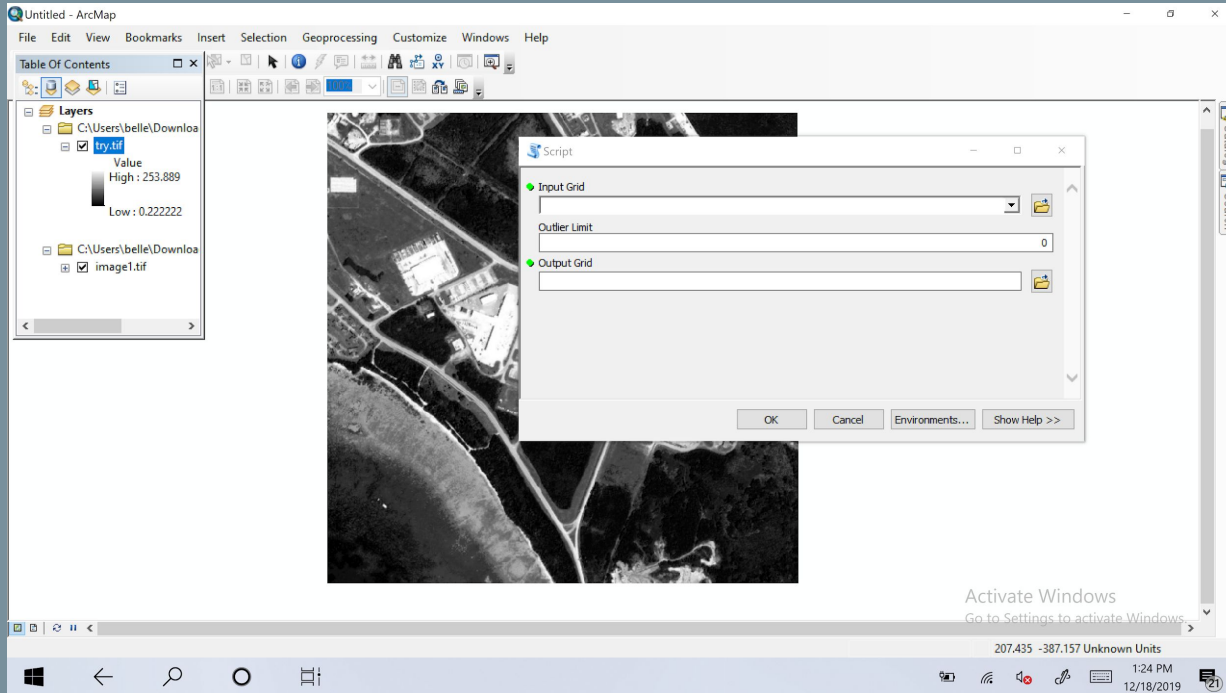
Nov, 2019

# Overview: Reduce Noise by Averaging Similar Neighborhoods

→ On the left is the Tiled High Resolution Orthoimagery for Guam; on the right is the image after applying our arctool of averaging similar neighborhood pixels. We are able to reduce outliers in the pixels.



# Overview: What Our Arctoolbox Looks Like



- **Input Grid** is a raster layer.
- **Outlier Limit** is a double with a default of 0.
- **Output Grid** is a raster dataset.
- This filter is used for image processing before edge detection.

# Understanding the Python Script

Grid.py - C:/Users/belle/Downloads/CPLN670/ACS\_Tracts/Grid.py (2.7.16)

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```
"""
THIS SCRIPT ASSIGNS TO EACH PIXEL THE MEAN OF ALL VALUES WITHIN ITS IMMEDIATE NEIGHBORHOOD
EXCEPT FOR THOSE THAT ARE DEEMED TO BE OUTLIERS, WHERE AN OUTLIER IS A VALUE ABOVE OR BELOW
A SPECIFIED NUMBER OF STANDARD DEVIATIONS FROM THE MEAN OF ALL IMMEDIATELY NEIGHBORING VALUES.

To create an ArcToolbox tool with which to execute this script, do the following.
1 In ArcMap > Catalog > Toolboxes > My Toolboxes, either select an existing toolbox
or right-click on My Toolboxes and use New > Toolbox to create (then rename) a new one.
2 Drag (or use ArcToolbox > Add Toolbox to add) this toolbox to ArcToolbox.
3 Right-click on the toolbox in ArcToolbox, and use Add > Script to open a dialog box.
4 In this Add Script dialog box, use Label to name the tool being created, and press Next.
5 In a new dialog box, browse to the .py file to be invoked by this tool, and press Next.
6 In the next dialog box, specify the following inputs (using dropdown menus wherever possible)
before pressing OK or Finish.

    DISPLAY NAME    DATA TYPE    PROPERTY>DIRECTION>VALUE    DEFAULT
    Input Grid      Raster Layer    Input
    Outlier Limit    Double          Input                        0.0
    Output Grid      Raster Dataset    Output

    To later revise any of this, right-click to the tool's name and select Properties.
"""

# Import external modules
import sys, os, string, math, arcpy, traceback, numpy

# Allow output to overwrite any existing grid of the same name
arcpy.env.overwriteOutput = True

# If Spatial Analyst license is available, check it out
if arcpy.CheckExtension("spatial") == "Available":
    arcpy.CheckOutExtension("spatial")

try:
    # Create a real-valued InputArray from the initial input grid and note its dimensions
    InputGridName = arcpy.GetParameterAsText(0)
    InputArray = arcpy.RasterToNumPyArray(InputGridName)
    InputArray = InputArray.astype(float)
    HowManyRows = InputArray.shape[0]
    HowManyColumns = InputArray.shape[1]
```

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# Understanding the Python Script

Grid.py - C:/Users/belle/Downloads/CPLN670/ACS\_Tracts/Grid.py (2.7.16)

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```
HowManyColumns = InputArray.shape[1]

# Initialize an OutputArray that is similar to that InputArray but filled with zeroes
OutputArray = numpy.zeros_like(InputArray)

# Get number of standard deviations to be used in defining outliers
Limit = float(arcpy.GetParameterAsText(1))

# Initialize vertical and horizontal offsets for the nine pixels within each neighborhood
RowShift = [0,-1, 0, 1, 0,-1,-1, 1, 1]
ColumnShift = [0, 0, 1, 0,-1,-1, 1, 1,-1]

# Loop through rows and columns of pixels
for ThisRow in range(HowManyRows):
    for ThisColumn in range(HowManyColumns):

        HowManyNeighbors = 0
        # Loop through the nine pixels in each neighborhood to compute their count and sum
        for NextNeighbor in range(9):
            NeighborRow = ThisRow + RowShift[NextNeighbor]
            if NeighborRow < 0 or NeighborRow >= HowManyRows: continue
            NeighborColumn = ThisColumn + ColumnShift[NextNeighbor]
            if NeighborColumn < 0 or NeighborColumn >= HowManyColumns: continue
            # Increment neighborhood sum and neighbor count
            OutputArray[ThisRow][ThisColumn] = OutputArray[ThisRow][ThisColumn] + InputArray[NeighborRow][NeighborColumn]
            HowManyNeighbors = HowManyNeighbors + 1
        # Divide neighborhood sum by neighbor count to get mean of all pixels in neighborhood
        MeanOfAllNeighbors = OutputArray[ThisRow][ThisColumn] / HowManyNeighbors
        OutputArray[ThisRow][ThisColumn] = 0

        # Loop through the nine pixels in each neighborhood to compute their standard deviation
        for NextNeighbor in range(9):
            NeighborRow = ThisRow + RowShift[NextNeighbor]
            if NeighborRow < 0 or NeighborRow >= HowManyRows: continue
            NeighborColumn = ThisColumn + ColumnShift[NextNeighbor]
            if NeighborColumn < 0 or NeighborColumn >= HowManyColumns: continue
            # Increment neighborhood sum of squared deviations
            DeviationOfThisNeighbor = InputArray[NeighborRow][NeighborColumn] - MeanOfAllNeighbors
            SquaredDeviationOfThisNeighbor = DeviationOfThisNeighbor * DeviationOfThisNeighbor
```

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# Understanding the Python Script

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```
OutputArray[ThisRow][ThisColumn] = 0

# Loop through the nine pixels in each neighborhood to compute their standard deviation
for NextNeighbor in range(9):
    NeighborRow = ThisRow + RowShift[NextNeighbor]
    if NeighborRow < 0 or NeighborRow >= HowManyRows: continue
    NeighborColumn = ThisColumn + ColumnShift[NextNeighbor]
    if NeighborColumn < 0 or NeighborColumn >= HowManyColumns: continue
    # Increment neighborhood sum of squared deviations
    DeviationOfThisNeighbor = InputArray[NeighborRow][NeighborColumn] - MeanOfAllNeighbors
    SquaredDeviationOfThisNeighbor = DeviationOfThisNeighbor * DeviationOfThisNeighbor
    OutputArray[ThisRow][ThisColumn] = OutputArray[ThisRow][ThisColumn] + SquaredDeviationOfThisNeighbor
# Divide neighborhood sum by neighbor count to get mean squared deviation of all pixels in neighborhood
MeanSquaredDeviationOfAllNeighbors = OutputArray[ThisRow][ThisColumn] / HowManyNeighbors
StandardDeviation = math.sqrt(MeanSquaredDeviationOfAllNeighbors)
OutputArray[ThisRow][ThisColumn] = 0

HowManyNeighbors = 0
# Loop through the non-outlier pixels in each neighborhood to compute their count and sum
for NextNeighbor in range(9):
    NeighborRow = ThisRow + RowShift[NextNeighbor]
    if NeighborRow < 0 or NeighborRow >= HowManyRows: continue
    NeighborColumn = ThisColumn + ColumnShift[NextNeighbor]
    if NeighborColumn < 0 or NeighborColumn >= HowManyColumns: continue
    # Increment neighborhood sum and neighbor count
    OutlierLimit = StandardDeviation * Limit
    if InputArray[NeighborRow][NeighborColumn] > (MeanOfAllNeighbors + OutlierLimit): continue
    if InputArray[NeighborRow][NeighborColumn] < (MeanOfAllNeighbors - OutlierLimit): continue
    OutputArray[ThisRow][ThisColumn] = OutputArray[ThisRow][ThisColumn] + InputArray[NeighborRow][NeighborColumn]
    HowManyNeighbors = HowManyNeighbors + 1
# Divide neighborhood sum by neighbor count to get mean of all pixels in neighborhood
OutputArray[ThisRow][ThisColumn] = OutputArray[ThisRow][ThisColumn] / HowManyNeighbors
```

```
# Create output grid from that new array
InputGrid = arcpy.Raster(InputGridName)
gridExtent = InputGrid.extent
lowerLeftPoint = gridExtent.lowerLeft
gridResolution = InputGrid.meanCellWidth
outputGrid = arcpy.NumPyArrayToRaster(OutputArray, lowerLeftPoint, gridResolution)
```

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# Understanding the Python Script

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```
OutputArray[ThisRow][ThisColumn] = 0

HowManyNeighbors = 0
# Loop through the non-outlier pixels in each neighborhood to compute their count and sum
for NextNeighbor in range(9):
    NeighborRow = ThisRow + RowShift[NextNeighbor]
    if NeighborRow < 0 or NeighborRow >= HowManyRows: continue
    NeighborColumn = ThisColumn + ColumnShift[NextNeighbor]
    if NeighborColumn < 0 or NeighborColumn >= HowManyColumns: continue
    # Increment neighborhood sum and neighbor count
    OutlierLimit = StandardDeviation * Limit
    if InputArray[NeighborRow][NeighborColumn] > (MeanOfAllNeighbors + OutlierLimit): continue
    if InputArray[NeighborRow][NeighborColumn] < (MeanOfAllNeighbors - OutlierLimit): continue
    OutputArray[ThisRow][ThisColumn] = OutputArray[ThisRow][ThisColumn] + InputArray[NeighborRow][NeighborColumn]
    HowManyNeighbors = HowManyNeighbors + 1
# Divide neighborhood sum by neighbor count to get mean of all pixels in neighborhood
OutputArray[ThisRow][ThisColumn] = OutputArray[ThisRow][ThisColumn] / HowManyNeighbors

# Create output grid from that new array
InputGrid = arcpy.Raster(InputGridName)
gridExtent = InputGrid.extent
lowerleftPoint = gridExtent.lowerLeft
gridResolution = InputGrid.meanCellWidth
outputGrid = arcpy.NumPyArrayToRaster(OutputArray, lowerleftPoint, gridResolution)
outputGrid.save(arcpy.GetParameterAsText(2))

except Exception as e:
    # If unsuccessful, end gracefully by indicating why
    arcpy.AddError('\n' + "Script failed because: \t\t" + e.message )
    # ... and where
    exceptionreport = sys.exc_info()[2]
    fullermesssage = traceback.format_tb(exceptionreport)[0]
    arcpy.AddError("at this location: \n\n" + fullermesssage + "\n")

# Check in Spatial Analyst extension license
arcpy.CheckInExtension("spatial")
```



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