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Comparative Study of Edge- Preserving Smoothing Bilateral Filter

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ABSTRACT: Edge-Preserving Smoothing is a very important operator in the image processing as well as in computer vision section. It's an image processing technique that smooth's away noise or textures while retaining sharp edges. Bilateral filter smooth's an input image while preserving edges, by means of a non-linear combination of image values. It replaces the intensity of each pixel with a weighted average of its neighbours. Each neighbour is weighted by a spatial component that penalizes distant pixels and range component that penalizes with a different intensity. Bilateral filter parameters are: SSIM, PSNR, NIQE. The bilateral filter gradually approaches Gaussian convolution more closely because the range Gaussian widens and flattens, which means that it becomes nearly constant over the intensity interval of the image. As the spatial parameters increases, the larger features get smoothened.

Key words- Bilateral image filter, edge- preserving, smoothening filter, simultaneous, parameters.

1. INTRODUCTION

The bilateral filter is a non-linear technique that can blur an image while respecting strong edges. Its ability to decompose an image into different scales without causing haloes after modification has made it ubiquitous in computational photography applications such as tone mapping, style transfer, relighting, and denoising. This text provides a graphical, intuitive introduction to bilateral filtering, a practical guide for efficient implementation and an overview of its numerous applications, as well as mathematical analysis. It can be traced back to 1995 with the work of Aurich and Weule [1995] on nonlinear Gaussian filters. It has been later rediscovered by Smith and Brady [1997b] as part of their SUSAN framework, and Tomasi and Manduchi [1998] who gave it its current name. Since then, the use of bilateral filtering has grown rapidly and is now ubiquitous in image-processing applications.

1.1 IMAGE SMOOTHING WITH GAUSSIAN CONVOLUTION

In image processing, a Gaussian blur (also known as Gaussian smoothing) is a two- dimensional operator that is used to 'blur' images and remove detail and noise. In this sense it is similar to the mean filter, but it uses a different kernel that represents the shape of a Gaussian ('bell-shaped') hump.

It is a widely used effect in graphics software, typically to reduce image noise and reduce detail. The visual effect of this blurring technique is a smooth blur resembling that of viewing the image through a translucent screen, distinctly different from the bokeh effect produced by an out-of-focus lens or the shadow of an object under usual illumination.

Gaussian smoothing is also used as a pre-processing stage in electronic, computer vision algorithms in order to enhance image structures at different scales—see scale space representation and scale space implementation.

1.2 EDGE-PRESERVING FILTER WITH THE BILATERAL FILTER

The bilateral filter is also defined as a weighted average of nearby pixels, in a manner very similar to Gaussian convolution. The difference is that the bilateral filter takes into account the difference in value with the neighbours to preserve edges while smoothing. The key idea of the bilateral filter is that for a pixel to influence another pixel, it should not only occupy a nearby location but also have a similar value. It is uses of a variety of applications are: Denoising, Texture and Illumination Separation, Data Fusion, 3D Fairing, and other.

2. METHOD

The method of bilateral filter is defined following-

$$I^{\text{filtered}}(x) = \frac{1}{W_p} \sum_{x_i \in \Omega} I(x_i) f_r(\|I(x_i) - I(x)\|) g_s(\|x_i - x\|)$$
(1)

And normalization term Wp, is defined as

$$W_p = \sum_{x_i \in \Omega} f_r(\|I(x_i) - I(x)\|) g_s(\|x_i - x\|)$$
(2)

Where

 $I^{\text{filtered}} = \text{Is the filtered image.}$

I = Is the original input image to be filtered.

x = Are the coordinates of the current pixel to be filtered

 Ω = Is the window centered in , so is another pixel;

 f_r = Is the range kernel for smoothing differences in intensities.

 g_s = Is the spatial (or domain) kernel for smoothing differences in coordinates (this function can be a Gaussian function).

The weight W_p is assigned the spatial closeness and the intensity difference Consider a pixel located in k, l that needs to be denoised in image using its neighbouring pixels and located one of its neighboring pixels is k, l. Then, the range and spatial kernels to be Gaussian kernels, the weight assigned for pixel denoted as k, l to denoise the pixel i, j is

$$w(i, j, k, l) = \exp\left(-\frac{(i-k)^2 + (j-l)^2}{2\sigma_d^2} - \frac{\|I(i, j) - I(k, l)\|^2}{2\sigma_r^2}\right)$$
(3)

Where σ_d and σ_r are smoothing, and I(i, j) and I(k, l) are the intensity of pixels i, j and k, l respectively.

After the weights calculating, normalize:-

$$I_D(i,j) = \frac{\sum_{k,l} I(k,l) w(i,j,k,l)}{\sum_{k,l} w(i,j,k,l)}$$
(4)

3. RESULT ANALYSIS

We experimented with the BLF by changing both the regularization parameter (ϵ) and the radius of the square window (r) on different sets of images. Each set consists of two types of result analysis they are: smoothing of image, SSIM, PSNR, NIQE analysis.

TABLE 1

Input Image Name	Size	Туре	Degree of Smoothing	SSIM	PSNR	NIQE (I) (J)	
Eagle.jpg	900x600x3	uint8	289.6081	0.9907	44.5494	(i)2.5368 (j)2.8843	
Bird.jpg	1063x1600x3	uint8	490.7766	0.9751	43.1513	(i)2.4384 (j)4.1333	
Fish.jpg	600x548x3	uint8	13.2572	0.9994	59.6488	(i)3.7585 (j)4.2999	
Flower.jpg	566x736x3	uint8	6388.063	0.9856	41.7023	(i)3.2436 (j)4.4636	
Cat.jpg	900x600x3	uint8	365.2348	0.9874	43.3868	(i)7.8831 (j)6.0211	

(Comparison	with c	lifferent	parameter in	n (different	Gray	scale	image	s



Fig 1. (a) input image of eagle.jpg



(b) output image of eagel.jpg in bilateral filter



Fig 2 (a) input image of bird.jpg



(b) output image of bird.jpg in bilateral filter



Fig 3 a) input image of fish.jpg



(b) output image of fish.jpg in bilateral filter



Fig 4 a) input image of flower.jpg



(b) output image of flower.jpg in bilateral filter



Fig 5 a) input image of cat.jpg



(b) output image of cat.jpg in bilateral filter





Fig 7. Experimental data of images with SSIM (Structural Similarity Index Measure) graph.



Fig 8. Experimental data of images with PSNR (Peak Signal-to-Noise Ratio) graph.



Fig 9. Experimental data of images with Naturalness Image Quality Evaluator (NIQE (I)) graph.



Fig10. Experimental data of images with Naturalness Image Quality Evaluator (NIQE (J)) graph.

Comparison with different parameter in different RGB scale images.								
Input Image Name	Size	Туре	Degree of Smoothing	SSIM	PSNR	NIQE (I) (J)		
Owl	768X 1024X3	double	903.7545	0.9853	37.5717	(I)2.5744 (j)2.9692		
Dog	2050x3072x3	uint8	3719.2067	0.9859	33.1948	(I)2.8371 (j)3.6723		
Panda	2050x3072x3	uint8	1336.0145	0.9738	38.7736	(i)2.3216 (j)2.7878		
Peacock	2050x3072x3	uint8	2192.3064	0.9859	33.8065	(i)2.7216 (j)3.2790		
Tiger	300x498x3	uint8	4831.422	0.9853	32.4866	(i)3.2770 (j)4.2035		

TABLE-2



Fig 11 a) input image of owl.jpg



(b) output image of eagel.jpg in bilateral filter



Fig 12 a) input image of dog.jpg



(b) output image of dog.jpg in bilateral filter



Fig 13 a) input image of panda.jpg



(b) output image of panda.jpg in bilateral filter



Fig 14 a) input image of peacock.jpg



(b) output image of peacock.jpg in bilateral filter



Fig 15 a) input image of tiger.jpg



(b) output image of tiger.jpg in bilateral filter



Fig 16. Experimental data of images with Degree of smoothing graph.



Fig 17.Experimental data of images with SSIM (Structural Similarity Index Measure) graph



Fig 18. Experimental data of images with PSNR (Peak Signal-to-Noise Ratio) graph.



Fig 19. Experimental data of images with Naturalness Image Quality Evaluator (NIQE (I)) graph.



Fig 20. Experimental data of images with Naturalness Image Quality Evaluator (NIQE (J)) graph.

4. DISCUSSION

The *structural similarity index measure* or **SSIM** is a method to predict the perceived quality of any type of digital image or video. SSIM index is a full reference metric. It measures or predicts the image quality against the initial uncompressed or distortion-free image taken as the reference. It approaches to estimate the *absolute errors*. The *peak signal-to-noise ratio* or **PSNR** is a term used in image and signal processing as a quality measurement tool. PSNR of an image is obtained from the calculation of the logarithm of the *mean square error* (MSE), where MSE uses the summation method as its main component. The *naturalness image quality evaluator* or **NIQE**. Is a blind *image quality assessment* (IQA) tool used to measure the deviations from the statistical regularities observed in the natural images, without training on human-rated distorted images. It extracts a set of local features from the image and fits those feature vectors to a multivariate Gaussian (MVG) model.

5. CONCUSTION

In this paper, we have presented the effect of the regularization parameter in a bilateral filter. SSIM, PSNR and NIQE are three functions in MATLAB which are used to determine the image quality or loss of quality with the encoding process of the filtered image to the original image. SSIM, PSNR and NIQE decreases with the increase. They both represent the human visual perception. The filter image or output image are seemed to be slightly blurred the edges become more sharpen and enhance the image, the filtered image becomes pleased to the human eyes. For better human visual perception, optimization is required. For that, more in-detailed work is under process in future work.

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