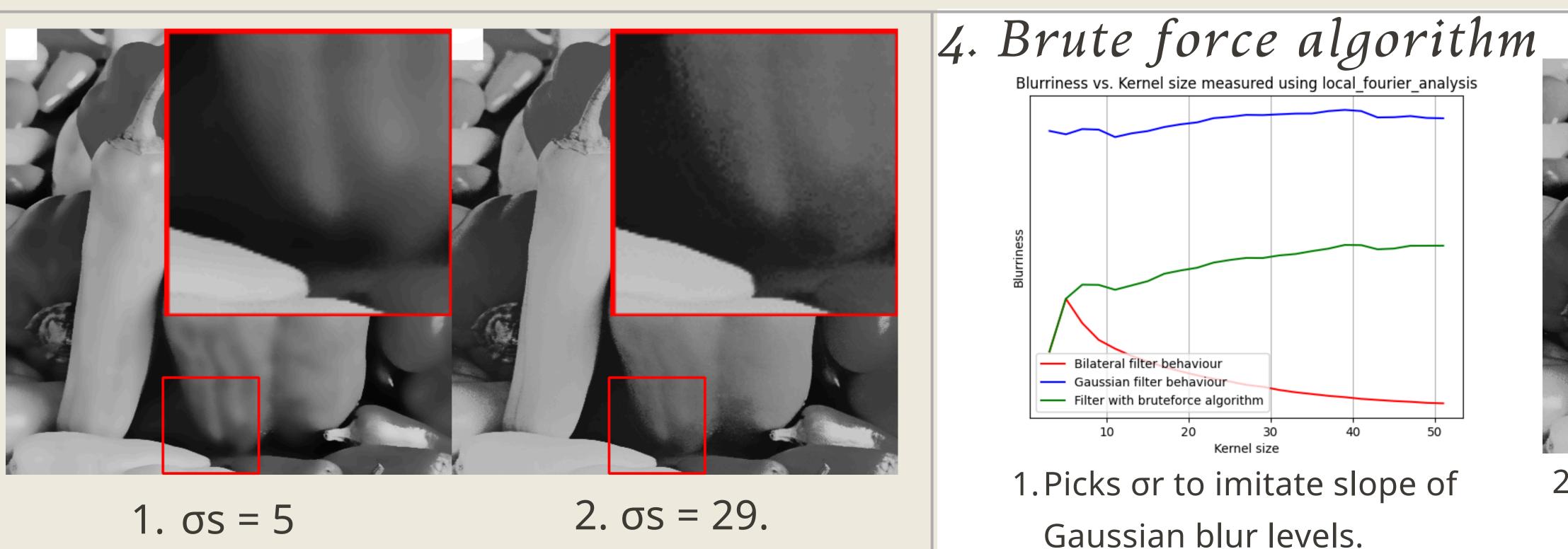
AUTHORS

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1.Research Question

How to make the bilateral filter's blur scale linearly with respect to kernel size?

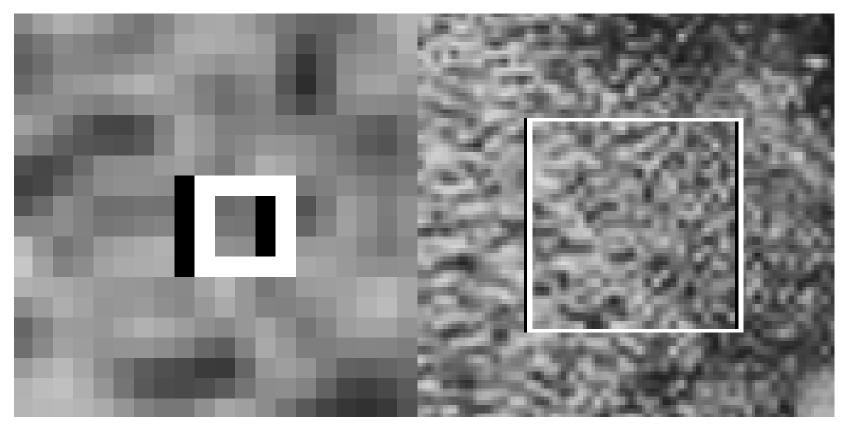


1. $\sigma s = 5$

2. Why this atypical blur behaviour?

$$BF[I]_{p} = \frac{\sum_{q \in S} G_{\sigma_{s}}(\|p-q\|)G_{\sigma_{r}}(|I_{p}-I_{q}|)I_{q}}{\sum_{q \in S} G_{\sigma_{s}}(\|p-q\|)G_{\sigma_{r}}(|I_{p}-I_{q}|)}$$
$$BF[I]_{p} = \frac{\sum_{q \in S} G_{\sigma_{r}}(|I_{p}-I_{q}|)I_{q}}{\sum_{q \in S} G_{\sigma_{r}}(|I_{p}-I_{q}|)}$$

1. High σ s simplifies the formula.



2. Large adjacent neighbourhoods are more similar than small adjacent neighbourhoods.

$$GB[I]_p = \frac{\sum_{q \in S} G_{\sigma}(\|p - q\|)I_q}{\sum_{q \in S} G_{\sigma}(\|p - q\|)}$$

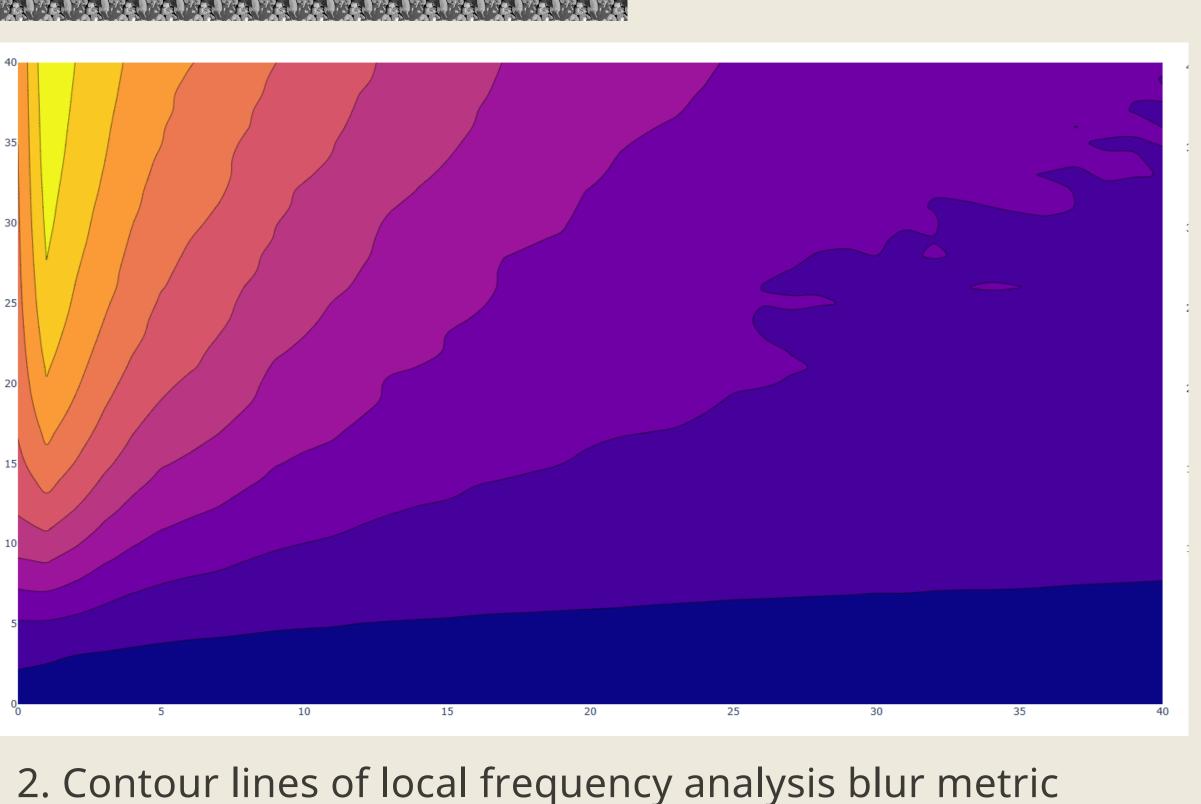
3. ||p-q|| is small for neighbouring p and q. |Ip - Iq| does not have to be small.

Predictable blur behaviour for the bilateral filter

3. Measuring blur

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1. Contour lines grouping images with similar perceived blur together. Image inside the yellow contour lines are the most blurred.



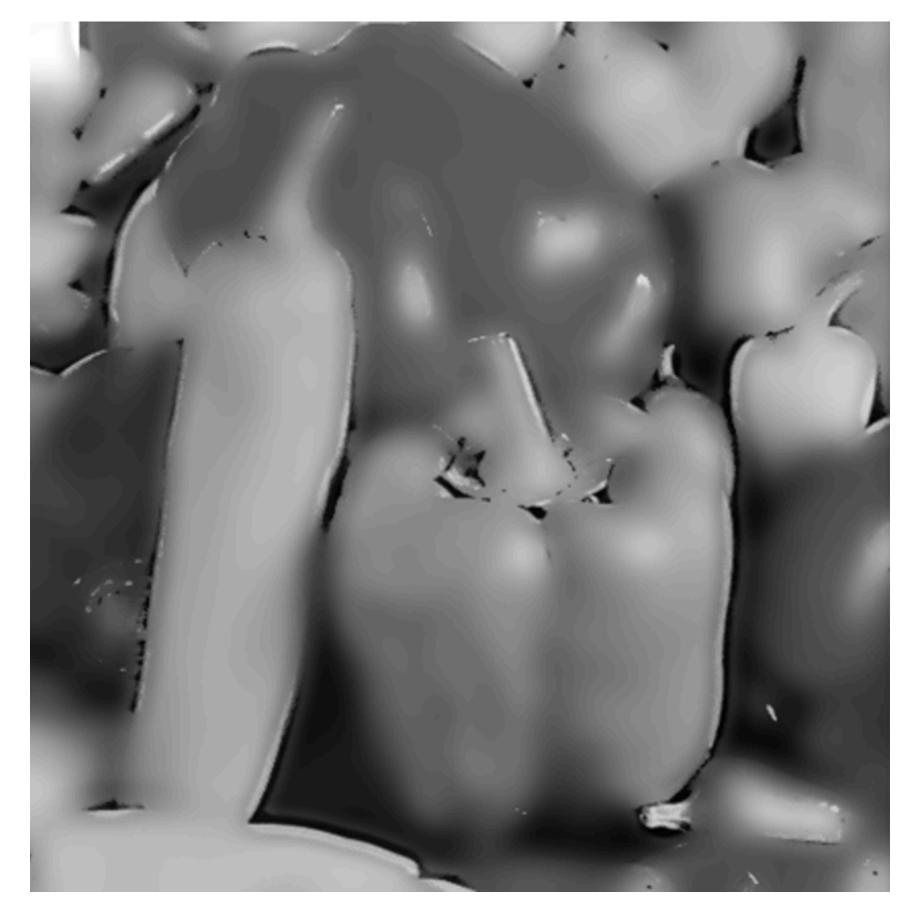
matches perceived blur contour lines.



2. Normal bilateral filter Kernel size = 51



1.Idea: lower σr near edges higher σr in other regions.



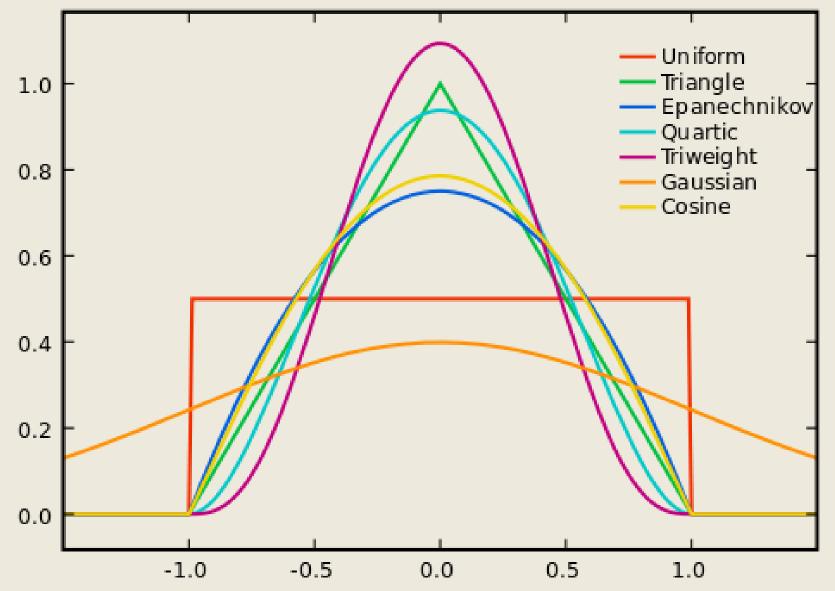
2. Result: Artifacts near edges and not good looking

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3. Brute force algorithm 4. Brute force algorithm Kernel size = 151 Kernel size = 51

6. Conclusion

1. Brute force algorithm can be used to abstract away σr parameter. However, it is not useful for very high kernel sizes.



2. Recommended to investigate behaviour with different range kernels. Implementing better edge detection might improve second algorithm.

7. Sources

Mandrill image:

- Unknown. Baboon (mandrill) image, n.d. Retrieved from USC-SIPI Image Database. Peppers image:
- Unknown. Peppers image, n.d. Retrieved from USC-SIPI Image Database.