

# A Gentle Introduction to Bilateral Filtering and its Applications

## Limitation?

*Pierre Kornprobst (INRIA)*

# Examples



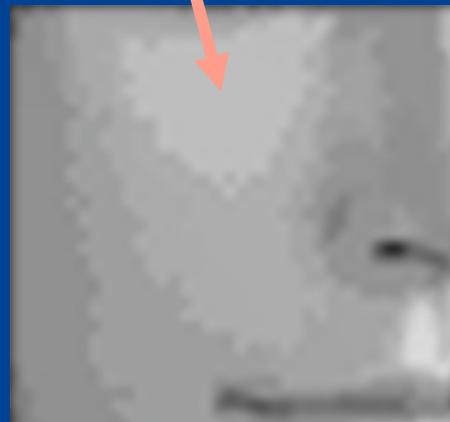
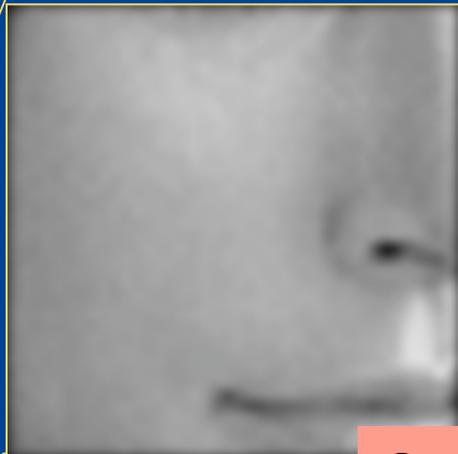
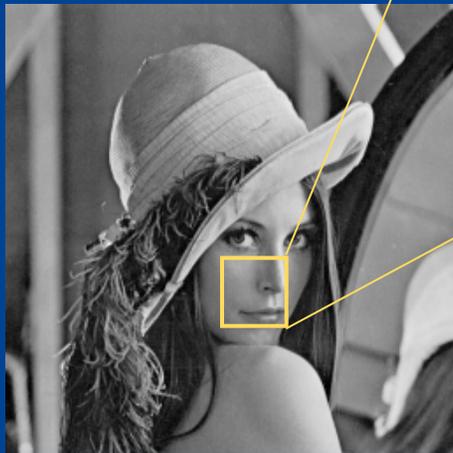
Input



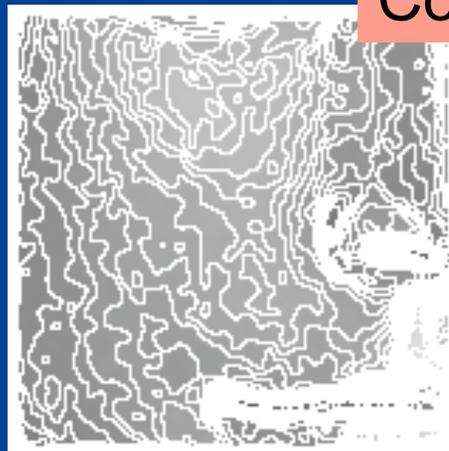
Bilateral filter

Soft texture is removed

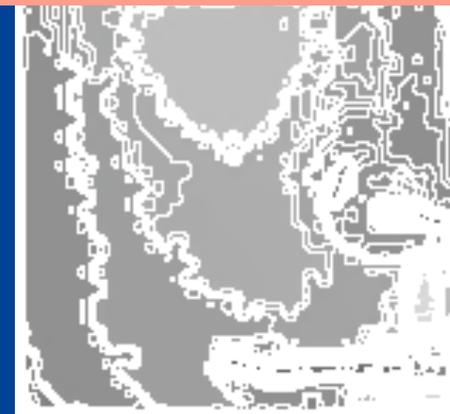
# Examples



Constant regions appear



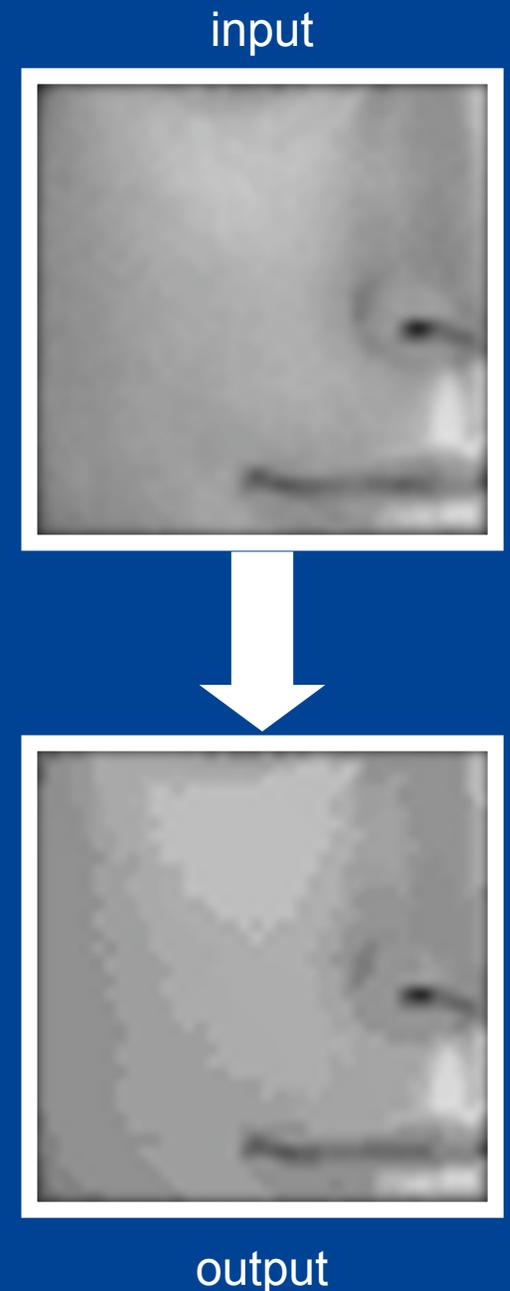
Input



Bilateral filter

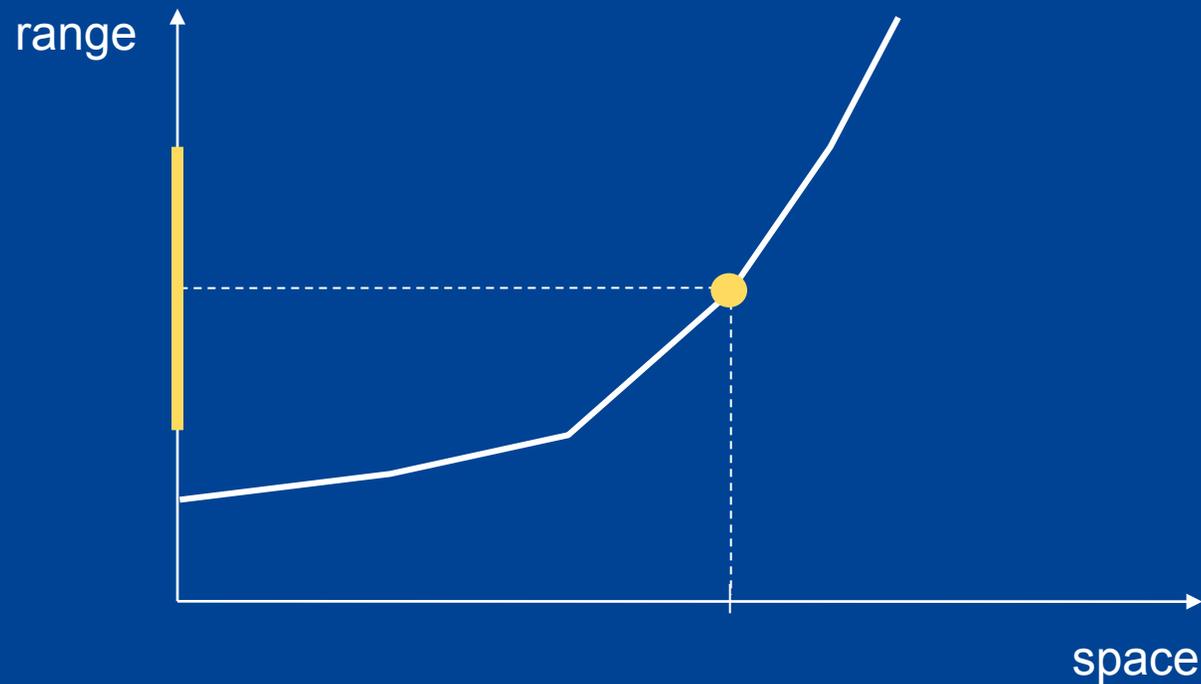
# Staircase effect

- Bilateral filter tends to remove texture, create flat intensity regions and new contours
- Questions
  - Why does it occur?
  - Can this be an advantage?
  - Otherwise, can we solve this problem?



# Why?

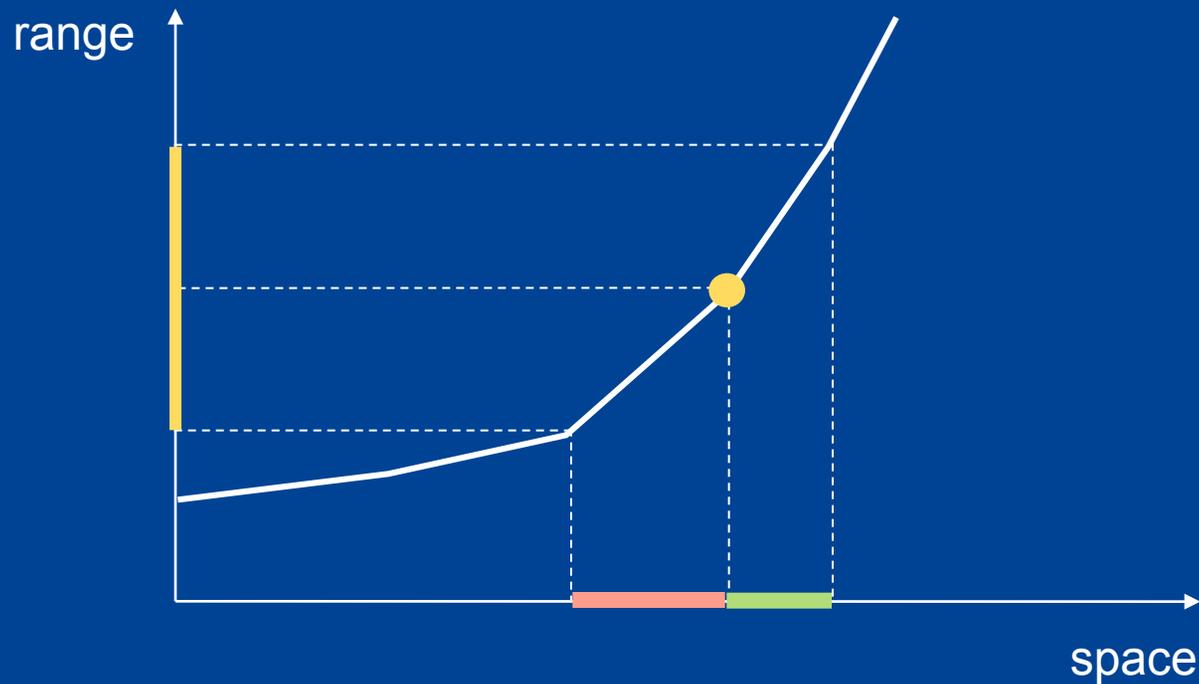
$$G_{\sigma_r}(I_p - I_q)$$



- Bilateral filter is a weighted average of intensities and...

# Why?

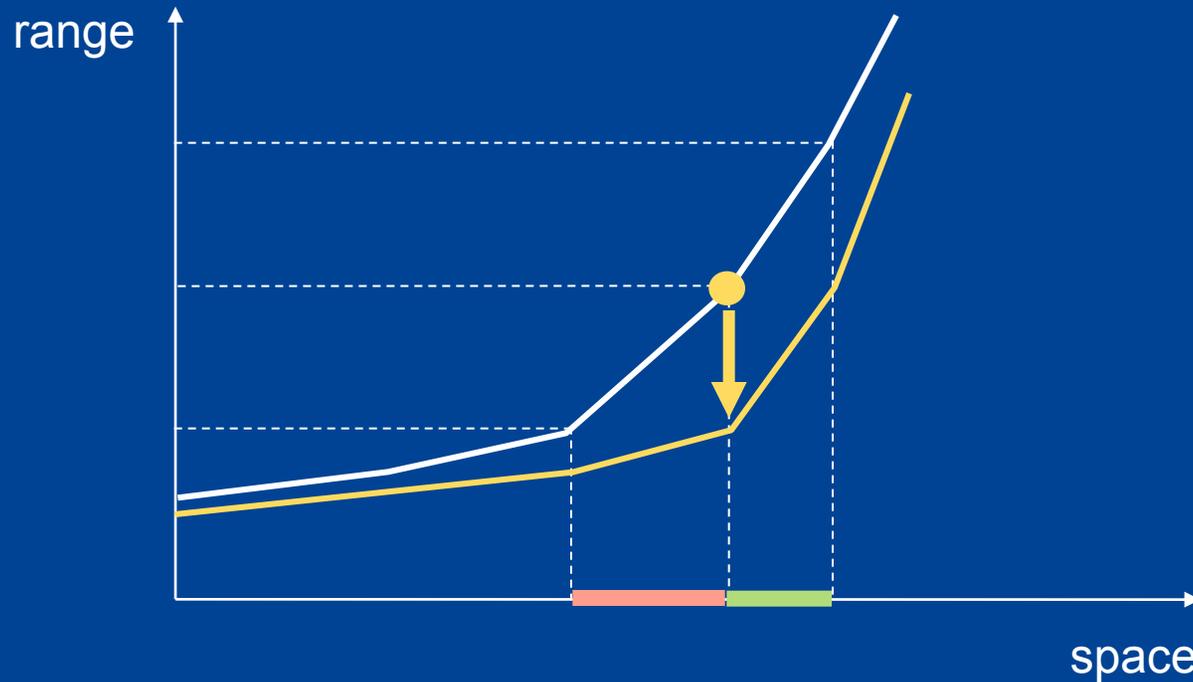
$$G_{\sigma_r}(I_p - I_q)$$



- The number of points  $q$  satisfying  $I_p - h < I_q < I_p$  is larger than the number satisfying  $I_p < I_q < I_p + h$ .

# Why?

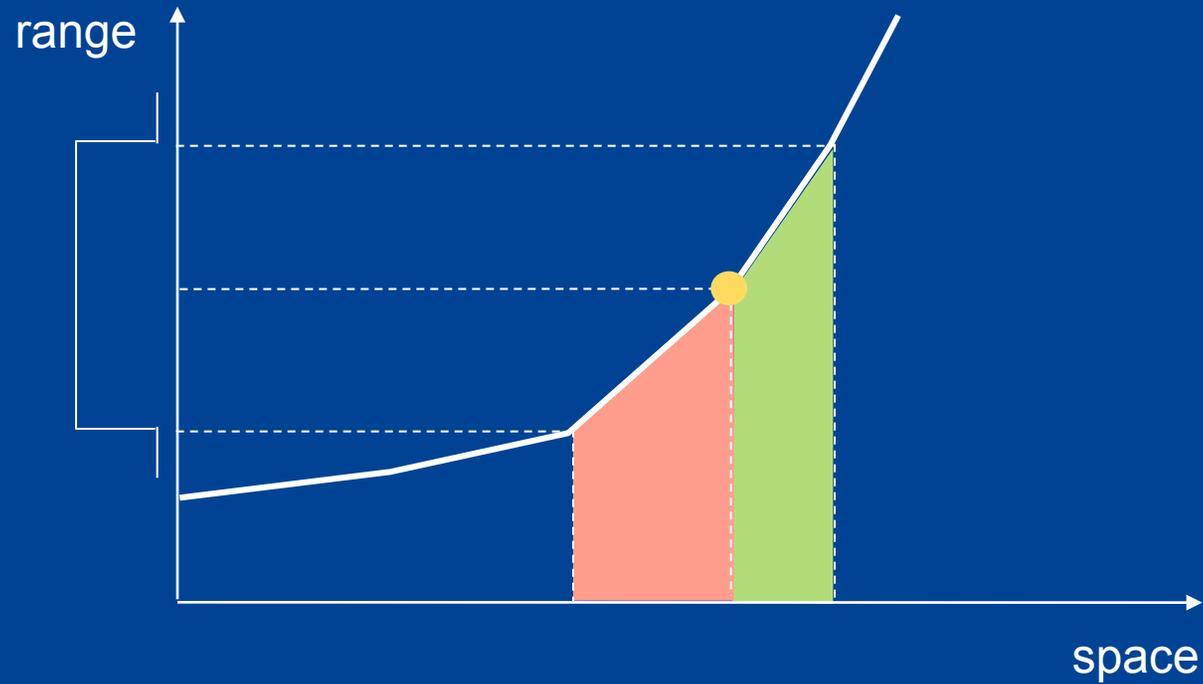
$$G_{\sigma_r}(I_p - I_q)$$



- Thus the average value is smaller than  $I_p$ , enhancing that part of the signal.

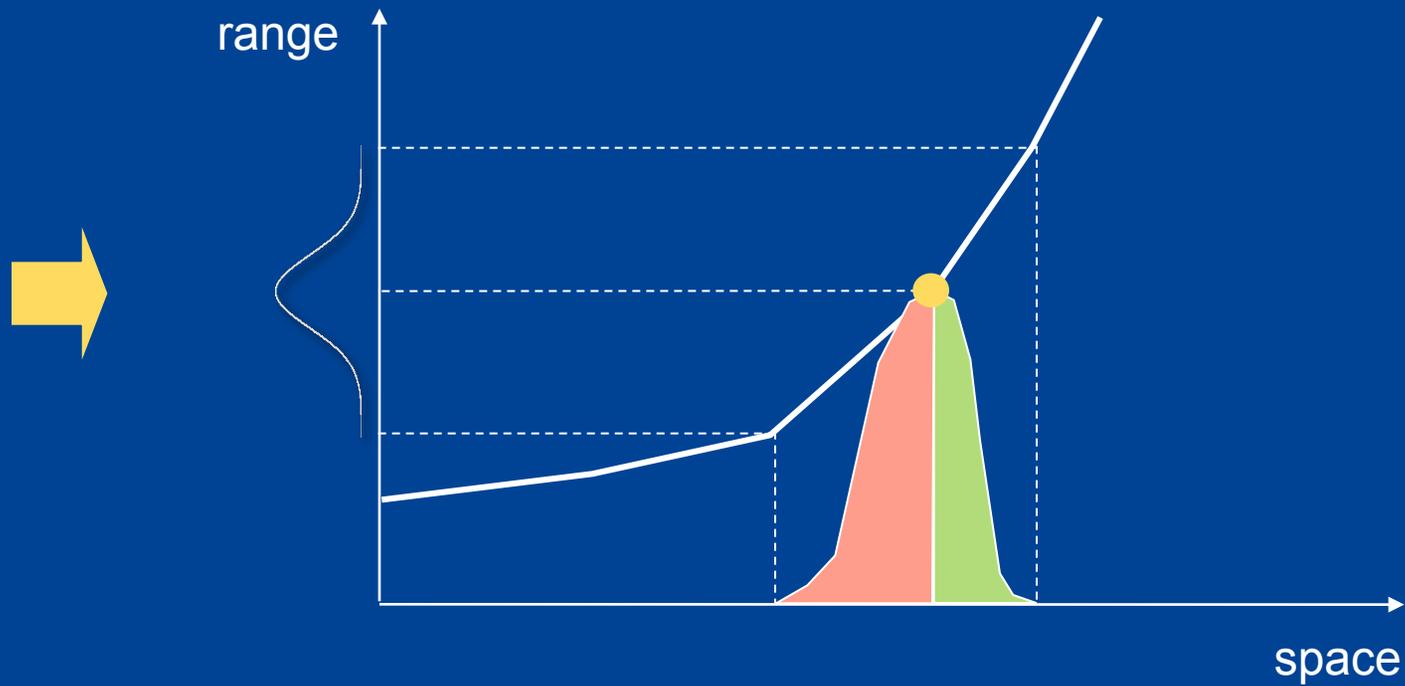
Note: Of course, opposite reasoning the the concave case

# And Gaussians don't change anything



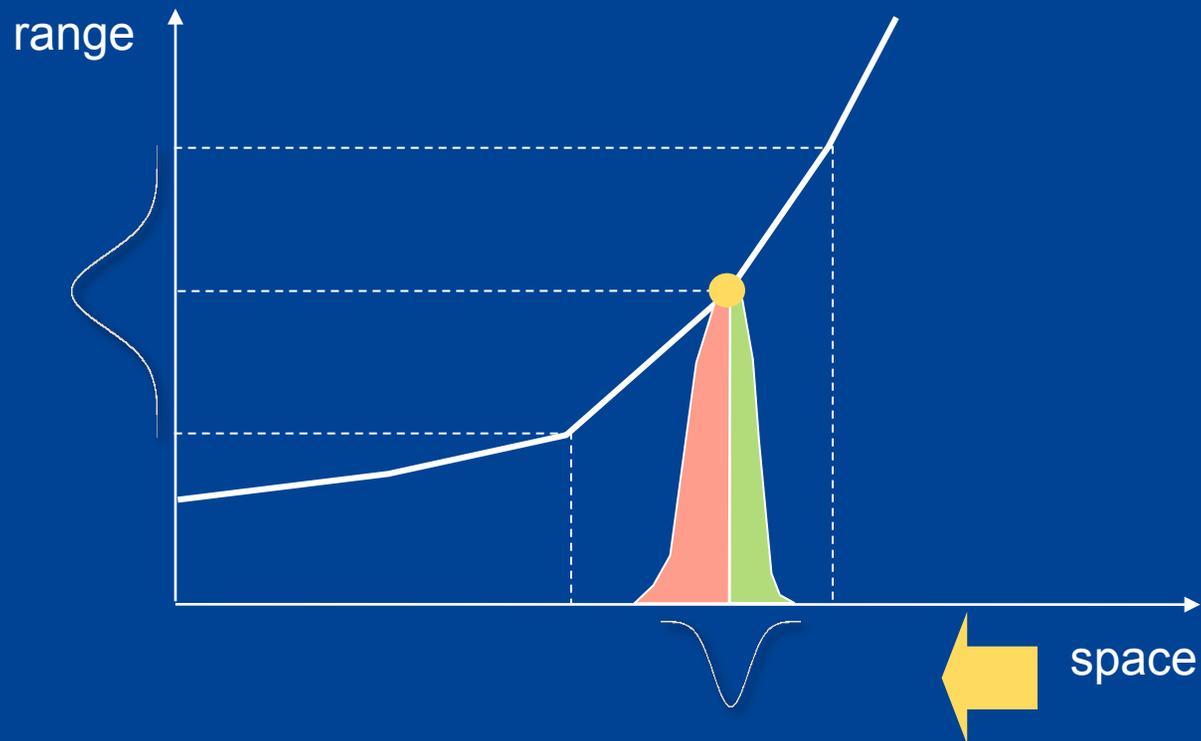
$$(I_p - I_q)$$

# And Gaussians don't change anything



$$G_{\sigma_r}(I_p - I_q)$$

# And Gaussians don't change anything



$$G_{\sigma_s}(p - q)$$

# So... Can this be an advantage?

- Yes! Since we obtain cartoon-like pictures, let us do cartoons!...



Input



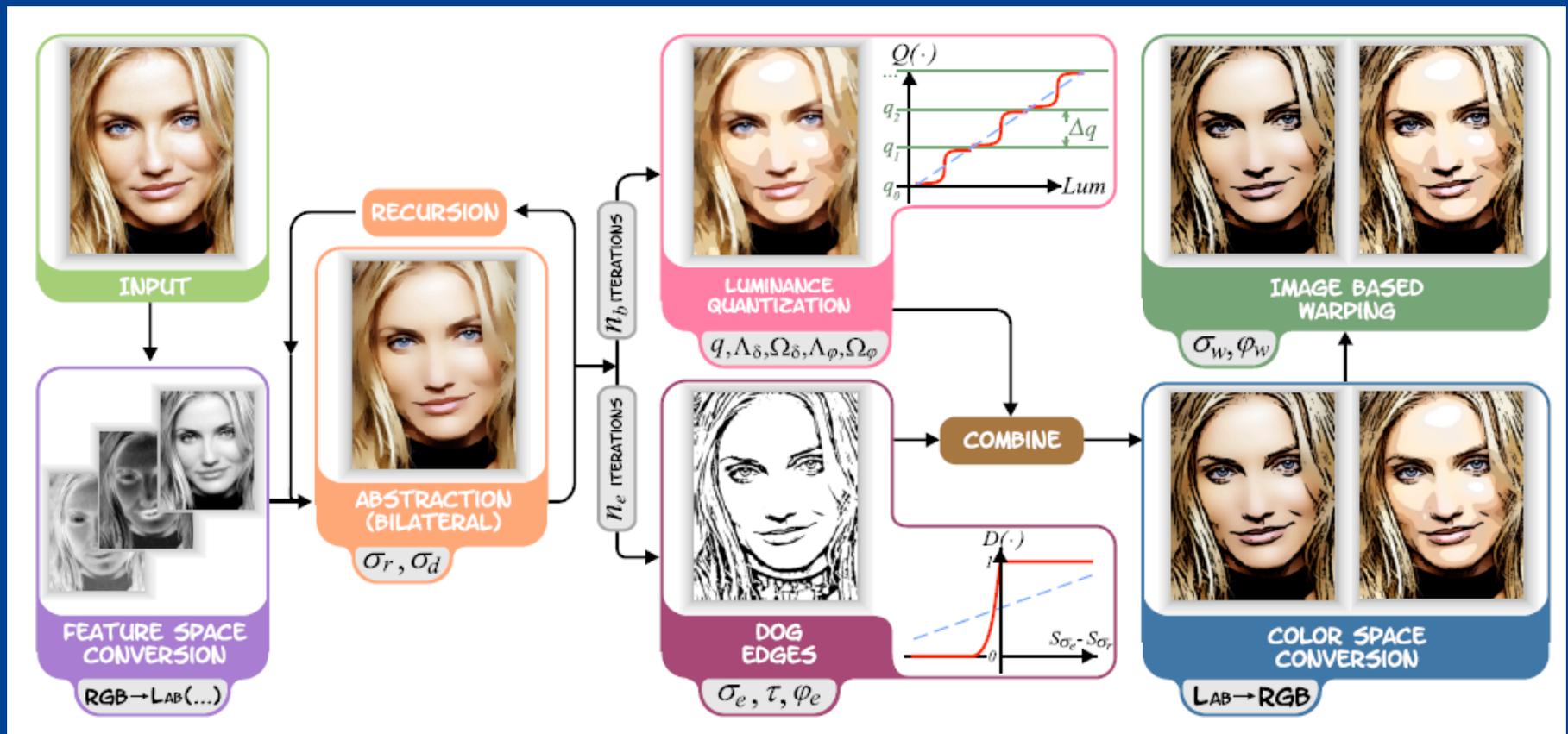
Output

# I said cartoons?



# Few words about the approach

[Winnemoller, Olsen, Gooch, 2006]



# And you can do more!

- Real-time video abstraction
- To know more

<http://www.cs.northwestern.edu/~holger/Research/VideoAbstraction/>

You want to see some example?

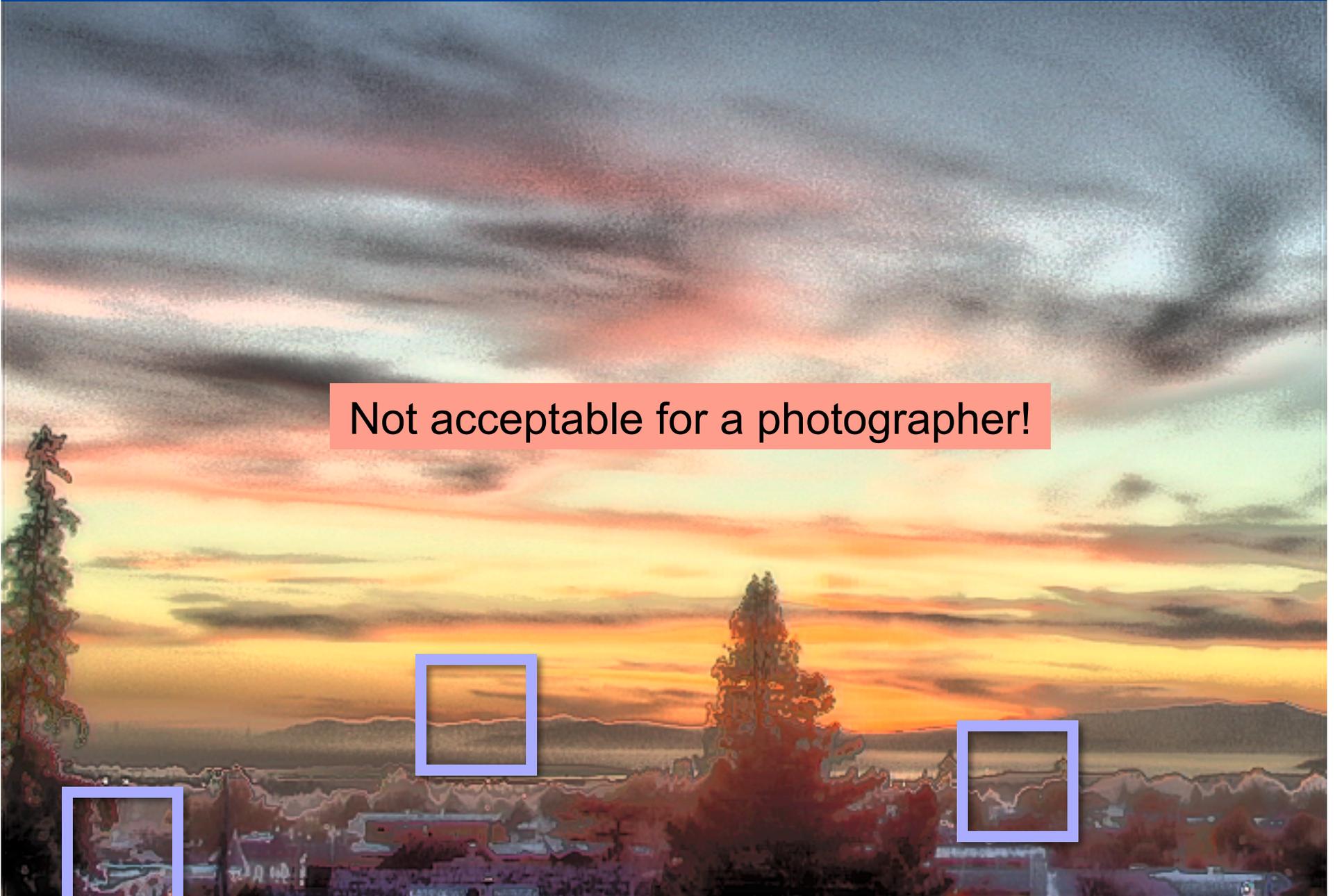
# But...

- We don't always want to have this kind of rendering
- When bilateral filter is used some side effects can appear



HDR input

Not acceptable for a photographer!



Result **without** correcting the BF output

**Can we avoid this defect?**

**Yes!**

## “Gradient manipulation”

[Bae, Paris and Durand, 2006]

*Goal of the paper was to control photographic look and transfer a “look” from a model photo*

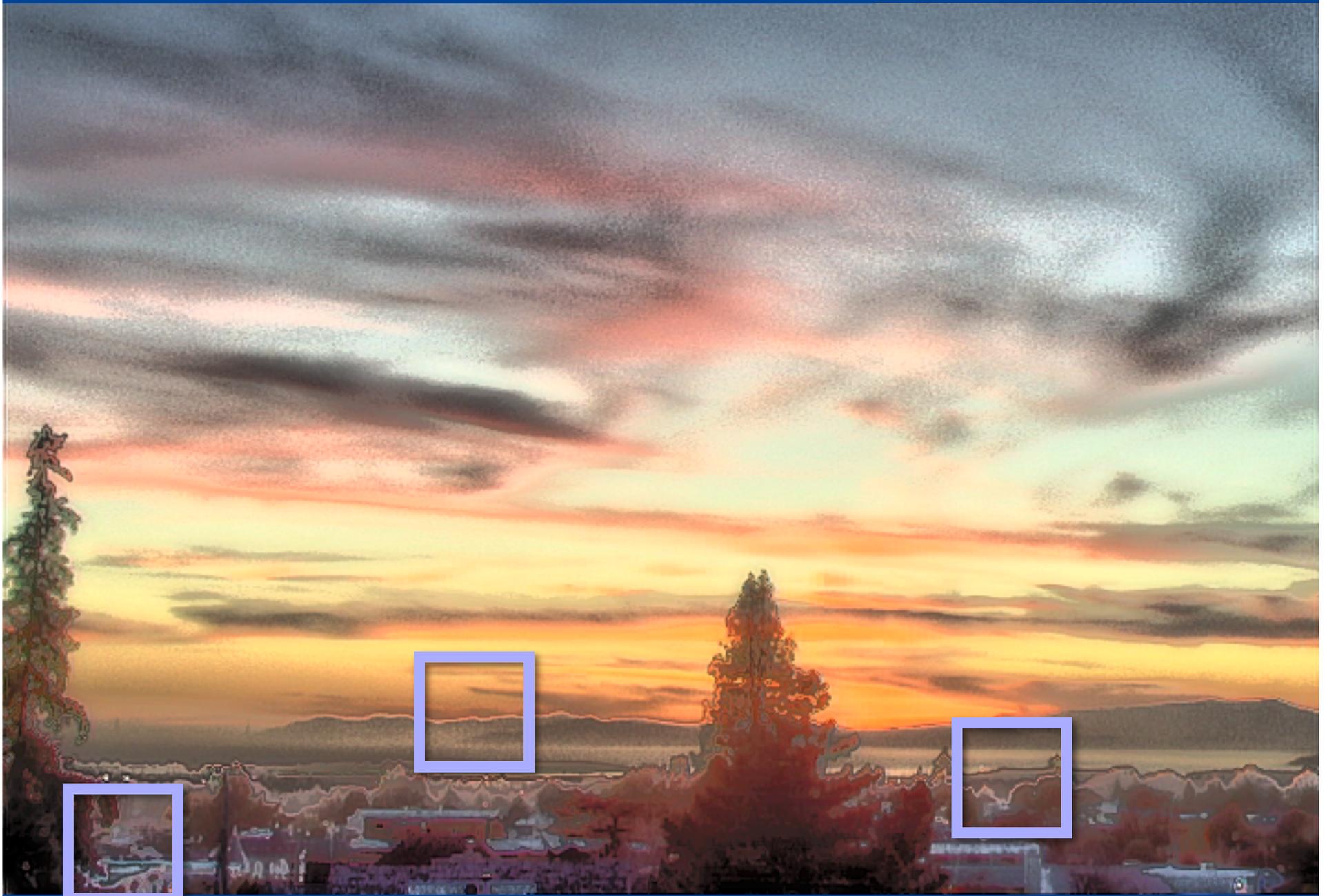
### 1. In the gradient domain:

- Compare gradient amplitudes of input and current
- Prevent increase

### 3. Solve the Poisson equation

See [Perez etal, 2003] on Poisson image editing

See [Agarwala, 2007] on solving Poisson equation for large images



Note that problems are essentially visible near strong contours



## Edge Blending

[Durand and Dorsey, 2002]

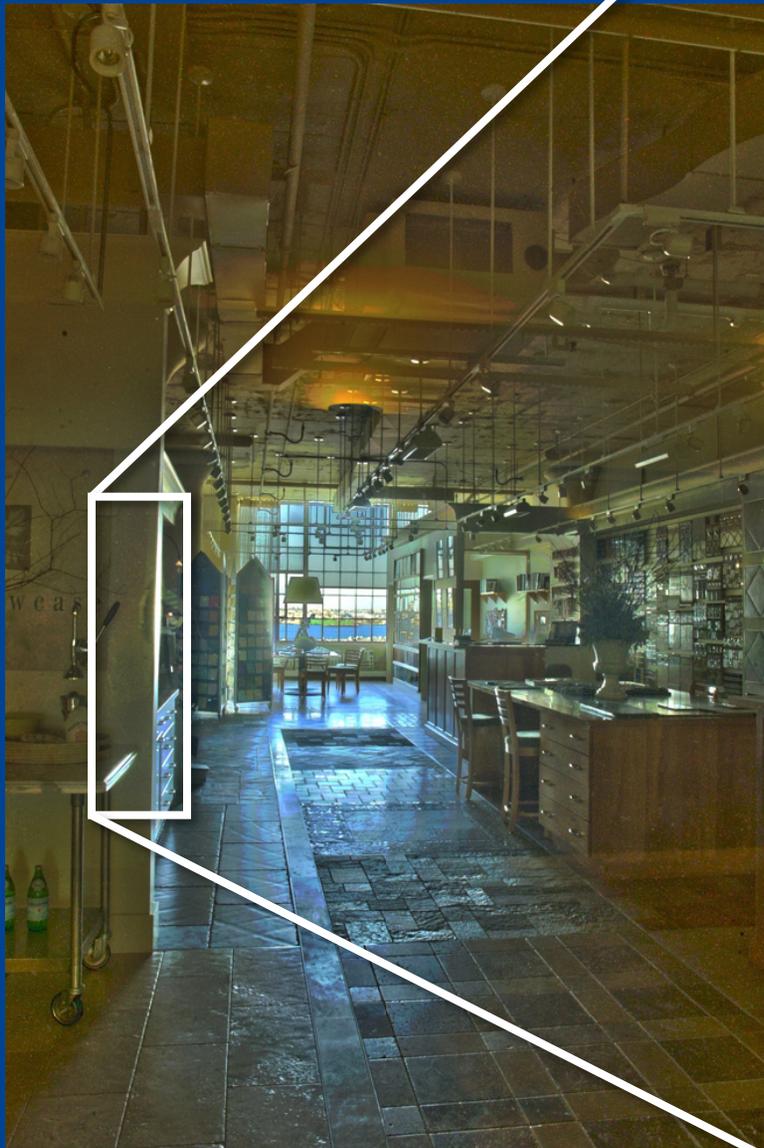
*Goal of the paper was the display of high-dynamic-range images*

- With a single iteration, staircase effects is visible only at **edges**.
- Edges detected with normalization factor (see also [Smith and Brady, 1997])
- Blend edges with smoothed version of input to counteract staircase effect

(Combination between BF and Gaussian results at strong contours locations)

# Tone Mapping

[Durand 02]



Result **without** correction



Result **with** correction



## “Linear interpolation”

[Buades, Coll, Morel, 2005]

*Goal of the paper was to establish the link between integral formulations and differential operators*

- We saw that bilateral filter behaves like Perona-Malik and thus creates flat zones
- They proposed to replace the simple average by a linear regression
- How?

# “Linear interpolation”

- Bilateral filter can be expressed by

$i$

$-i$

- If you derive, you obtain

$i$

# “Linear interpolation”

- Bilateral filter can be expressed by

$i$

$-i$

- [Buades, Coll, Morel, 2005] changed the constant model by an affine model

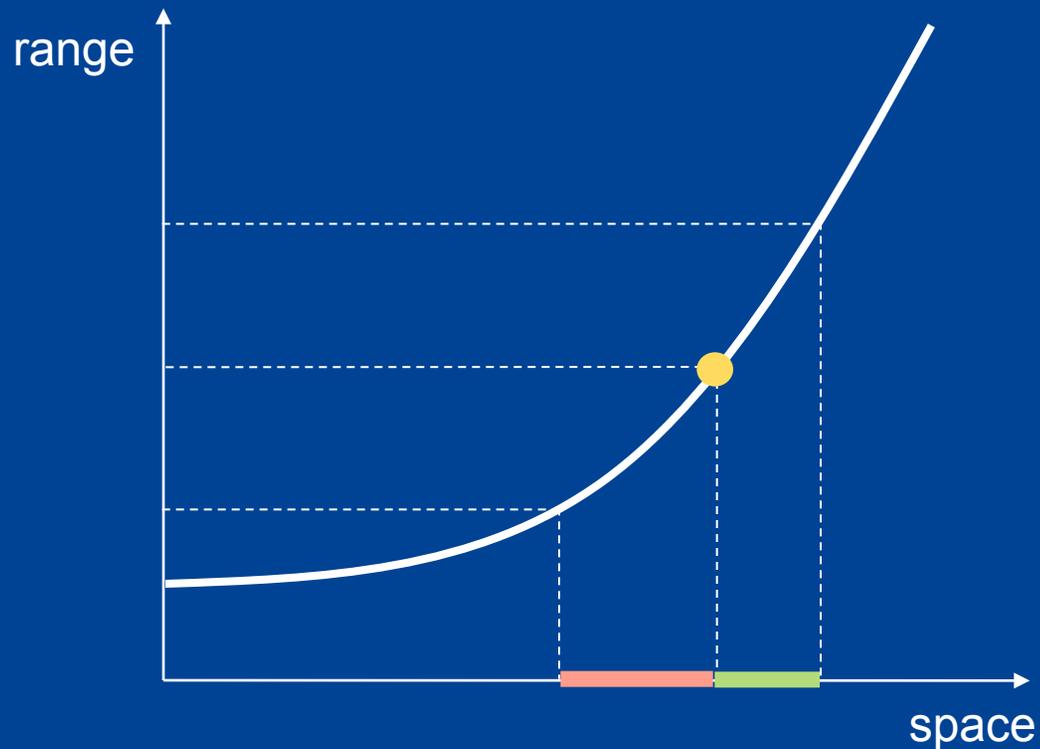
$a, b, c$

$-aq_1 - bq_2 - c$

- New value at  $p$  will be

# “Linear interpolation”

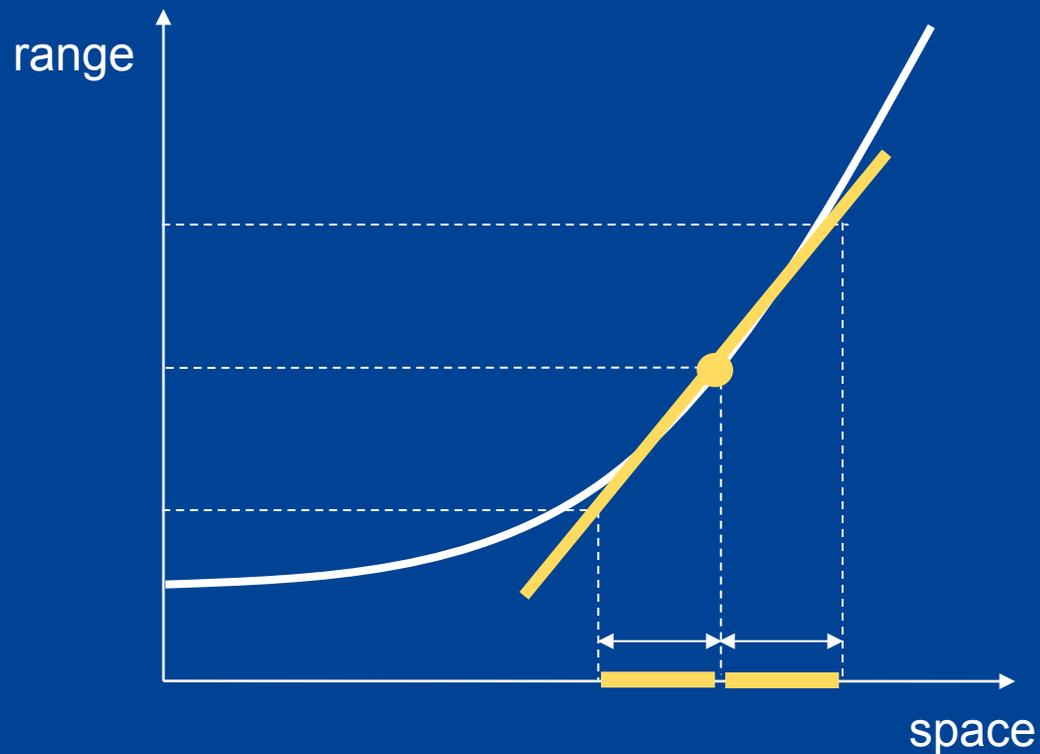
Geometrical interpretation



- Remember, the problem was that lower values were more taken into consideration

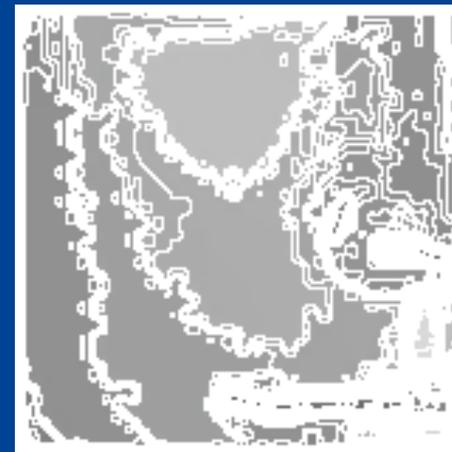
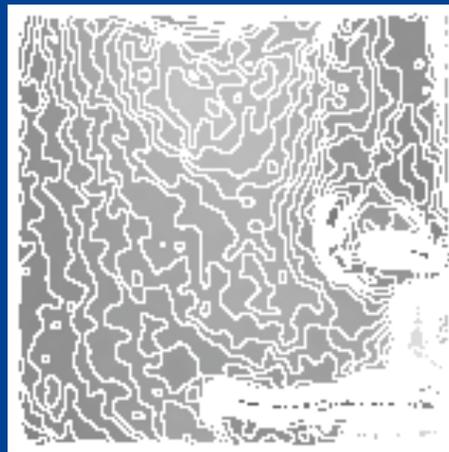
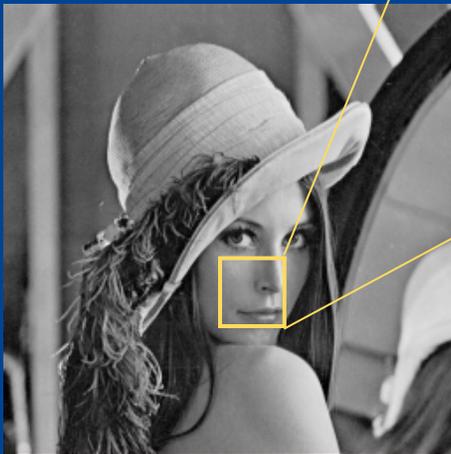
# “Linear interpolation”

Geometrical interpretation



- Now, left and right-hand side parts have the same influence

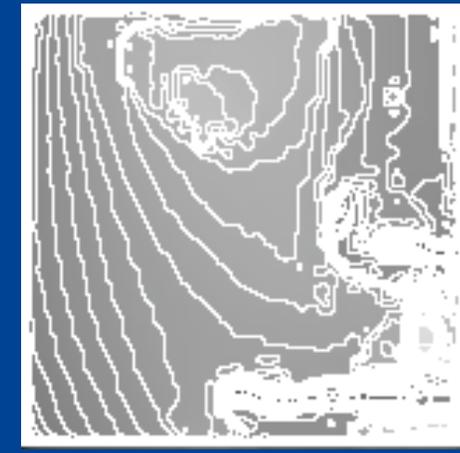
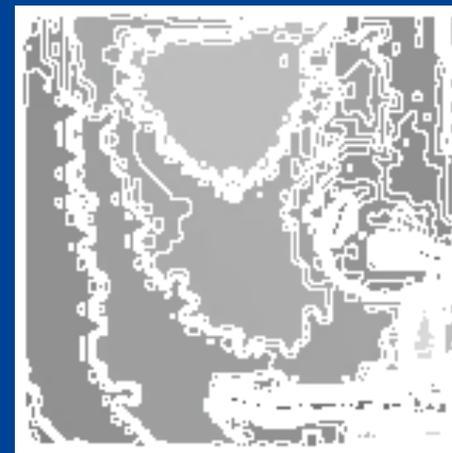
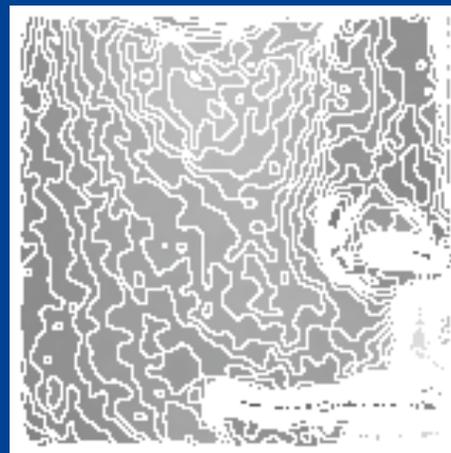
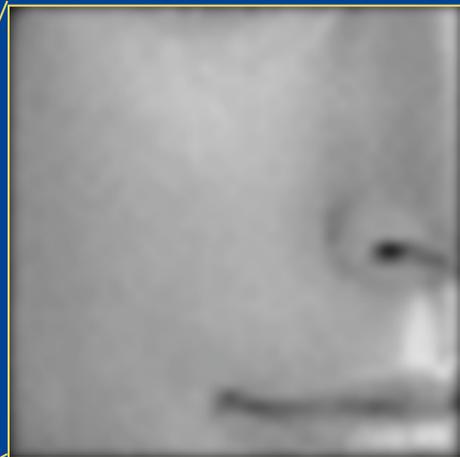
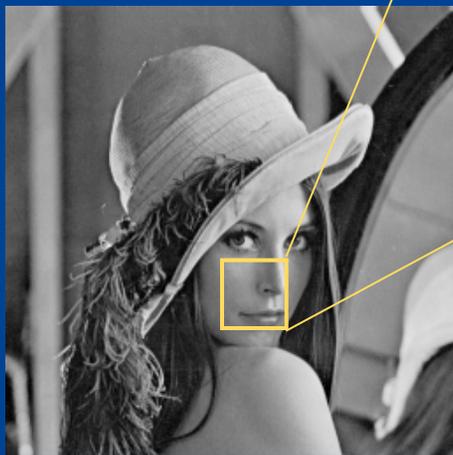
# Staircase effect



Input

Bilateral filter

# With linear interpolation...



Input

Bilateral filter

modified

[Buades, Coll, Morel, 2005]

## Also...

- This new operator is also related to differential operators, i.e., PDEs!
- In this paper, you will also find extensions of bilateral filter, called non local filter.



Average when  
similar intensities

Average when  
similar patch around  
(correlation of neighborhood)

[Buades, Coll, Morel, 2005]

# How to choose?

- Two methods which correct afterward defects of bilateral filter, mainly visible on boundaries.

Efficient

Correction of an existing problem

- One method which solves the problem by adapting the bilateral filter.

Directly address the problem

Computationally expensive

# Summary

- Bilateral filter produces staircase effect
- It has been used as a tool for many applications such as texture extraction
- By itself, it has some interest too!
- Staircase effect can be controlled
- The link with PDEs is again appearing

# Questions?

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