

Edge-aware and bilateral filtering



15-463, 15-663, 15-862
Computational Photography
Fall 2020, Lecture 9

Course announcements

- Homework 2 is due tonight.
 - Please use *Canvas* to submit your homework 2 solutions.
- Homework 3 will be posted tonight and will be due on October 19th.

Overview of today's lecture

- Leftover from lecture 8.
- Back to tonemapping.
- Edge-aware filtering and bilateral filtering.
- Non-local means.
- Flash/no-flash photography.
- Joint bilateral filtering.

Slide credits

Many of these slides were inspired or adapted from:

- James Hays (Georgia Tech).
- Fredo Durand (MIT).
- Gordon Wetzstein (Stanford).
- Sylvain Paris (MIT).
- Sam Hasinoff (Google).

Back to tonemapping

Dealing with color

If we tonemap all channels the same, colors are washed out



Can you think of a way to deal with this?

Intensity-only tonemapping

tonemap
intensity



leave color
the same



How would you implement this?

Comparison

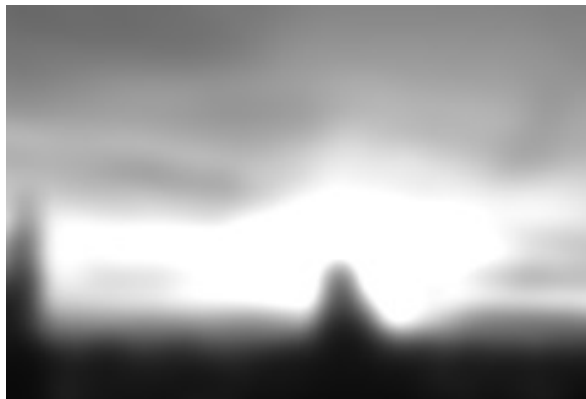
Color now OK, but some details are washed out due to loss of contrast



Can you think of a way to deal with this?

Low-frequency intensity-only tonemapping

tonemap low-frequency
intensity component



leave high-frequency
intensity component
the same



leave color the same



How would you implement this?

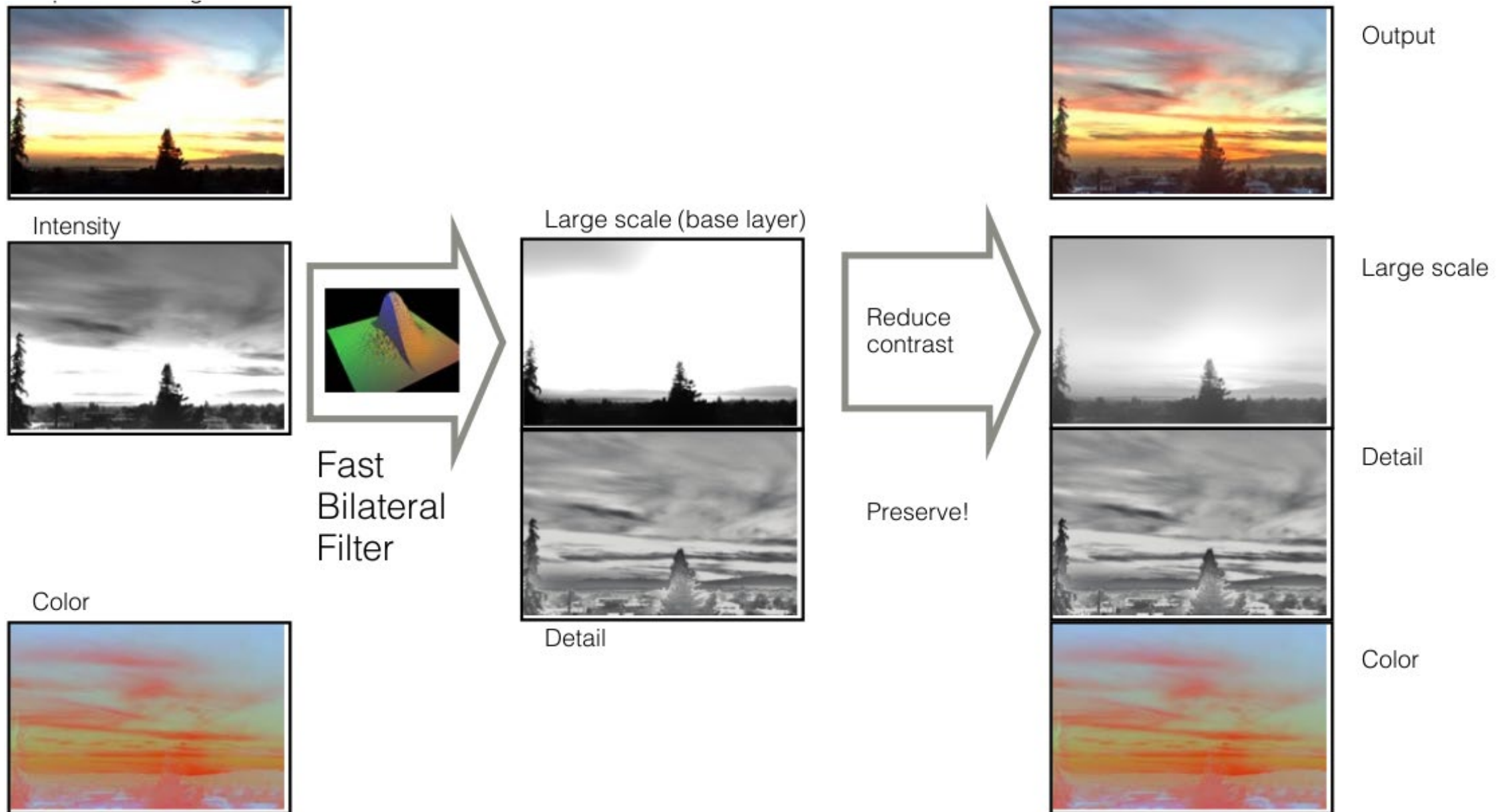
Comparison

We got nice color and contrast, but now we've run into the halo plague



Can you think of a way to deal with this?

Tonemapping with bilateral filtering



Comparison

We fixed the halos without losing contrast





Edge-aware filtering and bilateral filtering

Motivational example



original

Let's say I want to reduce the amount of detail in this picture. What can I do?

Motivational example



original



Gaussian filtering

What is the problem here?

Motivational example



original



Gaussian filtering

How to smooth out the details in the image without losing the important edges?

Motivational example



original

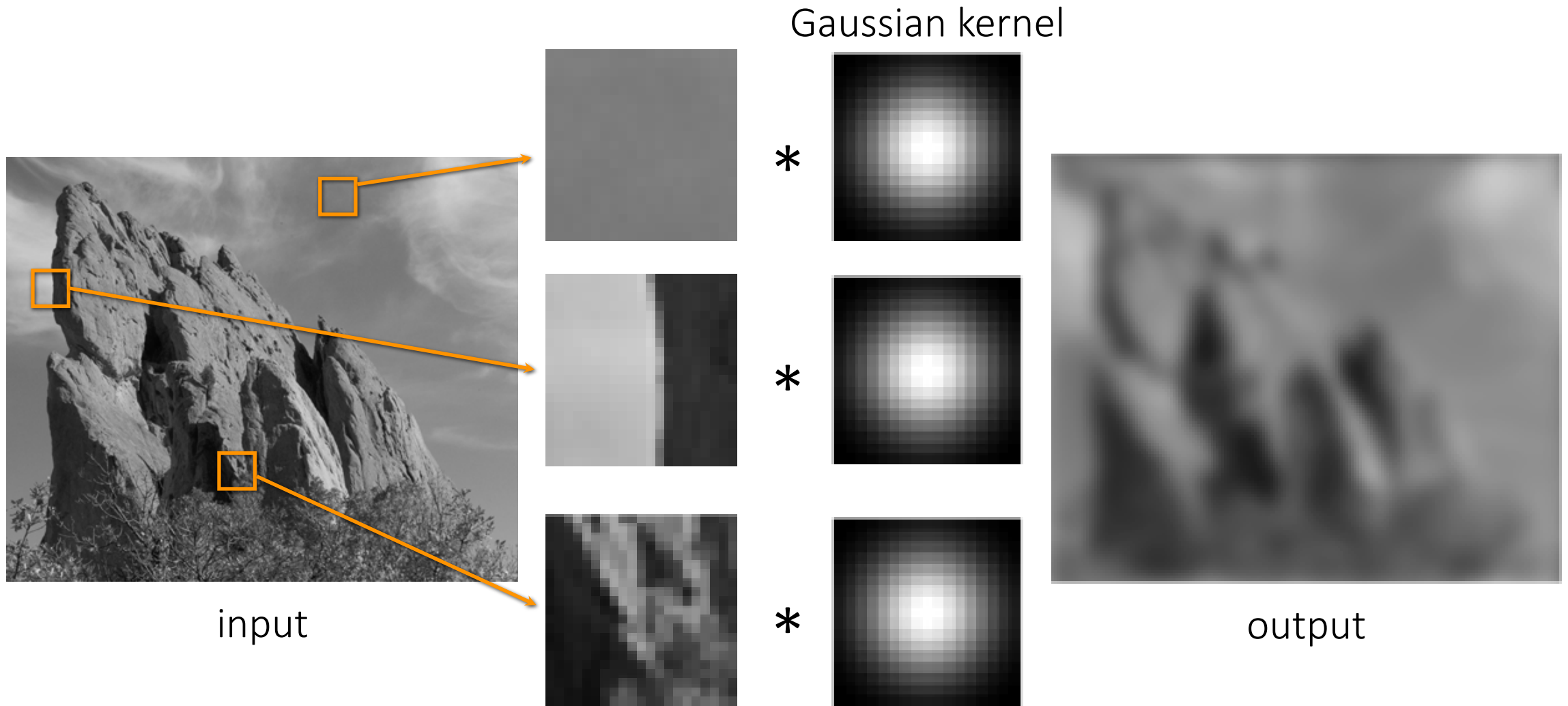


Gaussian filtering

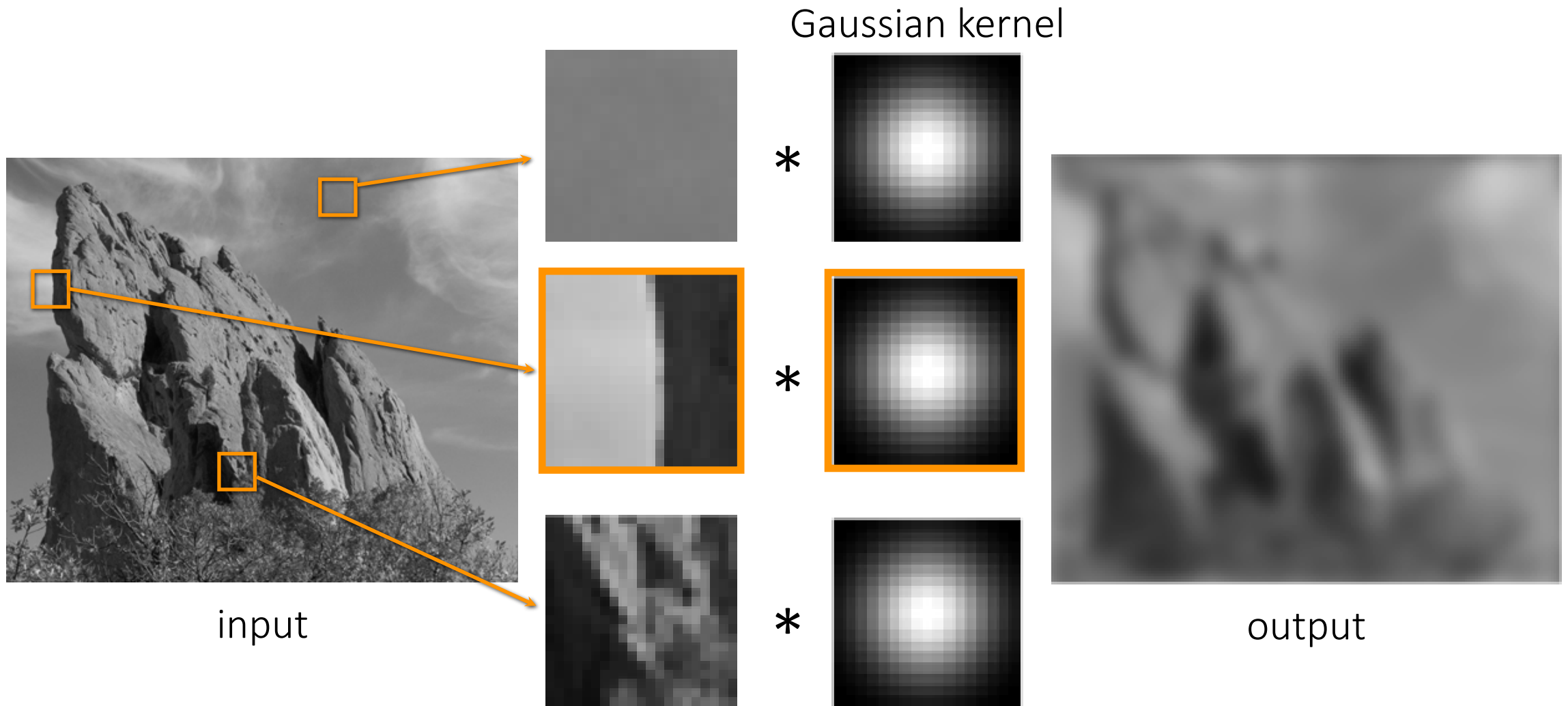


bilateral filtering

The problem with Gaussian filtering

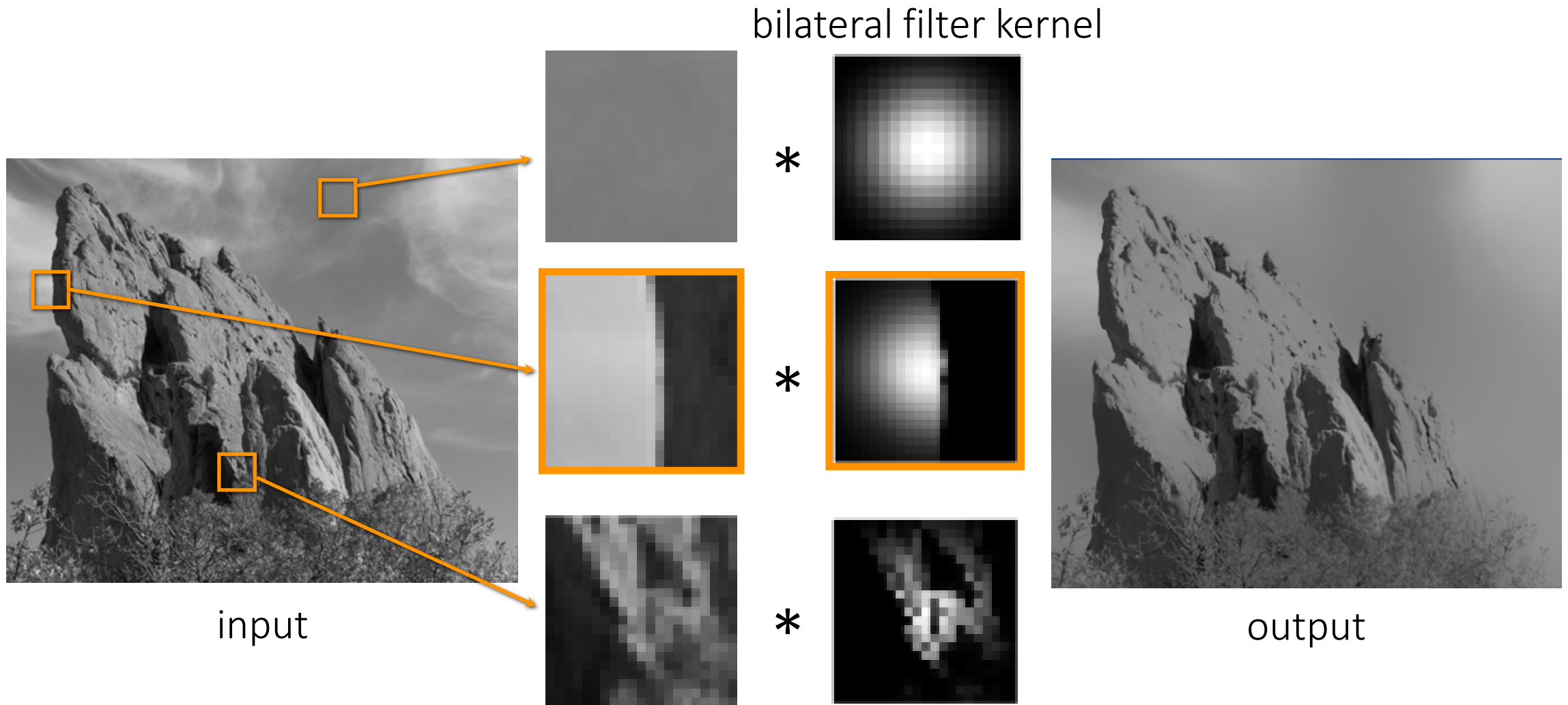


The problem with Gaussian filtering



Blur kernel averages across edges

The bilateral filtering solution



Do not blur if there is an edge! How does it do that?

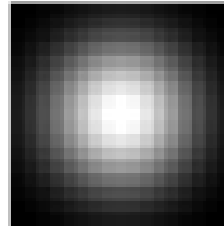
Bilateral filtering

$$h[m, n] = \frac{1}{W_{mn}} \sum_{k,l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$

Bilateral filtering

$$h[m, n] = \frac{1}{W_{mn}} \sum_{k, l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$

Spatial weighting



σ_s

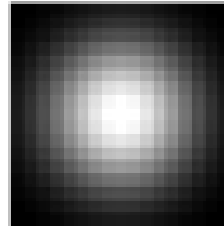
Assign a pixel a large weight if:

1) it's nearby

Bilateral filtering

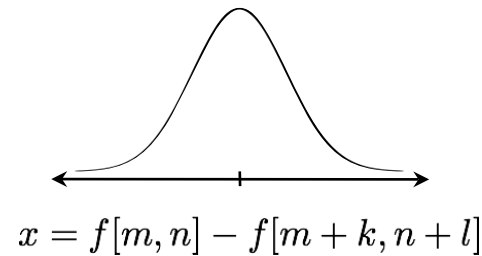
$$h[m, n] = \frac{1}{W_{mn}} \sum_{k, l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$

Spatial weighting



σ_s

Intensity range weighting



σ_r

Assign a pixel a large weight if:

1) it's nearby

and

2) it looks like me

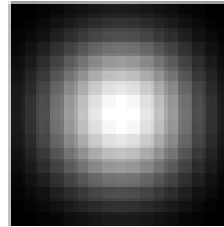
Bilateral filtering

$$h[m, n] = \frac{1}{W_{mn}} \sum_{k, l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$

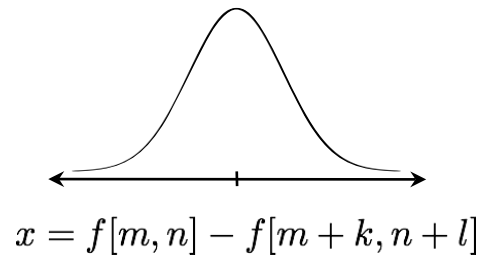
Normalization factor

Spatial weighting

Intensity range weighting



σ_s



σ_r

Assign a pixel a large weight if:

1) it's nearby

and

2) it looks like me

Bilateral filtering vs Gaussian filtering

Which is which?

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

$$h[m, n] = \frac{1}{W_{mn}} \sum_{k, l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$

Bilateral filtering vs Gaussian filtering

Gaussian filtering

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

Bilateral filtering

$$h[m, n] = \frac{1}{W_{mn}} \sum_{k, l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$

Bilateral filtering vs Gaussian filtering

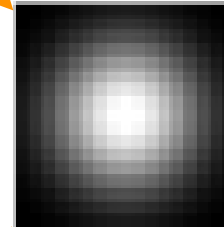
Gaussian filtering

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

Bilateral filtering

$$h[m, n] = \frac{1}{W_{mn}} \sum_{k, l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$

σ_s



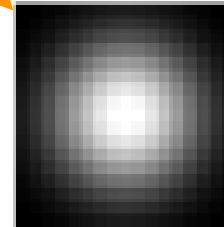
Spatial weighting:
favor *nearby* pixels

Bilateral filtering vs Gaussian filtering

Gaussian filtering

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

σ_s

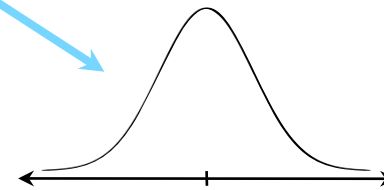


Spatial weighting:
favor *nearby* pixels

Bilateral filtering

$$h[m, n] = \frac{1}{W_{mn}} \sum_{k, l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$

σ_r



Intensity range weighting:
favor *similar* pixels

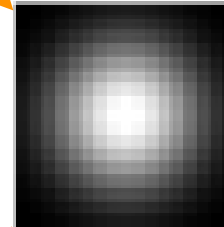
$$x = f[m, n] - f[m + k, n + l]$$

Bilateral filtering vs Gaussian filtering

Gaussian filtering

$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$

σ_s



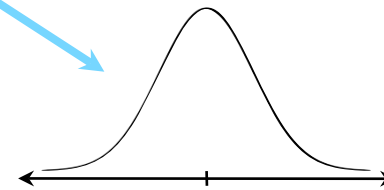
Spatial weighting:
favor *nearby* pixels

Bilateral filtering

$$h[m, n] = \frac{1}{W_{mn}} \sum_{k, l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$

Normalization factor

σ_r



Intensity range weighting:
favor *similar* pixels

Bilateral filtering vs Gaussian filtering

Gaussian filtering

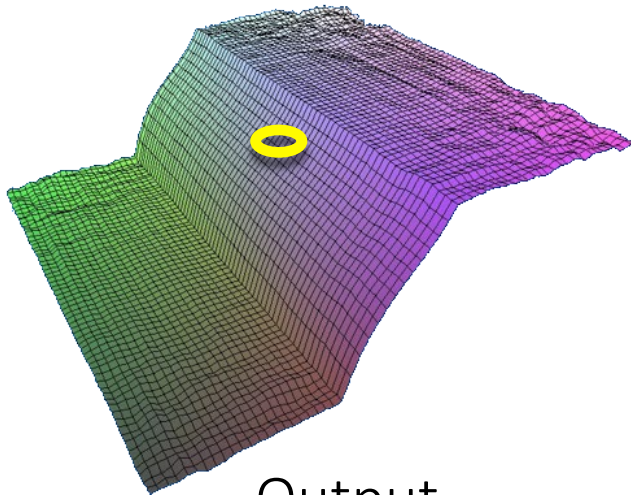
Smooths everything nearby (even edges)
Only depends on *spatial* distance

Bilateral filtering

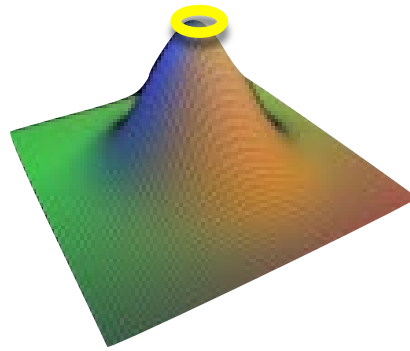
Smooths 'close' pixels in space and intensity
Depends on *spatial* and *intensity* distance

Gaussian filtering visualization

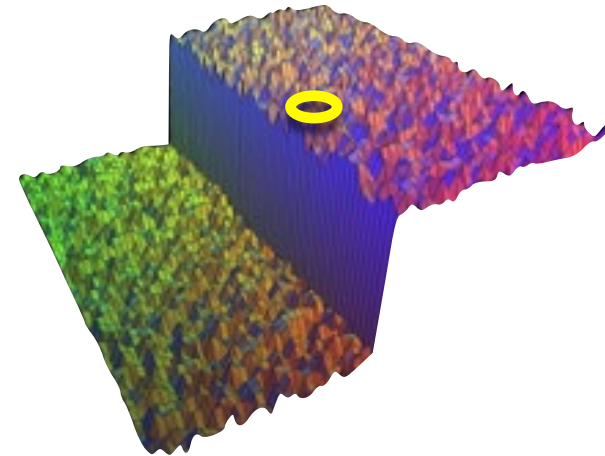
$$h[m, n] = \sum_{k, l} g[k, l] f[m + k, n + l]$$



Output

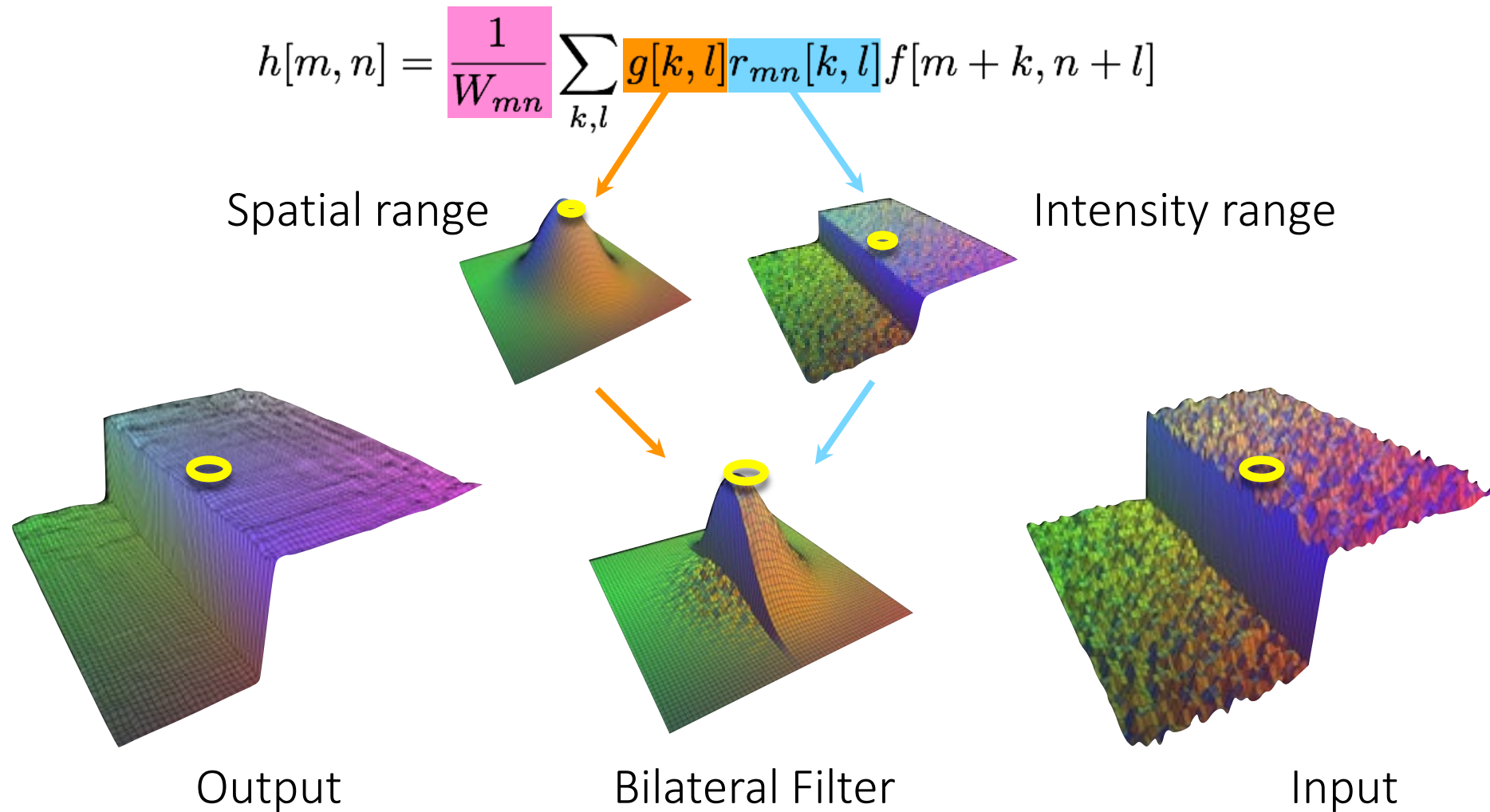


Gaussian Filter

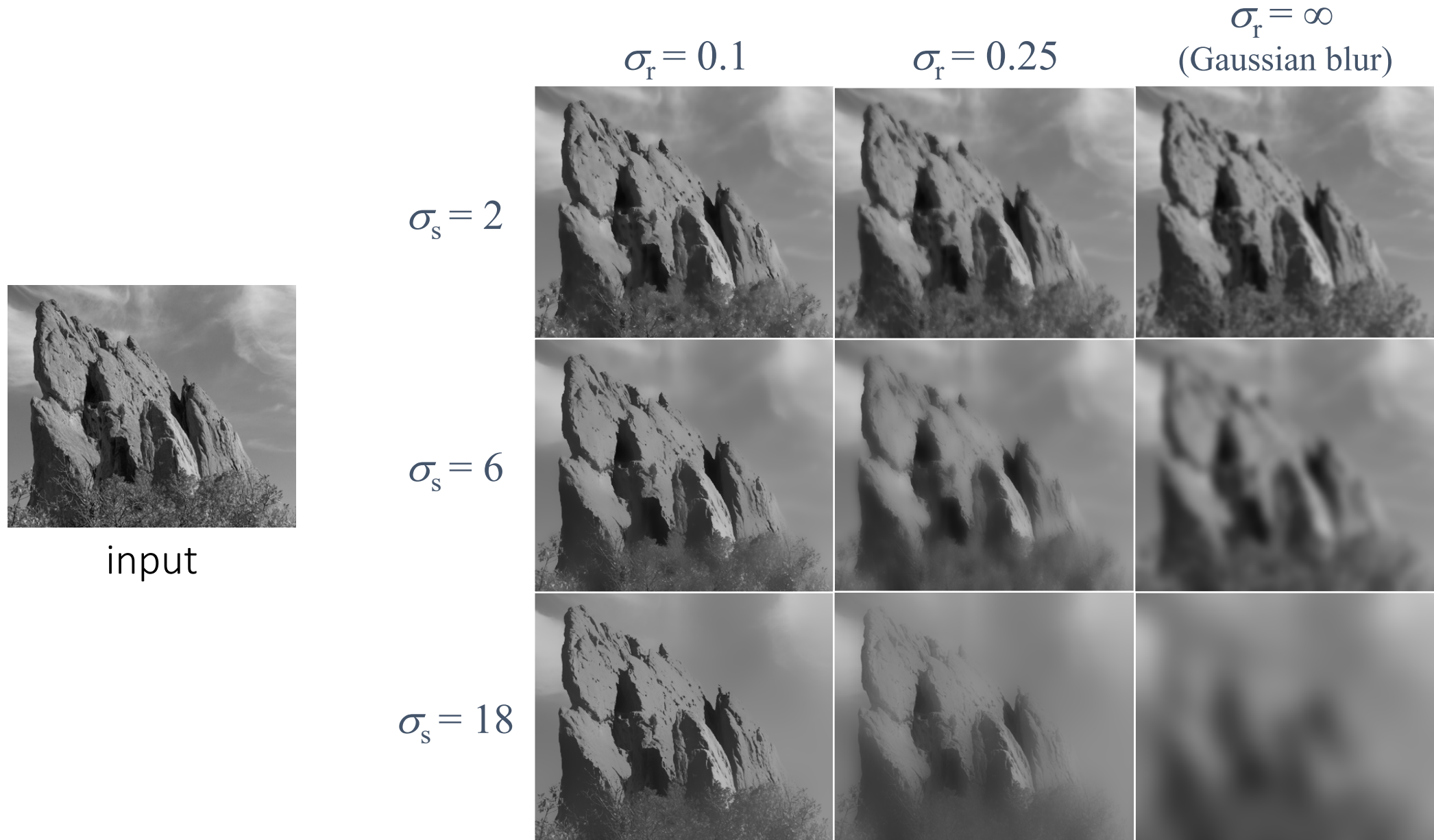


Input

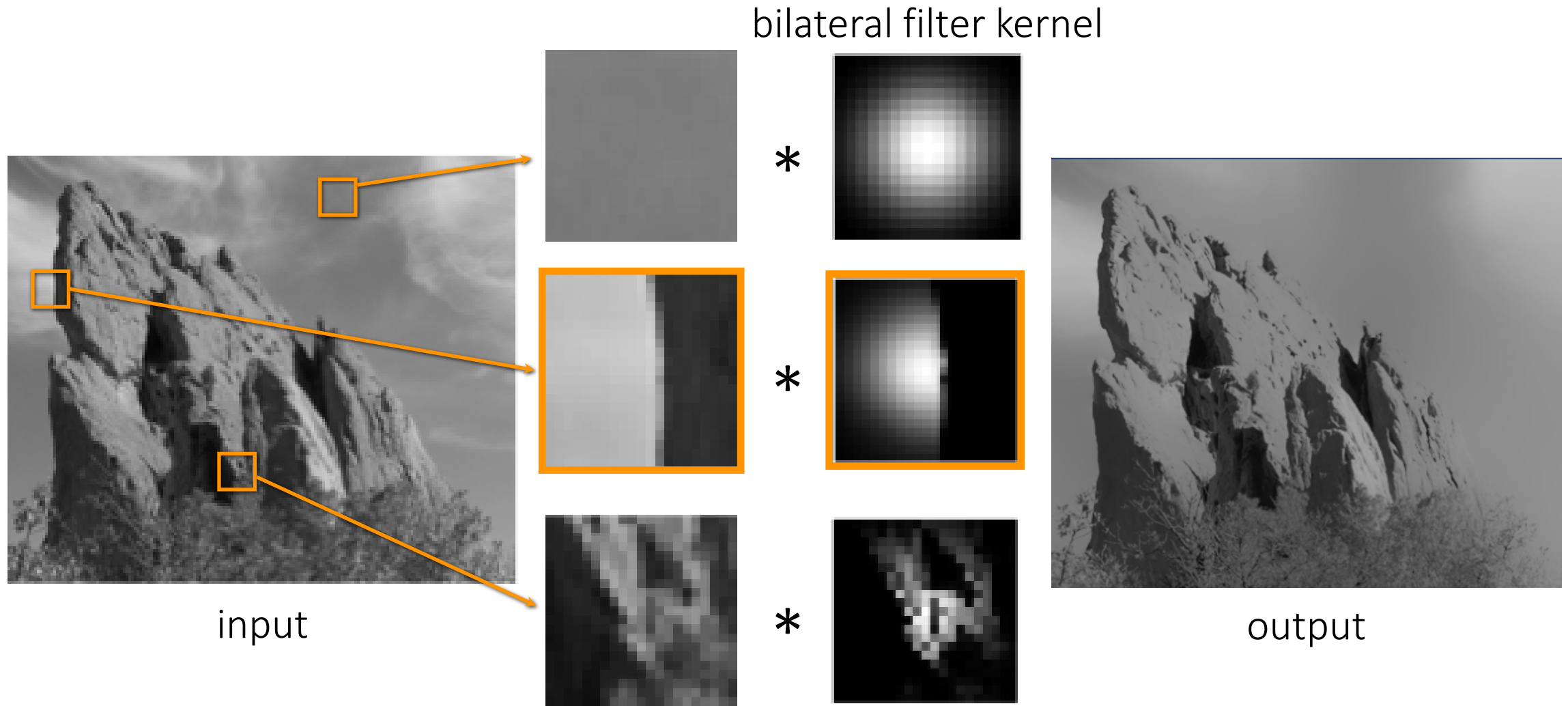
Bilateral filtering visualization



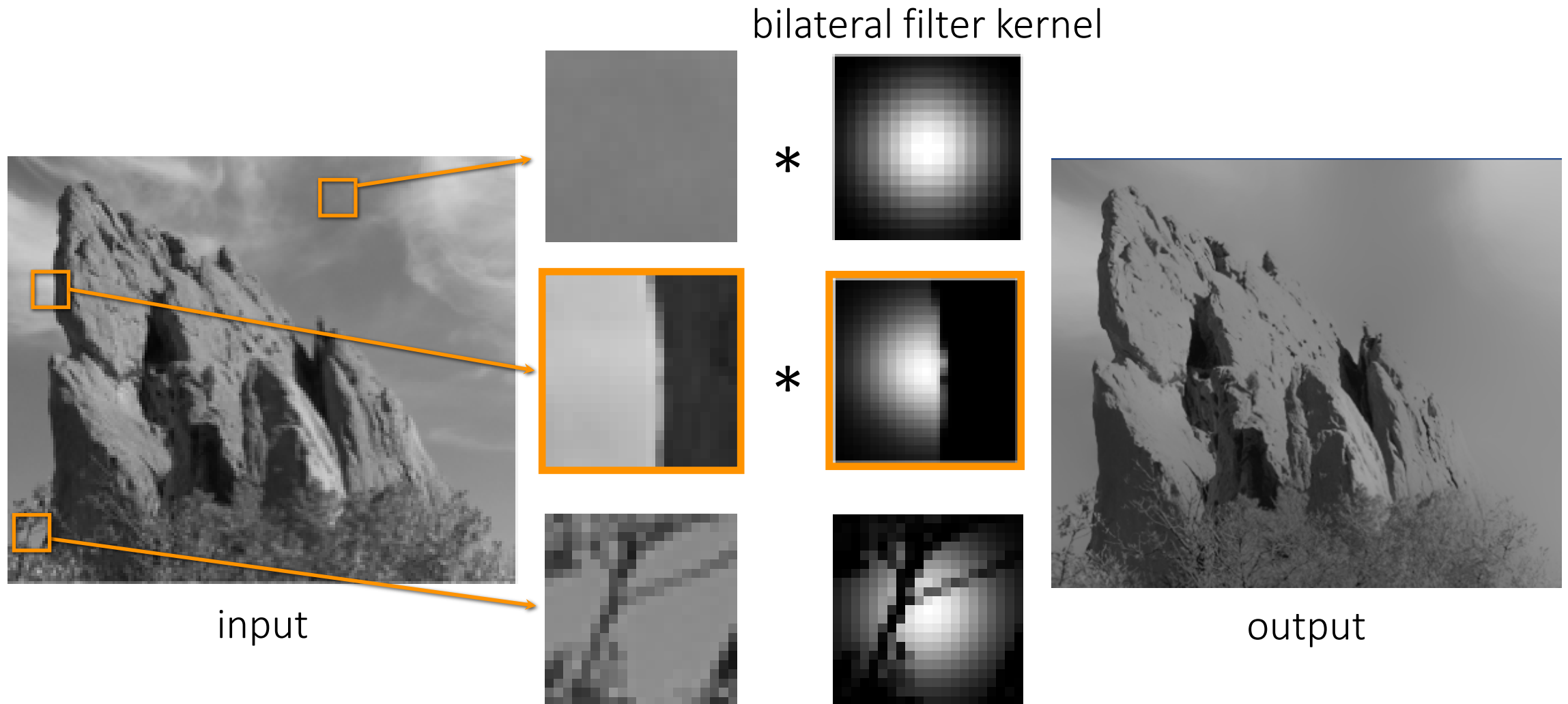
Exploring the bilateral filter parameter space



Does the bilateral filter respect all edges?



Does the bilateral filter respect all edges?



Bilateral filter crosses (and blurs) thin edges.

Denoising



noisy input



bilateral filtering



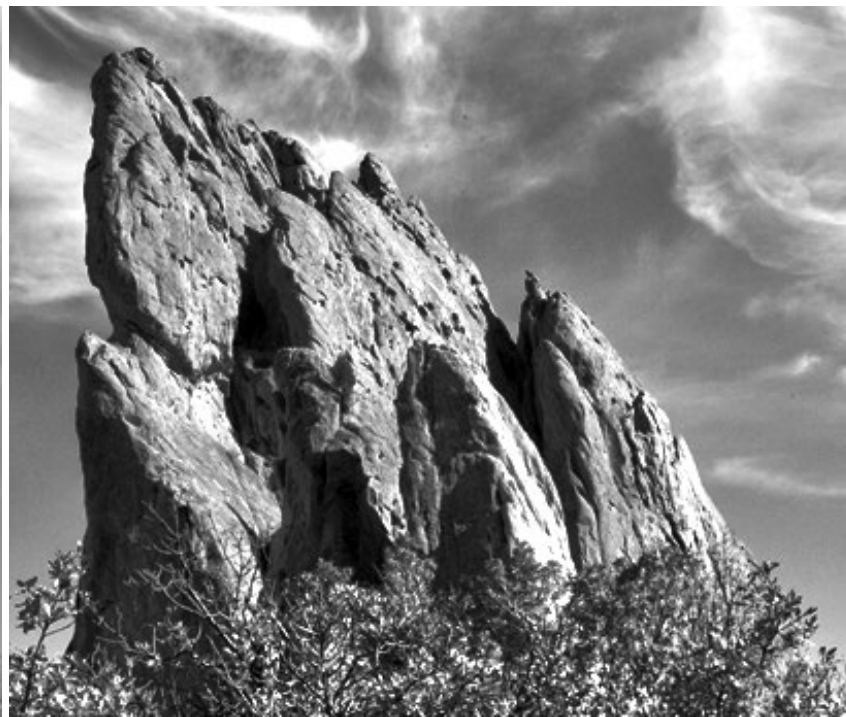
median filtering

Contrast enhancement

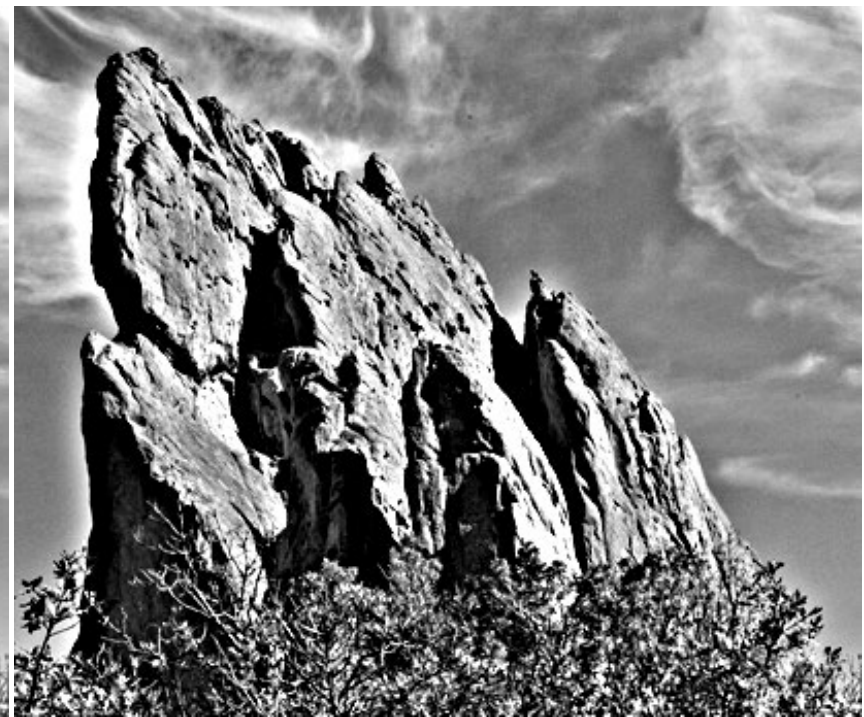
How would you use Gaussian or bilateral filtering for sharpening?



input



sharpening based on
bilateral filtering



sharpening based on
Gaussian filtering

Photo retouching



Photo retouching



original



digital pore removal (aka bilateral filtering)

Before



After



Close-up comparison



original

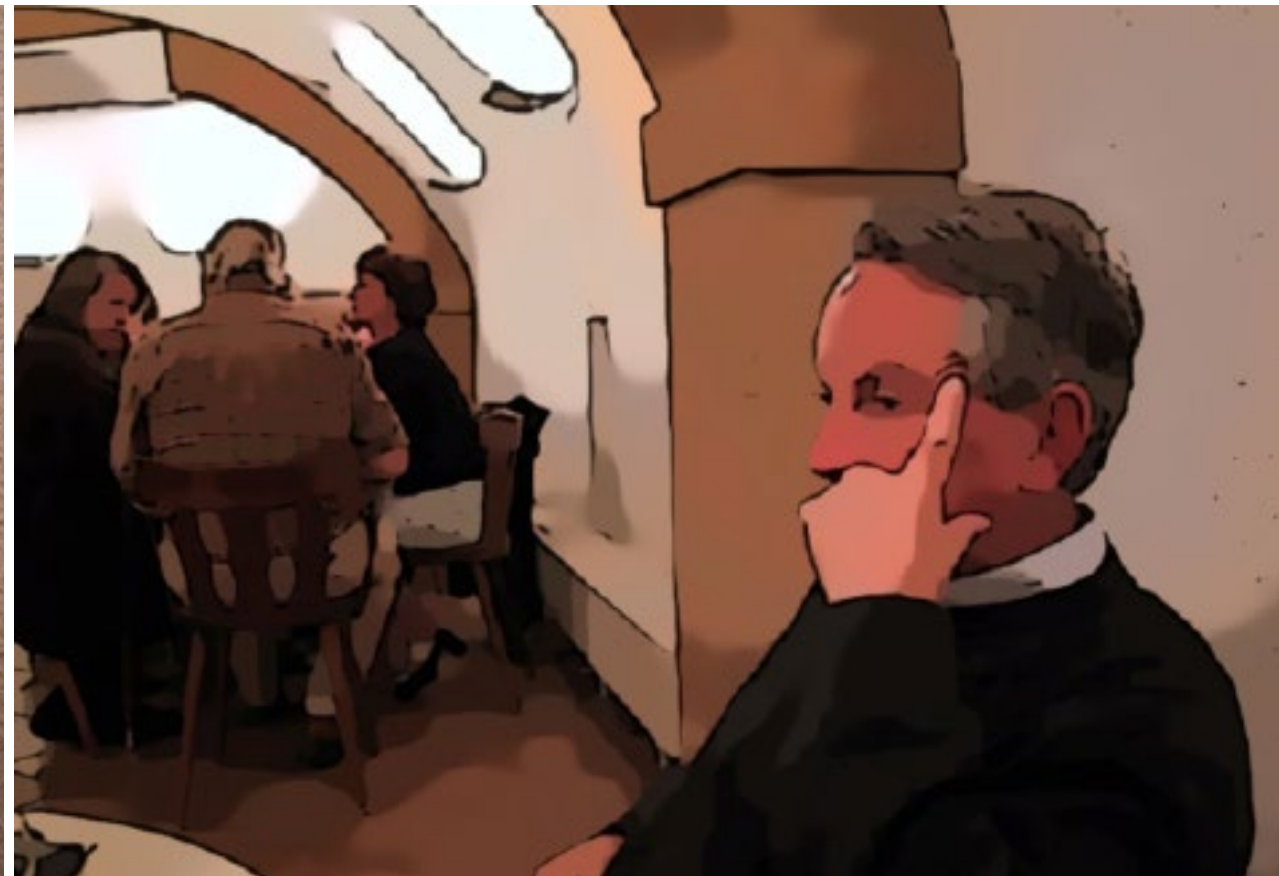


digital pore removal (aka bilateral filtering)

Cartoonization

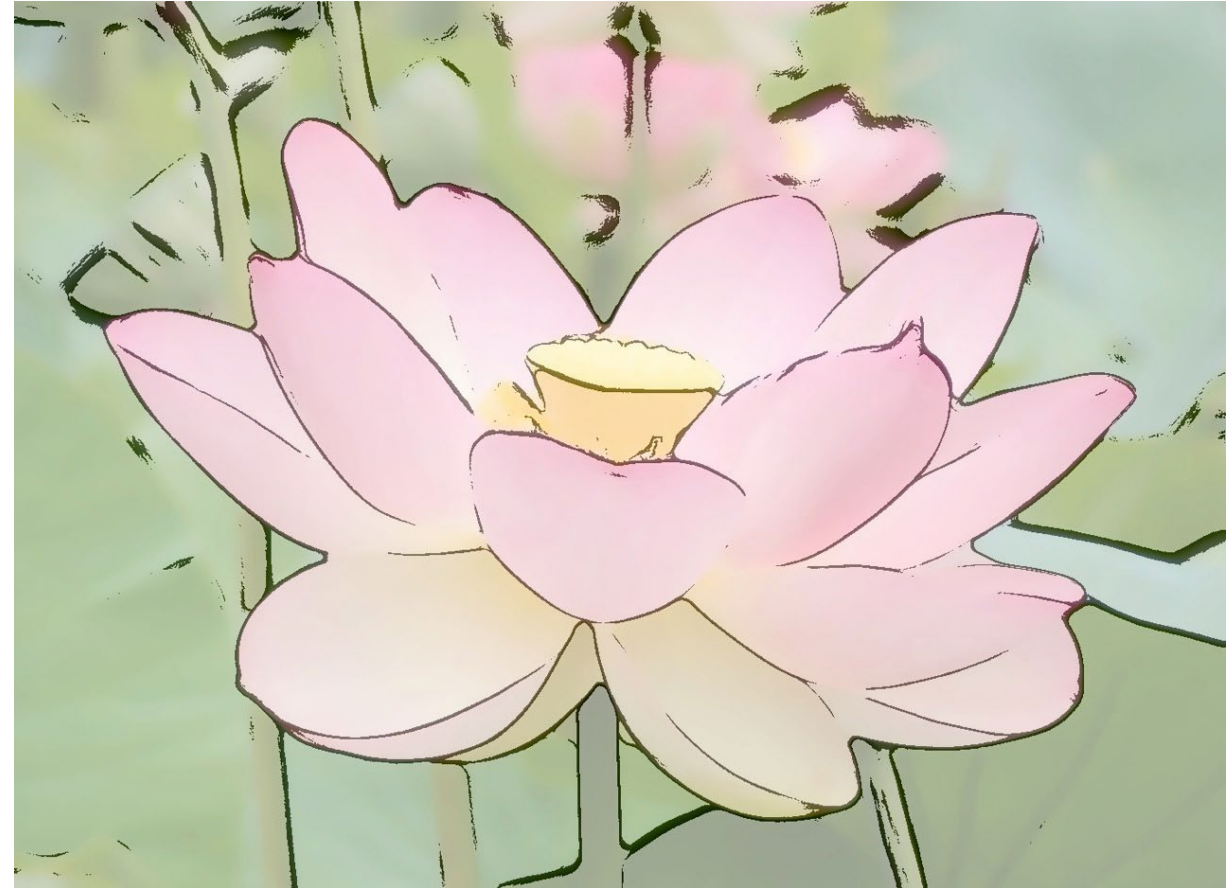


input



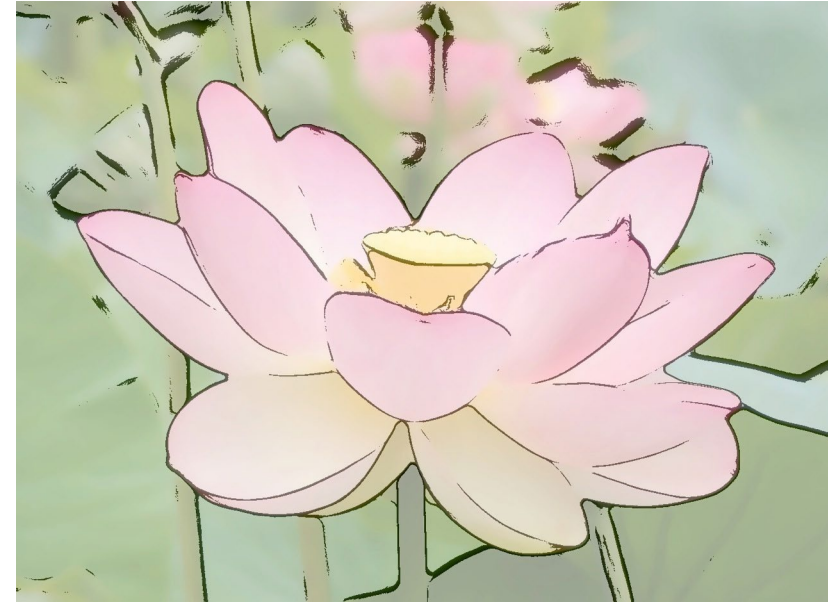
cartoon rendition

Cartoonization



How would you create this effect?

Cartoonization



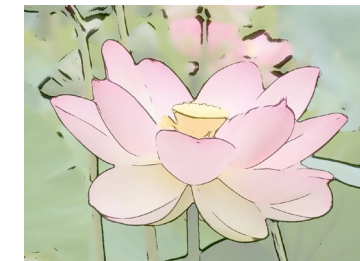
edges from bilaterally filtered image bilaterally filtered image cartoon rendition



+



=



Note: image cartoonization and abstraction are very active research areas.

Is the bilateral filter:

Linear?

Shift-invariant?

Is the bilateral filter:

Linear?

- No.

Shift-invariant?

- No.

Does this have any bad implications?

The bilateral grid

Real-time Edge-Aware Image Processing with the Bilateral Grid

Jiawen Chen Sylvain Paris Frédo Durand

Computer Science and Artificial Intelligence Laboratory
Massachusetts Institute of Technology



Figure 1: The bilateral grid enables edge-aware image manipulations such as local tone mapping on high resolution images in real time. This 15 megapixel HDR panorama was tone mapped and locally refined using an edge-aware brush at 50 Hz. The inset shows the original input. The process used about 1 MB of texture memory.

Data structure for fast edge-aware image processing.

Modern edge-aware filtering: local Laplacian pyramids

Local Laplacian Filters: Edge-aware Image Processing with a Laplacian Pyramid

Sylvain Paris
Adobe Systems, Inc.

Samuel W. Hasinoff
Toyota Technological Institute at Chicago and MIT CSAIL

Jan Kautz
University College London



(a) input HDR image tone-mapped with a simple gamma curve (details are compressed)



(b) our pyramid-based tone mapping, set to preserve details without increasing them



(c) our pyramid-based tone mapping, set to strongly enhance the contrast of details

Figure 1: We demonstrate edge-aware image filters based on the direct manipulation of Laplacian pyramids. Our approach produces high-quality results, without degrading edges or introducing halos, even at extreme settings. Our approach builds upon standard image pyramids and enables a broad range of effects via simple point-wise nonlinearities (shown in corners). For an example image (a), we show results of tone mapping using our method, creating a natural rendition (b) and a more exaggerated look that enhances details as well (c). Laplacian pyramids have previously been considered unsuitable for such tasks, but our approach shows otherwise.

Modern edge-aware filtering: local Laplacian pyramids



Modern edge-aware filtering: local Laplacian pyramids

input



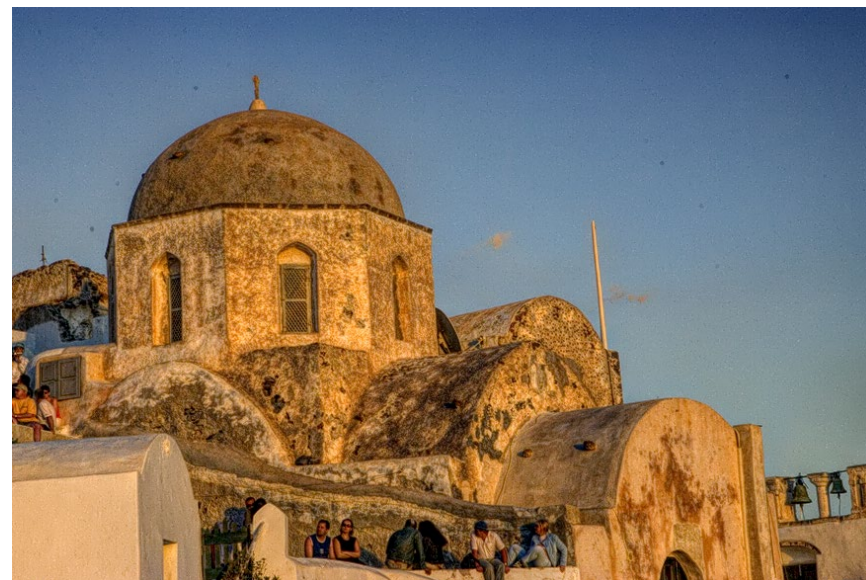
texture
increase



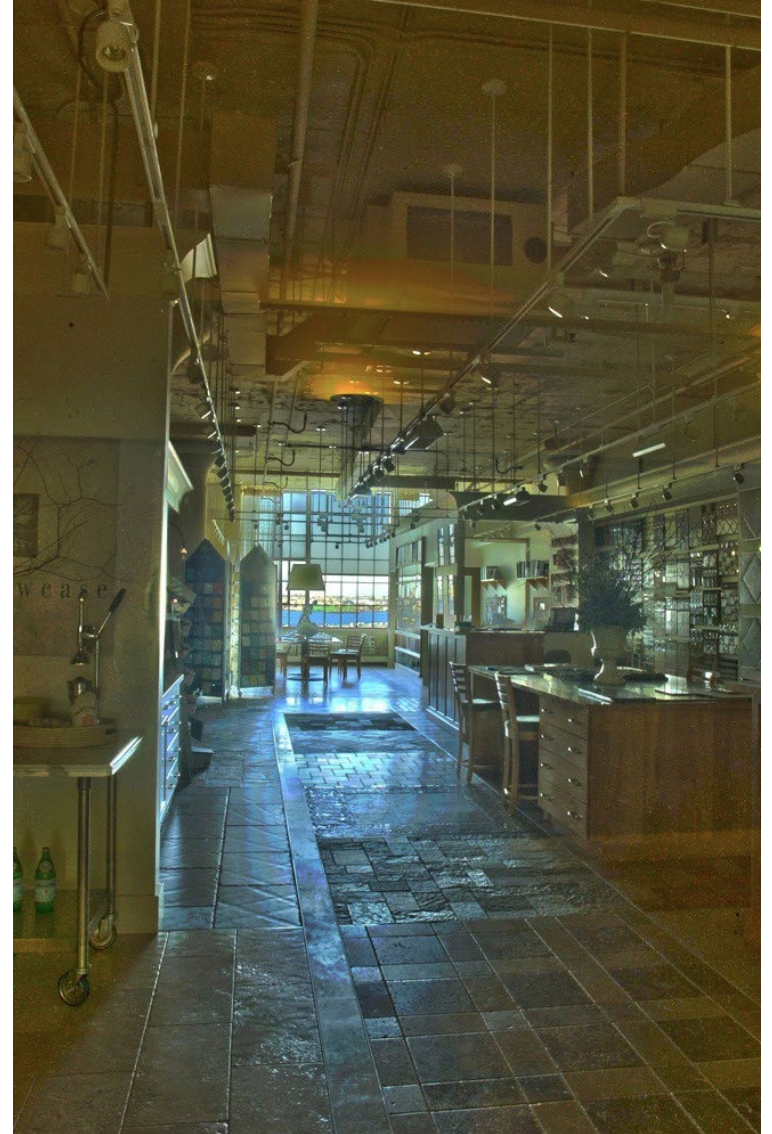
texture
decrease



large texture
increase



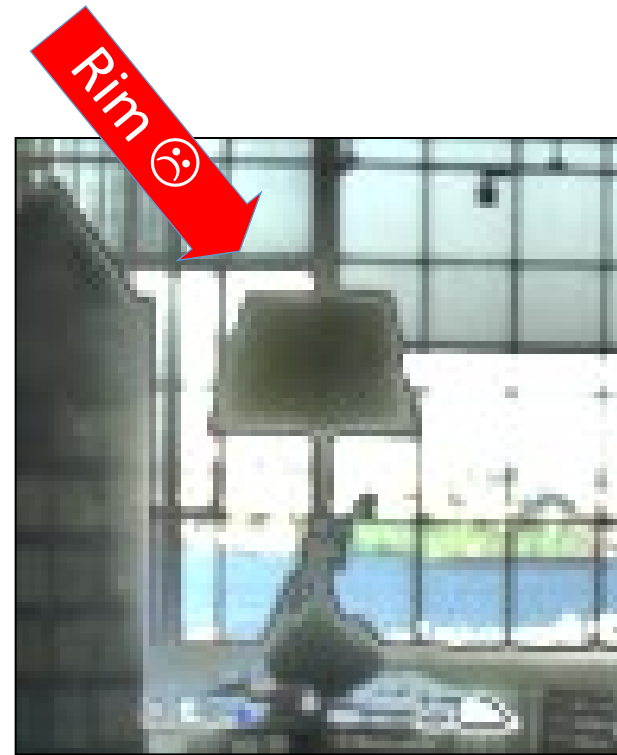
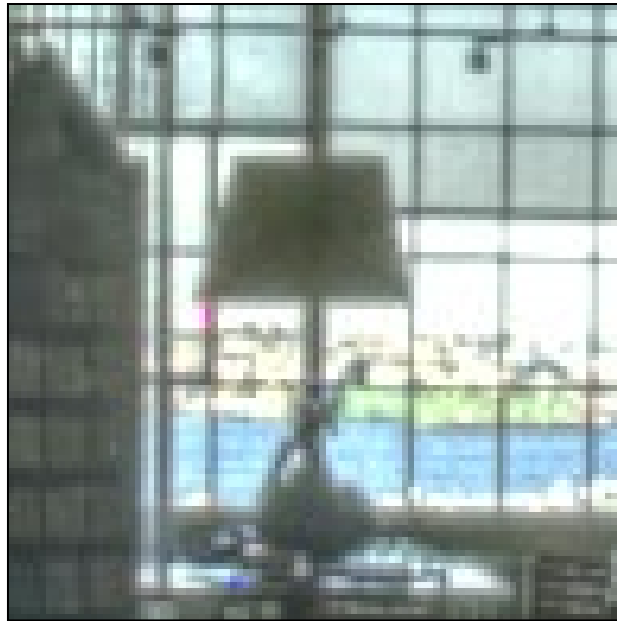
Tonemapping with edge-aware filtering



Tonemapping with edge-aware filtering



local Laplacian pyramids

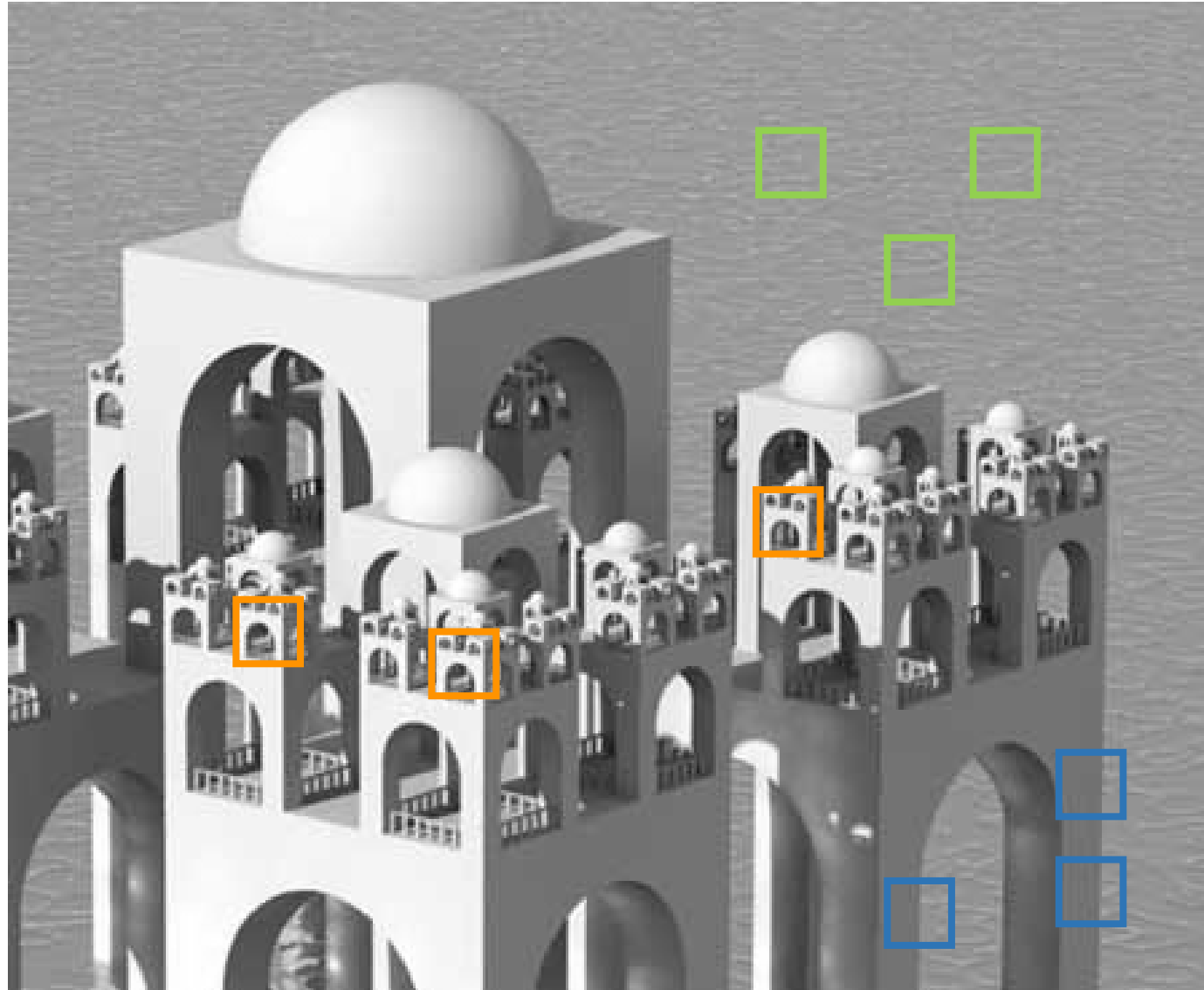


bilateral filter



Non-local means

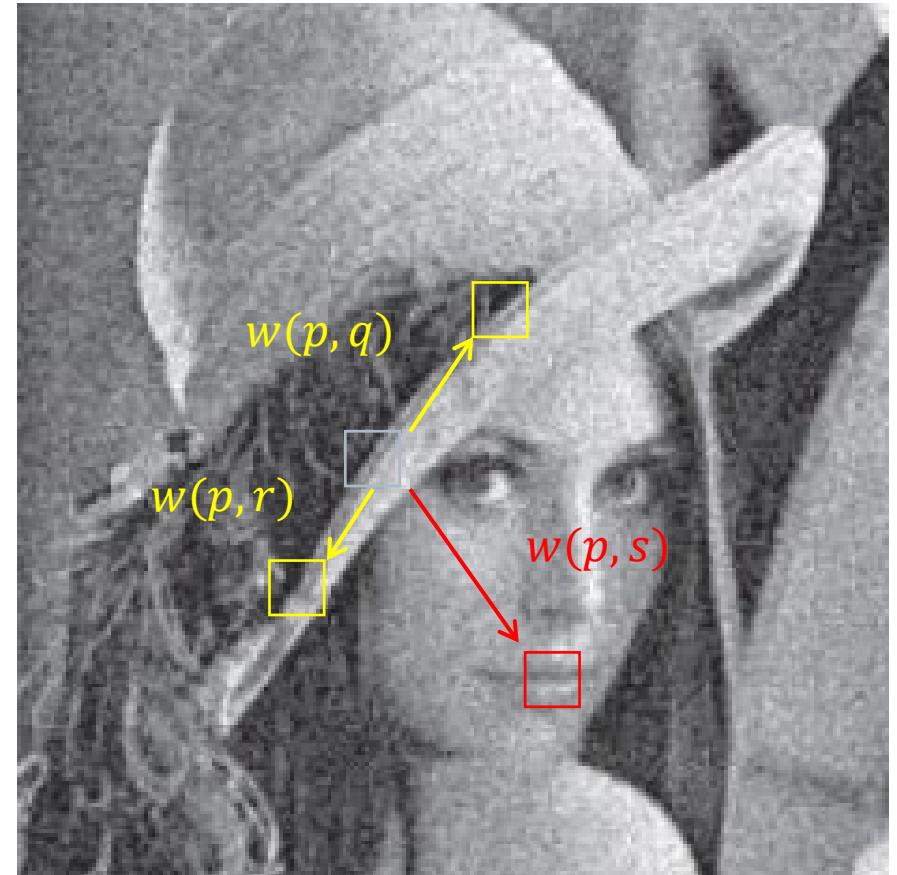
Redundancy in natural images



Non-local means

No need to stop at neighborhood. Instead search *everywhere* in the image.

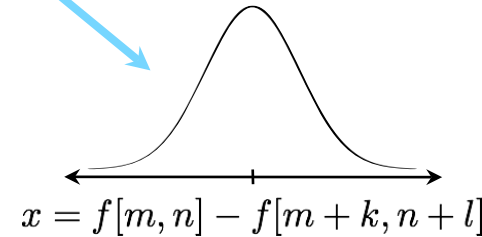
$$\hat{x}(i) = \frac{1}{C_i} \sum_j y(j) \underbrace{e^{-\frac{SSD(y(N_i) - y(N_j))}{2\sigma^2}}}_{w(i,j)}$$



Non-local means vs bilateral filtering

Non-local means filtering

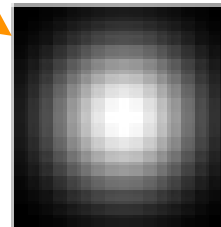
$$h[m, n] = \frac{1}{W_{mn}} \sum_{k,l} r_{mn}[k, l] f[m + k, n + l]$$



Intensity range weighting:
favor *similar* pixels (patches
in case of non-local means)

Bilateral filtering

$$h[m, n] = \frac{1}{W_{mn}} \sum_{k,l} g[k, l] r_{mn}[k, l] f[m + k, n + l]$$



Spatial weighting:
favor *nearby* pixels

Everything put together

Gaussian filtering

Smooths everything nearby (even edges)
Only depends on *spatial* distance

Bilateral filtering

Smooths 'close' pixels in space and intensity
Depends on *spatial* and *intensity* distance

Non-local means

Smooths similar patches no matter how far away
Only depends on *intensity* distance

Denoising example



noisy input



Gaussian filtering



bilateral filtering



non-local means

Very general forms of “structural” filtering



We will see more in later lectures.

Is non-local means:

Linear?

Shift-invariant?

Is non-local means:

Linear?

- No.

Shift-invariant?

- No.

Non-local means is not a convolution, and is generally very very challenging to implement efficiently.

Efficient algorithms for non-local means are an active research area.

Flash/no-flash photography



Red Eye



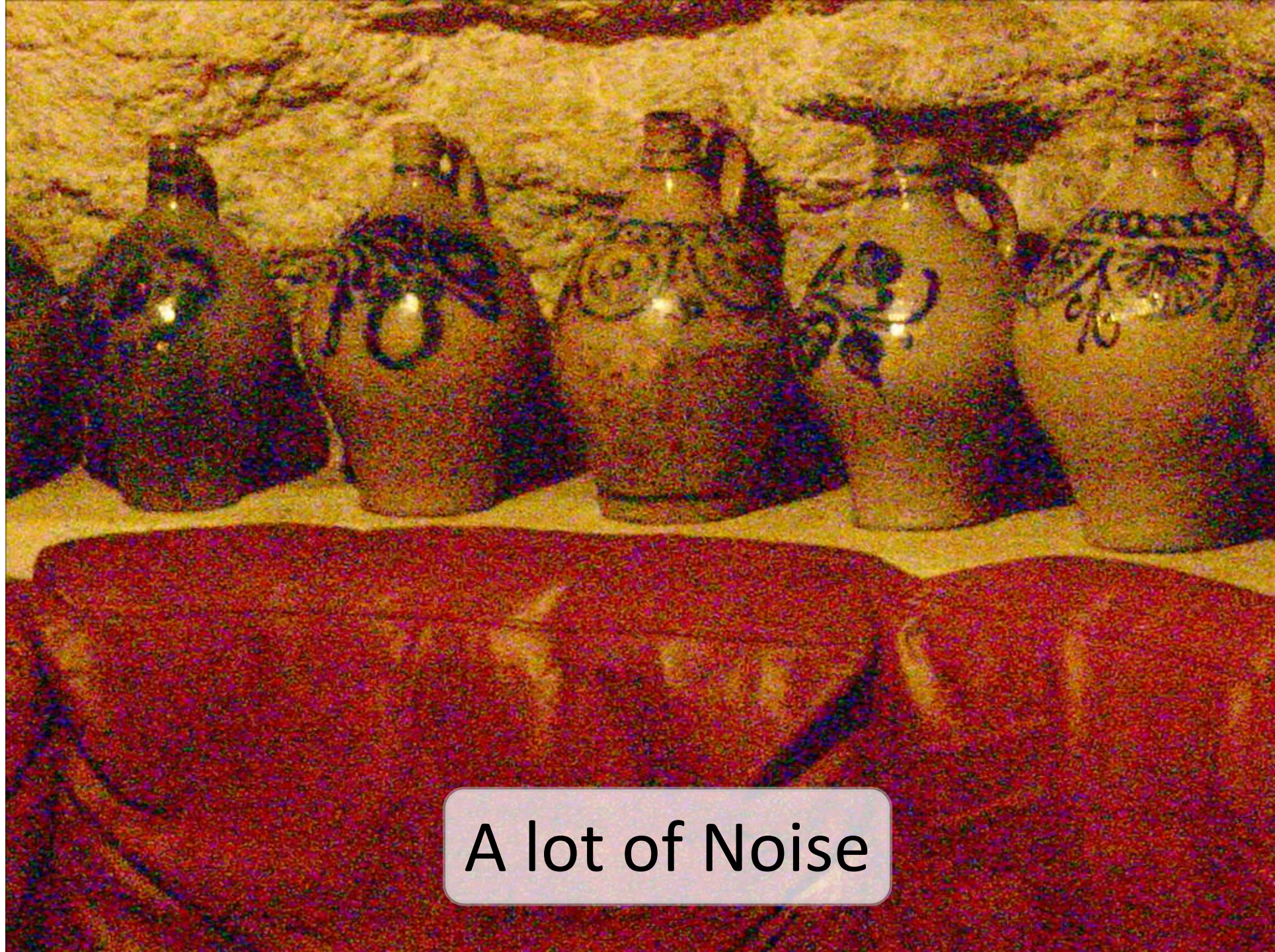
Unflattering Lighting



Motion Blur



Noise

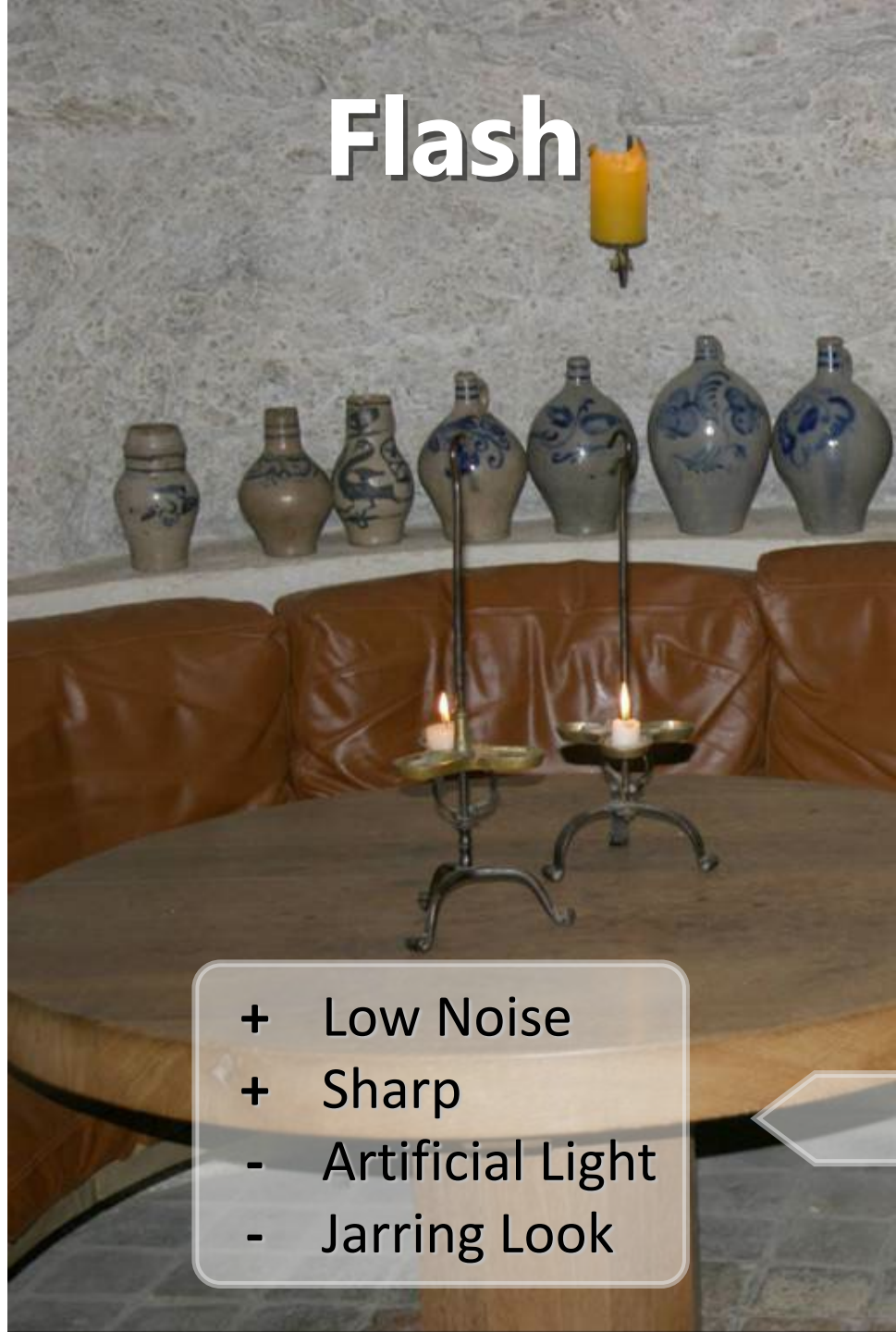


A lot of Noise



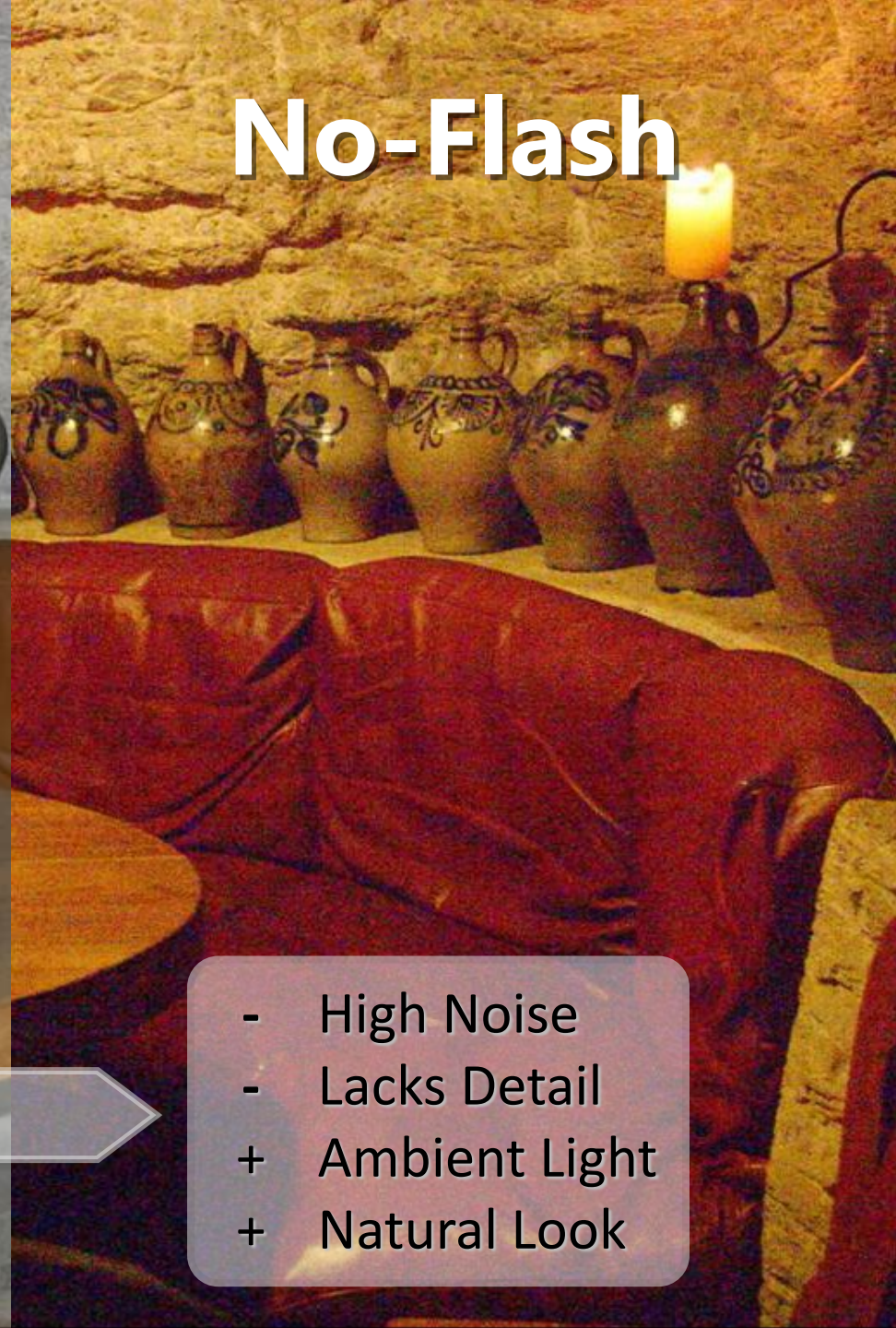
Ruined Ambiance

Flash



- + Low Noise
- + Sharp
- Artificial Light
- Jarring Look

No-Flash



- High Noise
- Lacks Detail
- + Ambient Light
- + Natural Look

Image acquisition



Image acquisition

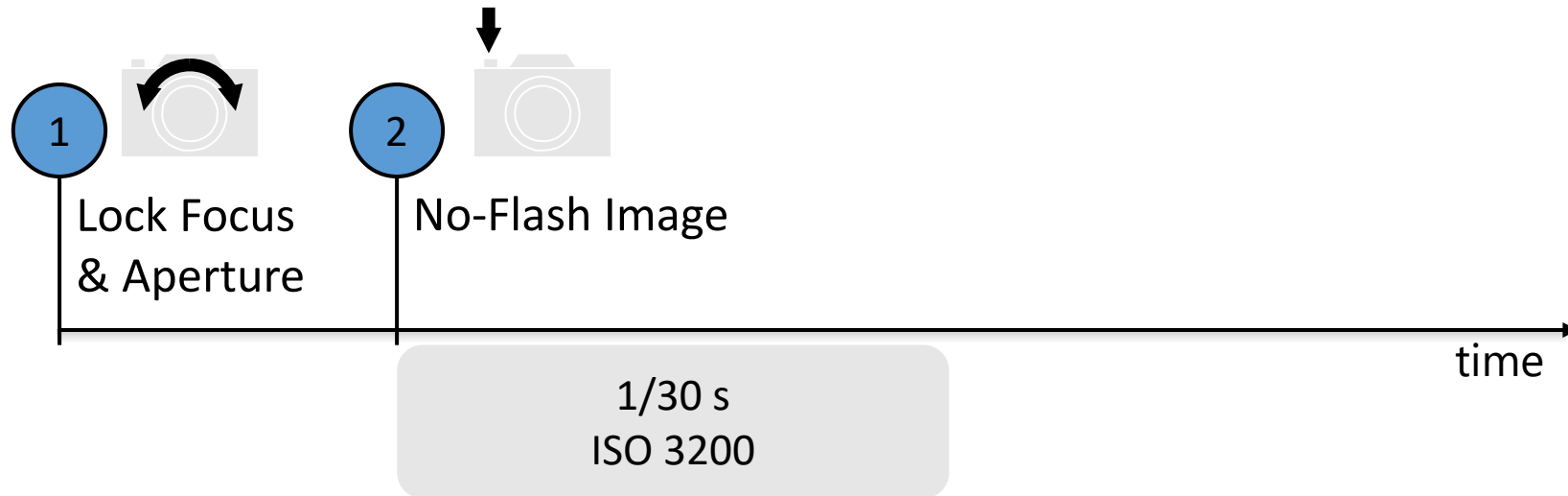
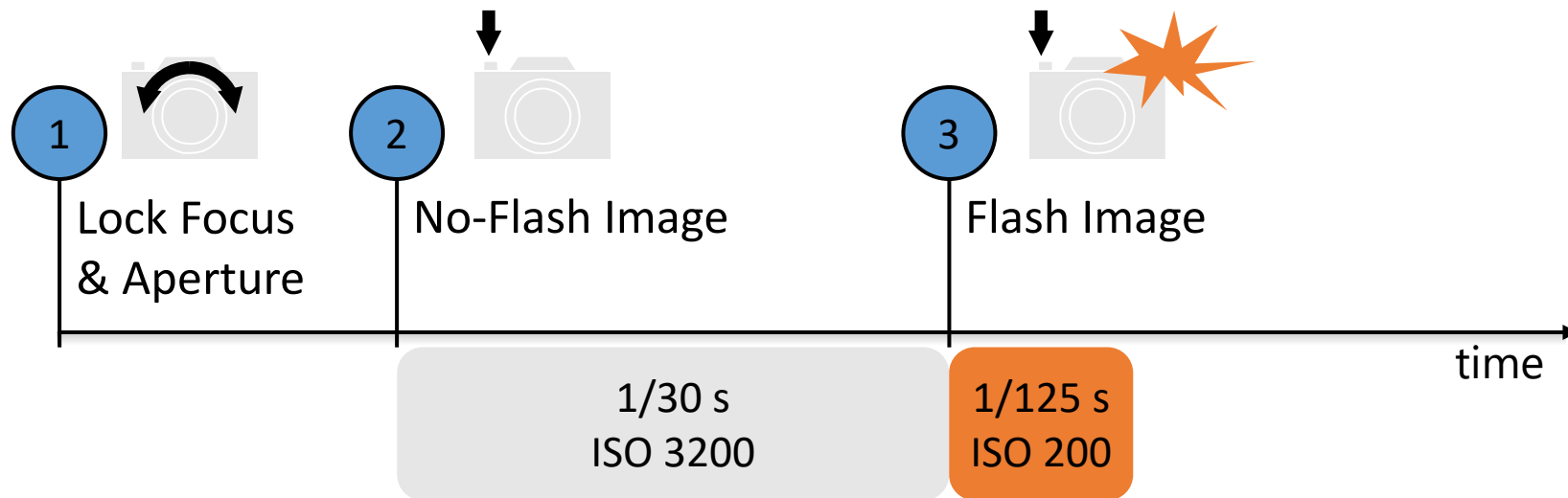


Image acquisition





Denoising Result

- Sh



No-Flash



Denoising Result

Key idea

Denoise the no-flash image while maintaining the edge structure of the flash image

- How would you do this using the image editing techniques we've learned about?

Joint bilateral filtering

Denoising with bilateral filtering



noisy input



bilateral filtering



median filtering

Denoising with bilateral filtering

$$A_{p(col)}^{Base} = \frac{1}{k(p(col))} \sum_{p' \in \Omega} \overset{\text{spatial kernel}}{g_d(|p - p'|)} \underset{\text{intensity kernel}}{g_r(A_{p(col)} - A_{p'(col)})} A_{p'(col)}$$

- However, results still have noise or blur (or both)



Denoising with joint bilateral filtering

$$A_{p(col)}^{NR} = \frac{1}{k(p(col))} \sum_{p' \in \Omega} g_d(|p - p'|) g_r(\mathbf{F}_{p(col)} - \mathbf{F}_{p'(col)}) A_{p'(col)}$$

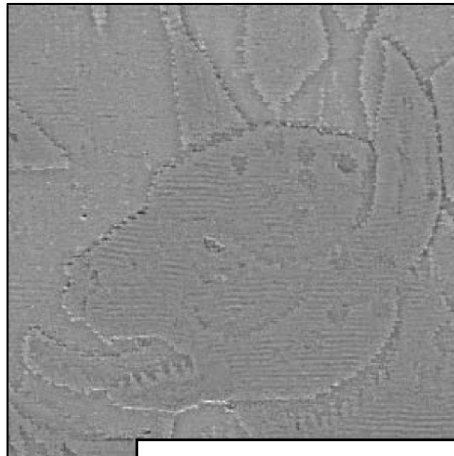
- In the flash image there are many more *details*
- Use the flash image F to find edges

Denoising with joint bilateral filtering

$$A_{p(col)}^{NR} = \frac{1}{k(p(col))} \sum_{p' \in \Omega} g_d(|p - p'|) g_r(\mathbf{F}_{p(col)} - \mathbf{F}_{p'(col)}) A_{p'(col)}$$



Bilateral
filter



The difference

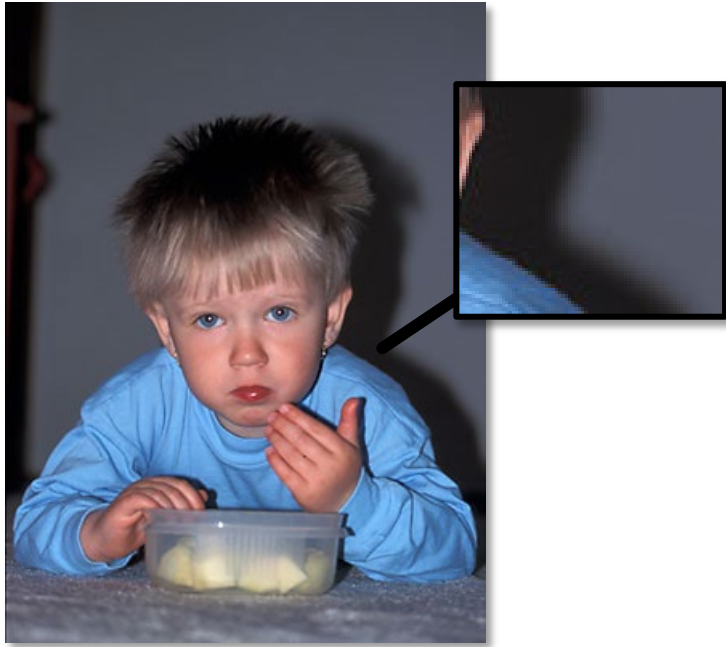


Joint Bilateral
filter

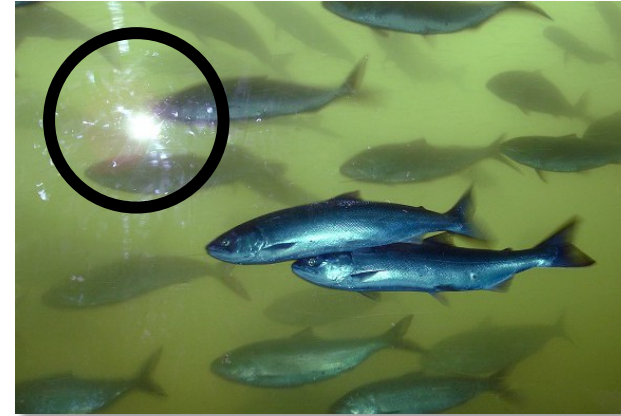
Not all edges in the flash image are real

Can you think of any types of edges that may exist in the flash image but not the ambient one?

Not all edges in the flash image are real



shadows



specularities

- May cause over- or under-blur in joint bilateral filter
- We need to eliminate their effect

Detecting shadows

- **Observation:** the pixels in the flash shadow should be similar to the ambient image.
- Not identical:
 1. Noise.
 2. Inter-reflected flash.
- Compute a *shadow mask*.
- Take pixel p if $F_{p(col)}^{Lin} - A_{p(col)}^{Lin} \leq \tau_{Shadow}$
- τ_{Shadow} is manually adjusted
- Mask is *smoothed* and *dilated*

Detecting specularities

- Take pixels where sensor input is close to maximum (very bright).
 - Over fixed threshold τ_{spec}
- Create a *specularity mask*.
- Also smoothed.
- **M** – the combination of shadow and specularity masks:

Where $M_p=1$, we use A^{Base} . For other pixels we use A^{NR} .

Detail transfer

- Denoising cannot add details *missing* in the ambient image
- Exist in flash image because of high SNR
- We use a *quotient image*:

$$F_{p(col)}^{Detail} = \frac{F_{p(col)} + \varepsilon}{F_{p(col)}^{Base} + \varepsilon}$$

Reduces the
effect of
noise in F

Bilateral
filtered

- Multiply with A^{NR} to add the details
- Masked in the same way

Why does this quotient image
make sense for detail?

Detail transfer

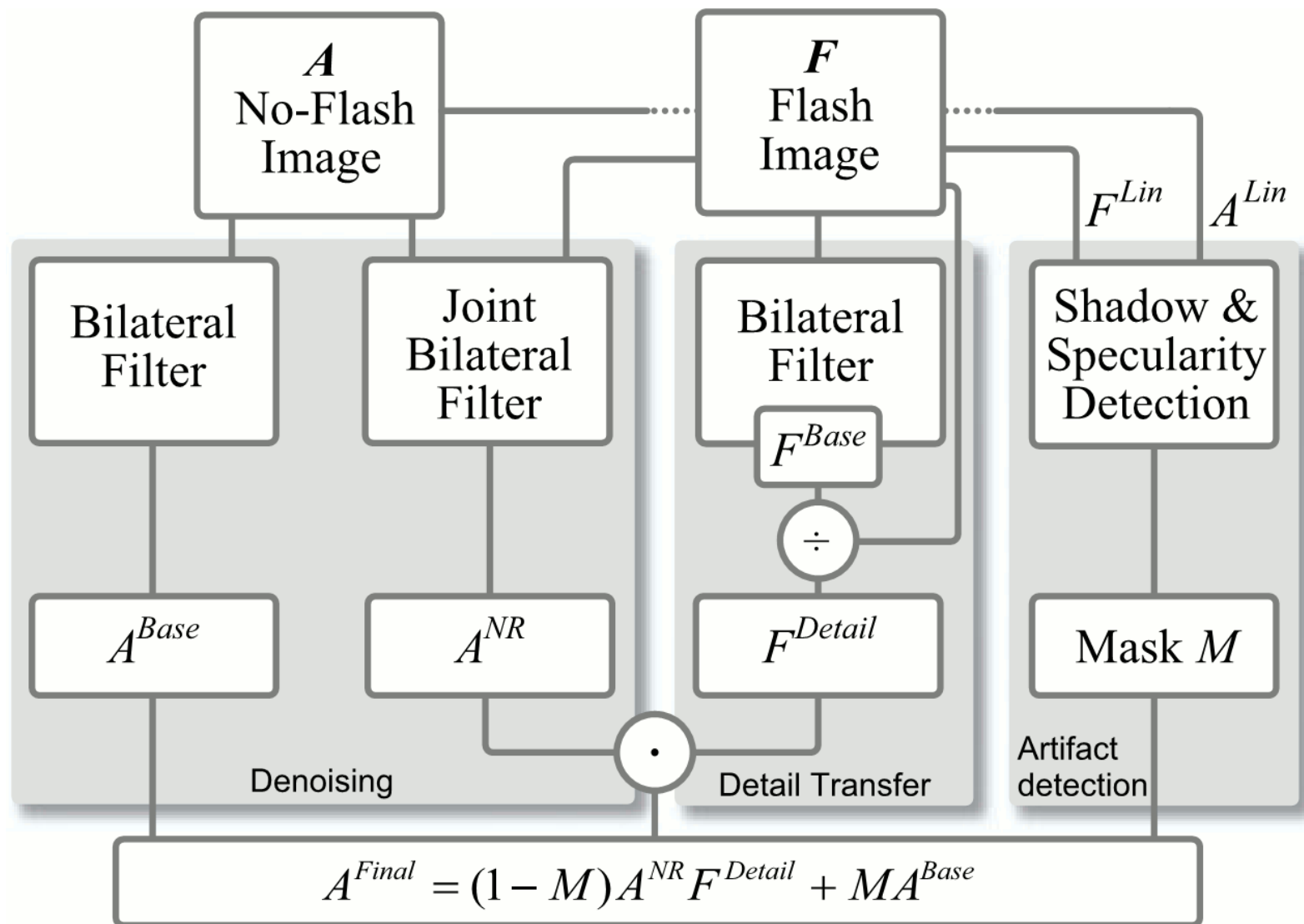
- Denoising cannot add details *missing* in the ambient image
- Exist in flash image because of high SNR
- We use a *quotient image*:

$$F_{p(col)}^{Detail} = \frac{F_{p(col)} + \varepsilon}{F_{p(col)}^{Base} + \varepsilon}$$

Reduces the
effect of
noise in F



Full pipeline



Demonstration



ambient-only



joint bilateral and detail transfer



Flash



No-Flash



No-Flash



Result



Flash



No-Flash



No-Flash



Result



Flash



No-Flash



Flash

A dark, grainy night photograph of a road. A bright yellow center line runs vertically down the middle of the frame. In the distance, there are several small, bright white lights, likely from vehicles or streetlights. The overall image quality is poor, with significant noise and low resolution.

No-Flash

A dark, textured surface, possibly a car's body panel, is shown. A bright, circular light source, likely a headlight, is reflecting off the surface, creating a lens flare effect. The reflection is bright and circular, with a smaller, dimmer reflection visible below it. The surrounding area is dark and textured.

Result

References

Basic reading:

- Durand and Dorsey, “Fast bilateral filtering for the display of high-dynamic-range images,” SIGGRAPH 2002.
The paper on tonemapping using bilateral filtering.
- Paris et al., “A Gentle Introduction to the Bilateral Filter and Its Applications,” SIGGRAPH 2007-08, CVPR 2008,
https://people.csail.mit.edu/sparis/bf_course/
Short course on the bilateral filter, including discussion of fast implementations.
- Petschnigg et al., “Digital photography with flash and no-flash image pairs,” SIGGRAPH 2004.
- Eisemann and Durand, “Flash Photography Enhancement via Intrinsic Relighting,” SIGGRAPH 2004.
The first two papers exploring the idea of photography with flash and no-flash pairs, both using variants of the joint bilateral filter.

Additional reading:

- Chen et al., “Real-time edge-aware image processing with the bilateral grid,” SIGGRAPH 2007.
- Paris and Durand, “A Fast Approximation of the Bilateral Filter Using a Signal Processing Approach,” IJCV 2009.
Two papers on acceleration techniques for the bilateral filter.
- Paris et al., “Local Laplacian Filters: Edge-aware Image Processing with a Laplacian Pyramid,” SIGGRAPH 2011 and CACM 2015.
The paper on local Laplacian pyramids.
- Buades et al., “Nonlocal Image and Movie Denoising,” IJCV 2008.
The journal version of the original non-local means paper.
- Barnes et al., “PatchMatch: A Randomized Correspondence Algorithm for Structural Image Editing,” SIGGRAPH 2009.
A paper on a very efficient implementation of non-local means, including a few amazing applications focusing on creative manipulation of images.