



SIGGRAPH2007

A Gentle Introduction to Bilateral Filtering and its Applications



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10/10: Conclusions

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The Bilateral Filter

- As Simple as
Weights from TWO Gaussian Functions;
- Has deep connections to PDE formalisms,
shock-forming, heat flow, and diffusion
- Speed? several *very fast* versions

Bilateral Filter

GOALS are Ambitious & Subjective, but

- Noise Removal
- “Edge-Preserving Smoothing”
- Locally Weighted Averaging with Outlier Rejection
- Visual Separation of ‘fine details’ and ‘large features’

METHODS are Simple & Practical

- **Bilateral Filter**: doubly-weighted local average,
High weights only for ‘nearby’, ‘similar’ values
- YOU set parameters of what is ‘nearby’,
of what is ‘similar’

VERY Broad Range of Applications:

- any task where 'edges' and 'similarities' carry useful information
- data of arbitrary dimensions;
M to N, time, color, image vector-spaces, etc,
- even on manifolds \rightarrow 3D meshes, etc.

Explosive Growth: *6* New Papers Here

SIGGRAPH 2007: don't miss these new works!

- *Image Deblurring with Blurred/Noisy Image Pairs* L. Yuan, et al.
- *Multiscale Shape and Detail Enhancement from Multi-Light Image Collections* R. Fattal et al.
- *Joint Bilateral Upsampling* J. Kopf et al.
- *LDR2HDR: On-the-fly Reverse Tone Mapping of Legacy Video and Photographs* A. G. Rempel et al.
- *Factored Time-Lapse Video* K. Sunkavalli et al.
- *Real-Time Edge-Aware Image Processing With the Bilateral Grid* J. Chen et al.

Is All the Work Finished?

- Nothing left to explore?

No, No, No!

Bilateral filters raise deep, basic questions;
Answers still vague and tentative..

For example ...

What Is 'Noise'? What is 'Texture'?



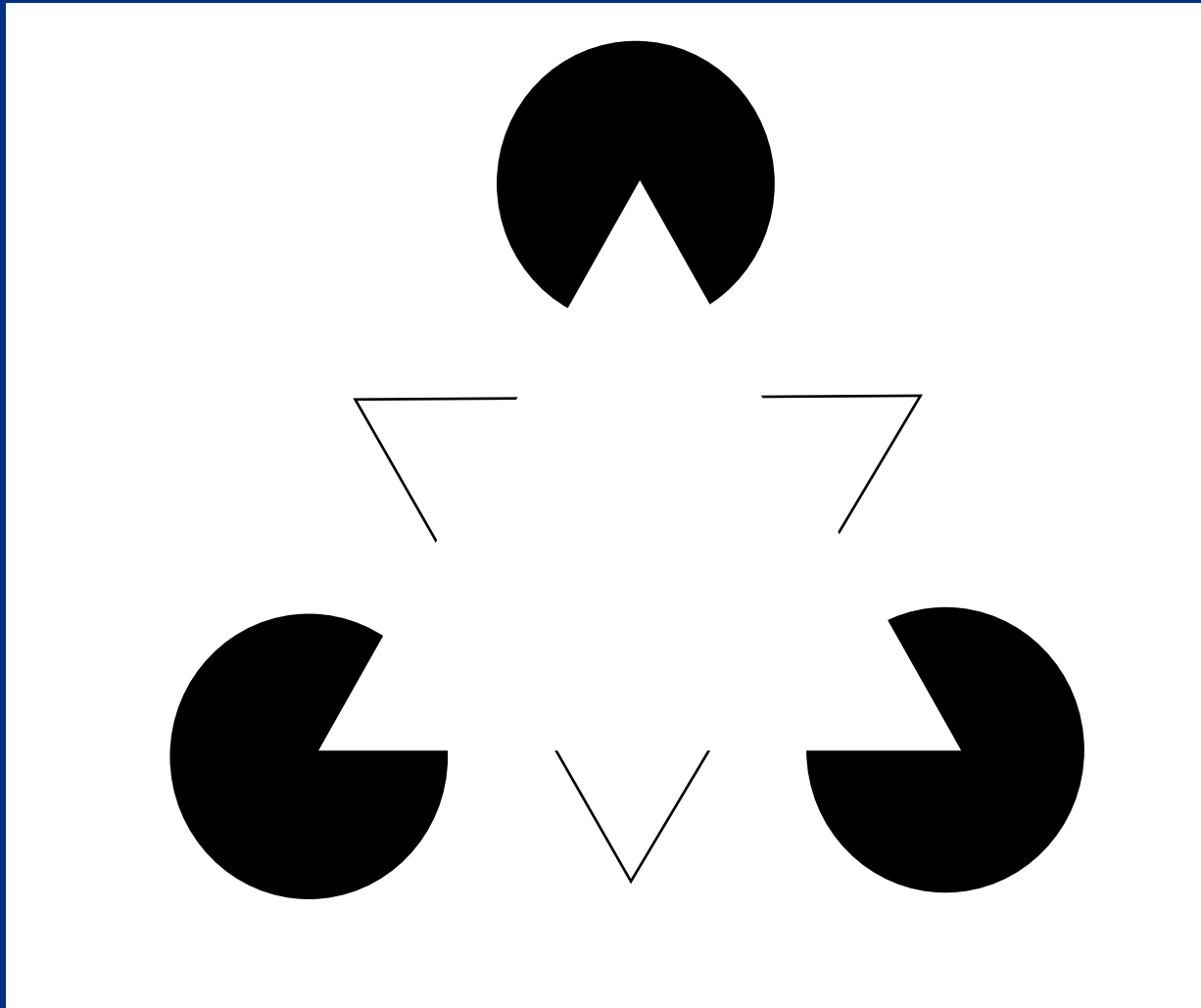
Wet Sand (Jay Sekora)

What Is 'Noise'? What is 'Texture'?



Human Skin (Ken Perlin)

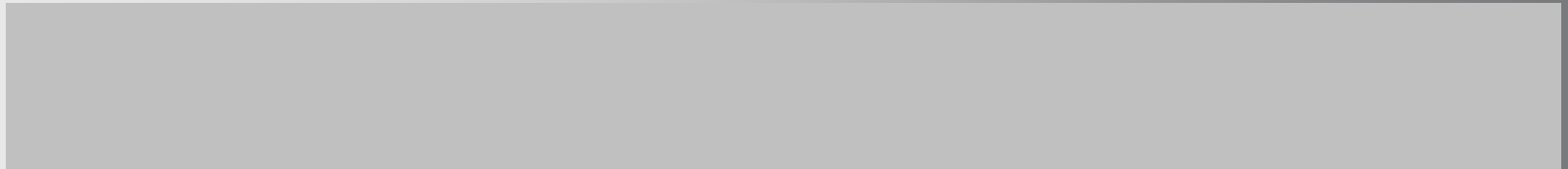
What Is an 'Edge' in Human Vision?



Illusory Contours (G. Kanizsa, 1955)

Does ***absolute*** intensity matter?

Often, Perceived Intensities \neq Pixel Values:



Example: ‘Simultaneous Contrast’
Center strip has CONSTANT intensity...

Does **absolute** intensity matter?

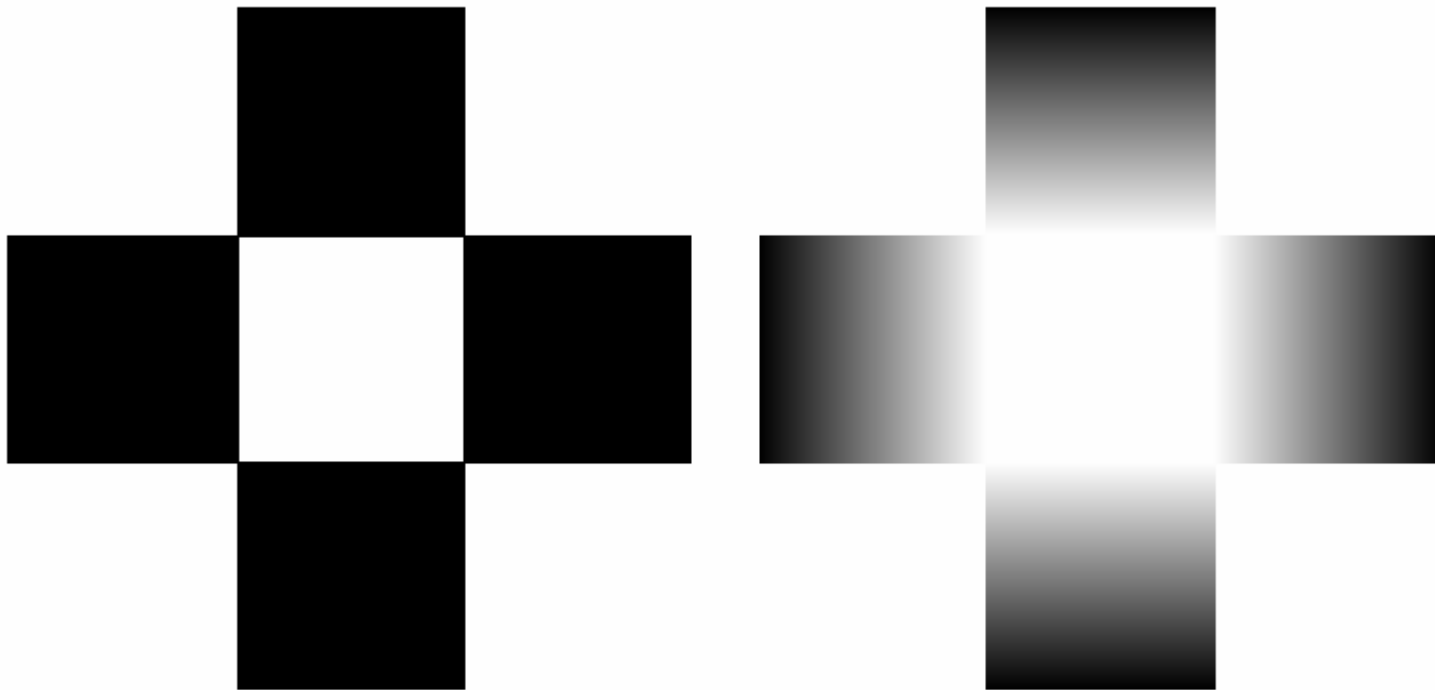
Often, Perceived Intensities \neq Pixel Values:



Example: ‘Simultaneous Contrast’
Center strip has CONSTANT intensity...

What Is an **Illumination Edge**?

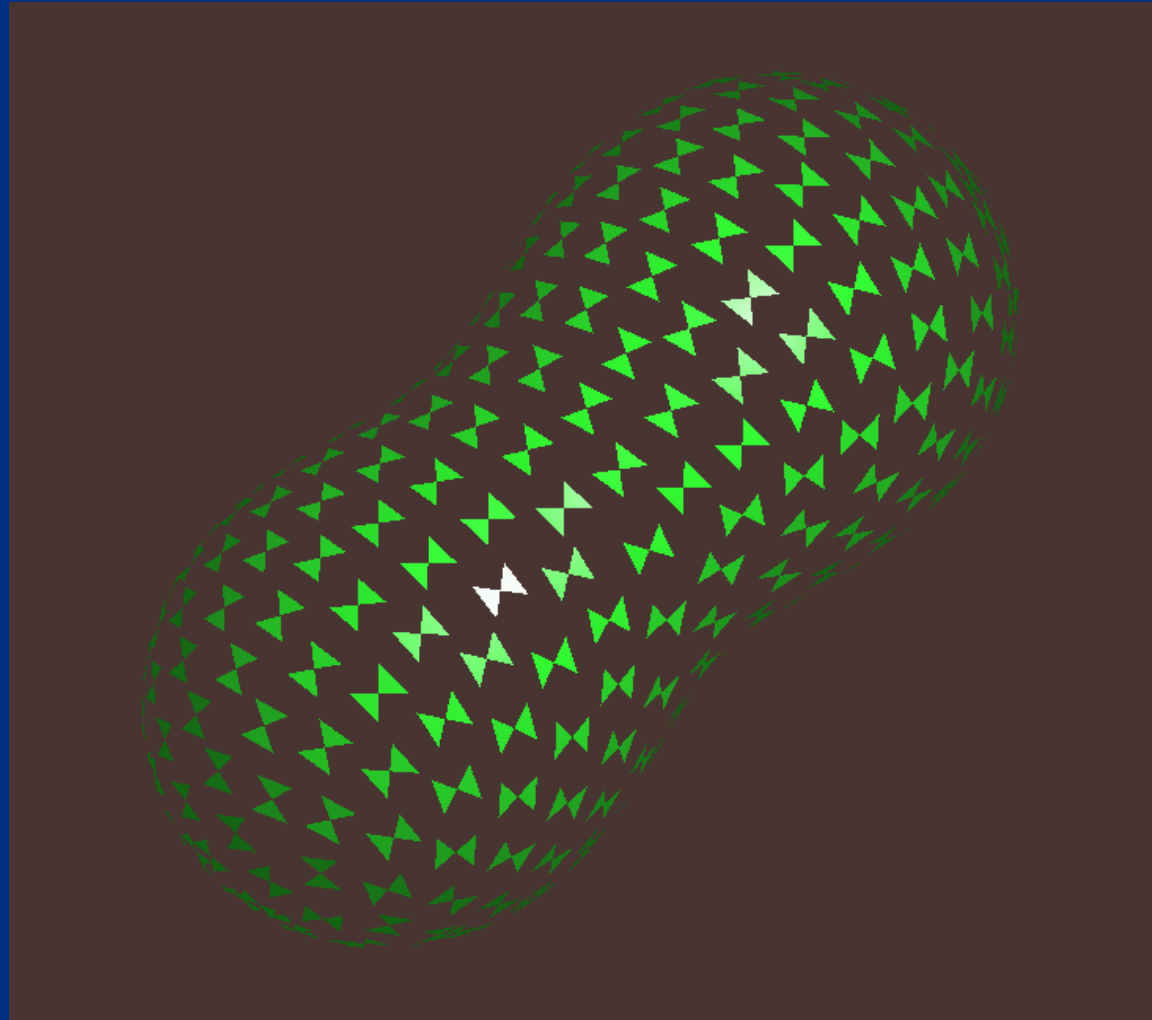
Sometimes it isn't a large *intensity* change...



What Is a 'Geometric Edge' in Images?

3D 'Peanut' shape

Some silhouettes
are SUGGESTED
by shape cues



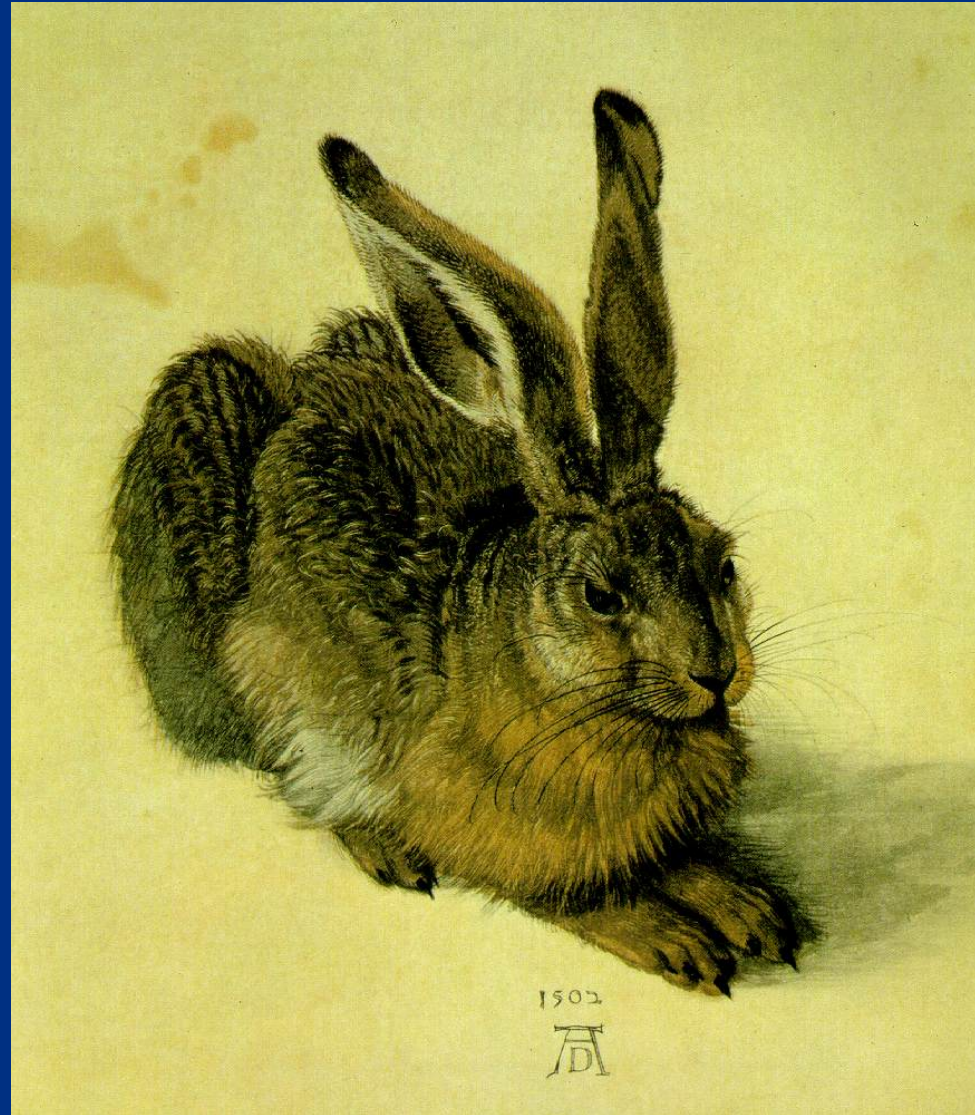
What Is an 'Edge' at The **Finest Scales**?

Scale Problems:

Can't resolve every
hair and fiber in fur...

Long Black Whiskers:

- Visible on Bkgnd, but
- Visible against fur?



Albrecht Durer (1502)

For **any** perceivable image?

Hmm.

Edge?

Noise?

Regions?

Texture?

Silhouette?

...



http://mfrost.typepad.com/cute_overload/2007/02/backlit_extrava.html

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- For more in-depth info: links, and all docs:

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Course Evaluations

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END