ISSN 2229-5518

Removal of Impulse noise from Muzzle Images Using M-SDROM Filter

Sathya Jose.S.L

Abstract— Muzzle (viz. snout or nose) patterns of cattle are uneven features of their skin surface. The arrangement and distribution of ridges and valleys are responsible for the formation of pattern on the muzzle. Noise is any unwanted component in an image. It is important to eliminate noise in the Muzzle images before some subsequent processing, such as edge detection, image segmentation and object recognition. This work mainly concentrates on automatic detection and efficient removal of impulse (salt and pepper) noise. For automatic detection of impulse noise, a method based on probability density function is proposed. The basic idea of automatic detection is that the difference between the probabilities of black and white pixels will be small. After detecting the presence of impulse noise in a Muzzle image, we have to remove that noise. For the removal of impulse noise a new efficient impulse noise removal method (Modified SDROM filter) is proposed. The Modified SDROM consists of two parts 1) Impulse detector and 2) Filter. The results show that this method has higher performance than other methods in terms of PSNR values and SSIM-Index values.

Index Terms— Muzzle image, impulse noise, probability density function, PSM Filter, SDROM Filter, PWMAD Filter, Modified SDROM, PSNR, SSIM Index.

1. Introduction

Noise is unwanted component in an image [5 pp.325]. Noise can occur during image capture, transmission, or processing, and may be dependent on or independent of, image content. Familiar one is Gaussian noise. Example is white noise on weak television station is modeled as Gaussian noise. Since image sensors must count no. of photons, images often have photon counting noise. The grain noise in photographic film is sometimes modeled as Gaussian and sometimes as Poisson. The black and white dots in image are due to salt and pepper noise. Other noises are quantization noise and speckle in coherent light situation. The performance of imaging sensors is affected by variety of factors such as environmental conditions during image acquisition and the quality of sensing elements themselves. For example in acquiring image with CCD camera, light levels and sensor temperature are major factors affecting the amount of noise in resulting image. Images are corrupted during transmission principally due to interference of channel used for transmission.

Baranov et al. [9] indicates that the pattern of cattle muzzle is highly hereditable and the asymmetry between muzzle halves is significant. Due to its uniqueness, the muzzle pattern can be considered as a biometric identifier. Since the muzzle pattern is consistent over time and individualistic like human fingerprints, it is used as a form of permanent identification. The muzzle pattern lifted on a piece of white paper in black ink within an age of 4 months at over 14 months old is shown in Figure 1.

• *Sathya Jose.S.L is currently pursuing Phd degree program in electronic & Communication Engineering in Kerala University,Triv andrum, Kerala, India, PH-+919447753571. E-mail: sathyajose@yahoo.com*

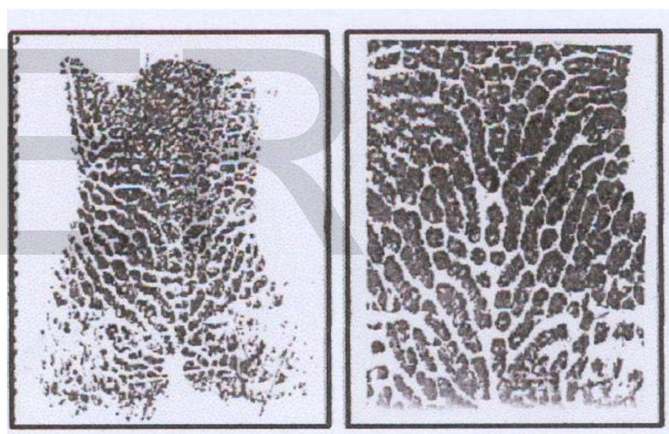

Figure 1. Examples of muzzle patterns of an animal at the age of 2 months (left) and the same animal at the age of 14 months (right).

Salt and pepper noise [5] refers to a wide variety of processes that result in the same basic image degradation: only a few pixels are noisy, but they are *very* noisy. The effect is similar to sprinkling white and black dots - salt and pepper - on the Muzzle image. One example where salt and pepper noise arises is in transmitting Muzzle images over noisy digital links.

Salt and pepper noise is an example of (very) heavy-tailed noise.

2. IMPULSIVE NOISE MODEL

Impulsive noises are often caused by errors during the image acquisition or transmission of digital images through communication channels. The noisy Muzzle image P (i, j) (1 <=

ISSN 2229-5518

i <= X: 1 <= j <= Y) is defined by [1]

$$P(i,j)=\begin{cases} P_0(i,j) \text{ with probability } 1-p_1-p_2 \\ h_1 \quad \text{with probability} \quad p_1 \\ h_2 \quad \text{with probability} \quad p_2 \end{cases} \quad (1)$$

where P_0 (i, j) is the original Muzzle image; h_1 is equal to or near the maximum intensity as a positive impulse; and h_2 is equal to or near the minimum intensity as a negative impulse.

3. IMPULSE NOISE DETECTION

The Probability Density Function (pdf) of noisy image is same as that of the pdf of noise present in it [6]. For this the image strip (e.g. 150X20) with highest number of midgray value is taken and the corresponding pdf is plotted. If the black and white pixels have highest value of probability than other pixels then by theoretically it can be assured that it contain impulse noise. But as the noise content decreases the image details dominates Therefore by using several experiments a new algorithm for the detection of impulse noise is developed. The algorithm is given below.

Impulse noise detection algorithm:

```
g1=min (p (0), p (255));

if((0.9*(abs(p(0)-p(255)))<=g1) & ((p(0)&p(255))~=0))

    disp ('There is impulse noise in the given figure');

else

    disp ('There is no impulse noise in the given
        figure');

end
```

Where p(0) and p(255) are probabilities of black and white pixels respectively. This algorithm is tested with several images with Gaussian and impulse and it is found that in almost all cases it recognizes the image contains impulse noise or not. But there are some exceptional cases with image containing extraordinary features. But in practical case these types of images are rare.

4. IMPULSE NOISE REMOVAL (MODIFIED SDROM FILTER)

In order to improve the capability of detection the noise in highly corruption rate, a new algorithm is proposed, to address this problem. The detection scheme is like Signal Dependant Rank Ordered Mean (SDROM) [3] scheme, preserving the details of the Muzzle image. Recently, several filters to remove impulse noise in highly corrupted images has been proposed, such as progressive switching median filter (PSM)[2], soft switching median filter. Although these two filters can remove impulse noise effectively, some disadvantages of which is that they will need more computational time and just can solve the only the salt and pepper type impulse nose. To overcome this problem, a new detection scheme is proposed to detect the impulse noise both in highly and lightly corruption rate and for the impulse noise, "salt and pepper" type.

A new method for the removal of impulse noise is proposed. It has higher performance than existing methods. The components of the proposed filter are 1) The detection mechanism 2) The switching median filter or the recursive switching median filter. Here for detection, instead of four thresholds in SDROM [3] twelve thresholds are used. Implementation shows that this detection algorithm detects impulses (salt & pepper) in efficient way. The removal part is similar to PSM filter [2] with some modification. The algorithm is described below.

4.1 Impulse Detection

Using a 5X5 window 24 pixels outside the current pixel X (i,j) are selected as given below,

S = (s1, s2,…………….s24)

S = (X (i-2, j-2), X (i-2, j-1),…………, X (i+2, j+2)) (2)

Then these are arranged using rank order criteria

r_k = (r1,r2,…………………………..,r24) (3)

where rk represents the elements of 'S' arranged in ascending order. Then the rank ordered mean is ROM, ME = (r12+r13)/2;the rank ordered differences

d_k = (d1,d2,d3,………………..,d12) (4)

$d_k = r_k - X(i,j)$; if X(i,j) <=ME (5)

$d_k = X(i,j) - r_{(24-k)}$ if X(i,j) >ME (6)

where k=1,2,…,12

Set f=zeros (m, n), where m, n are the number of rows and columns of X. The impulsive pixel is detected if any one of the differences dk

$d_k > T_k$, k=1,2,……………..…..,12 (7)

where $T_k < T_{k+1}$ represents thresholds and set f(i,j)=1;

4.2 Impulse Noise Removal

Use a 3X3 window for taking median of current pixel at (i,j).

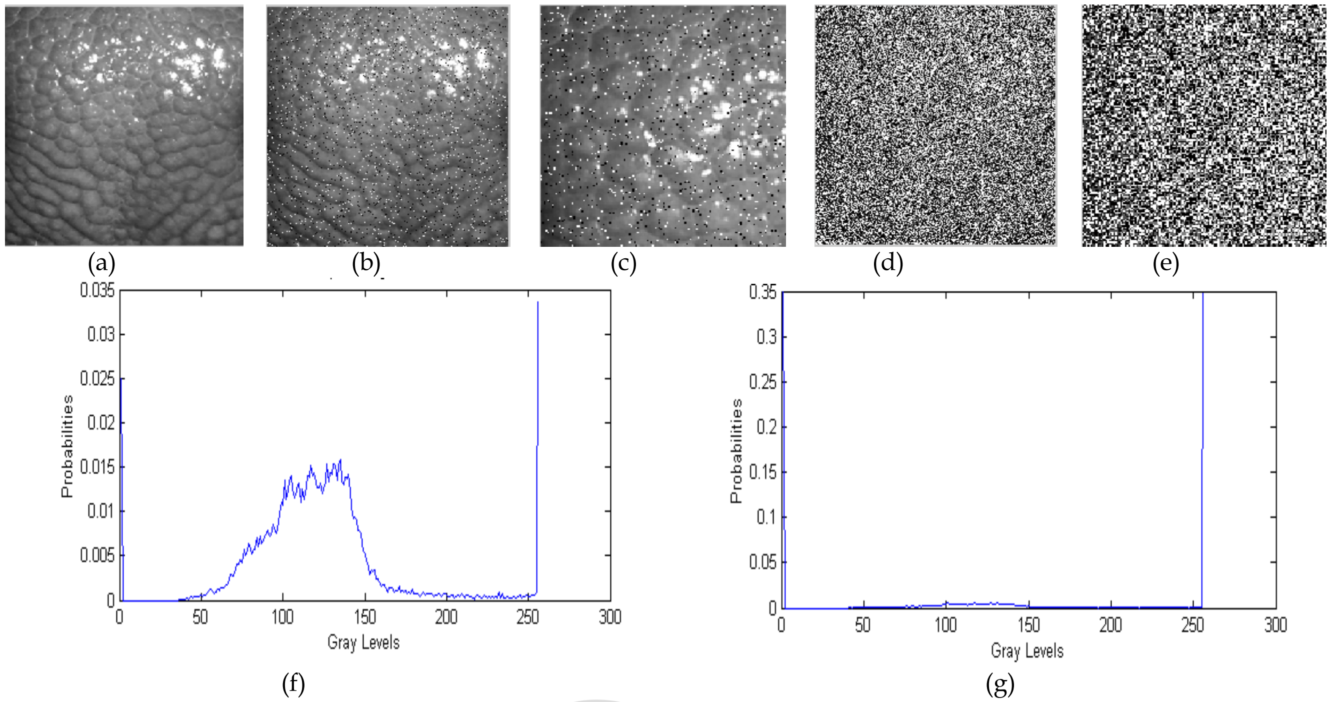

Figure 2. Impulse Noise Detection for the image Muzzle with 5% and 70% of impulse noise. a) Original image(80X80) ,b) 5% impulse noise added image ,c) 1/4rth of image (b) with largest no. of midgray values(1064,first quadrant), d) 70% impulse noise added image, e) 1/4rth of image (d) with largest no. of midgray values (358), f) pdf plot of (c),g) pdf plot of (e).

X1=X; For each pixel perform the following operations.

If f (i,j)==1

E = median [X1 (i-1,j-1), X1(i-1,j-1),…………,X1(i,j-1), { X1(i,j+1), …………… X1(i+1,j+1) with f(i,j)=0 }]

X1 (i,j)=E;

End

i.e. E is the median of processed pixels and remaining good pixels in the 3X 3 window centered at current pixel (i,j).
'X1' is the denoised Muzzle image.

4.3 SELECTION OF PARAMETERS

Compute the noise ratio R. Set the values TD1=40,N1=0 where TD1 is the threshold and N1 is the number of impulses detected. If X is original Muzzle image and M is the median image using 3X3 window, then for each pixel (i,j) calculate,

If (X (i,j)-M (i,j)) >= TD1

N1=N1+1; (8)

After performing this operation on all the pixels calculate the noise ratio as

R=N1/N; Where N is the total number of pixels.

Select the number of iterations ND for impulse detection. If R < 0.25 then the number of iterations ND=1 otherwise ND=5.

For large size images (E.g. image size greater than 200X200 number of pixels) the noise ratio value for ND is lowered from 0.25 to 0.15.The Threshold values are selected as which give good removal of impulse noise. From several experiments the threshold values are set as given below,

T_1=8,T_2=15,T_3=25,T_4=35,T_5=55,T_6=60,T_7=65,T_8=70,T_9=75, T_{10}=80,T_{11}=85, T_{12}=90.

This algorithm is tested with several images and found that it has higher performance over other existing methods. This method gives good results in salt & pepper type noise. The works are going to generalize this method for random valued impulses.

5. ANALYSIS AND RESULTS

For automatic impulse noise detection the noisy Muzzle image is divided into four equal parts; if its size is less than

300X300 & sixteen equal parts if its size is greater than 300X300 for getting flat area. Then a part of this image containing maximum number of midgray values (i.e. number of pixels with values greater than 80 and less than 175) is selected, which is the flat area. For this part, if the difference between probabilities of black and white pixels is less than the minimum of these probabilities, then there is impulse noise in the noisy image.

For automatic detection of impulse noise with small impulse noise ratio, the image 'Muzzle' without noise (Figure 2.a), 5% impulse noise added image (Figure 2.b), its flat area i.e. 1/4rth of image with largest no. of midgray values (1064,first quadrant, Figure 2.c) 70% impulse noise added image (Figure 2.d), its flat area i.e. 1/4rth of image with largest no. of midgray values (358,first quadrant, Figure 2.e), the pdf of flat area © (Figure 2.f), and the pdf of flat area (e) (Figure 2.g) are shown above. In the pdf plot, x-axis represents gray levels and y-axis represents probabilities. In Figure 2.f, the probability of black pixel is 0.3362 and the probability of white pixel is 0.3463.The 90% magnitude difference between the probabilities of black and white pixels is 0.0091,which is less than the minimum of probabilities of black and white pixels(0.3362).The probability of black or white pixel is not equal to zero. These two conditions detect the presence of impulse noise in Figure 2.b. In Figure 2.g, the probability of black pixel is 0.0231 and the probability of white pixel is 0.0256.

The 90% magnitude difference between the probabilities of black and white pixels is 0.0025, which is less than the minimum of probabilities of black and white pixels (0.0231).The probability of black or white pixel is not equal to also zero. These two conditions detect the presence of impulse noise in Figure 2.d.

The proposed Modified SDROM filter is compared other impulse noise removal methods for 10% to 70% values of noise ratios, with extremely different noisy test images. The results are plotted and are given below. The parameters are selected are, for PSM Filter [2] N_D=3,W_F=3,T_R=25,a=65,b=-50,T1=40,for Modified PSM Filter[1] W_{E1}=5,W_{E2}=7, T_{E1}=10, W_{D1}=7,W_{D2}=9, $T_{N'}$=10,T_R=0.8,for SDROM Filter[3] T1=8, T2=25,T3=40,T4=50,for PWMAD Filter[4]T_d=5 and for Modified SDROM(Proposed) TD1=40, T_1=8,T_2=15, T_3=25, T_4=35,T_5=50,T_6=55,T_7=65,T_8=70,T_9=75,T_{10}=80,T_{11}=85,T_{12}=9

(a) (b) (c) (d)

Figure 3 Standard test images for comparison of different filtering techniques. a)'Muzzle' b)' Lena' c) 'Peppers' d) 'Cameraman'

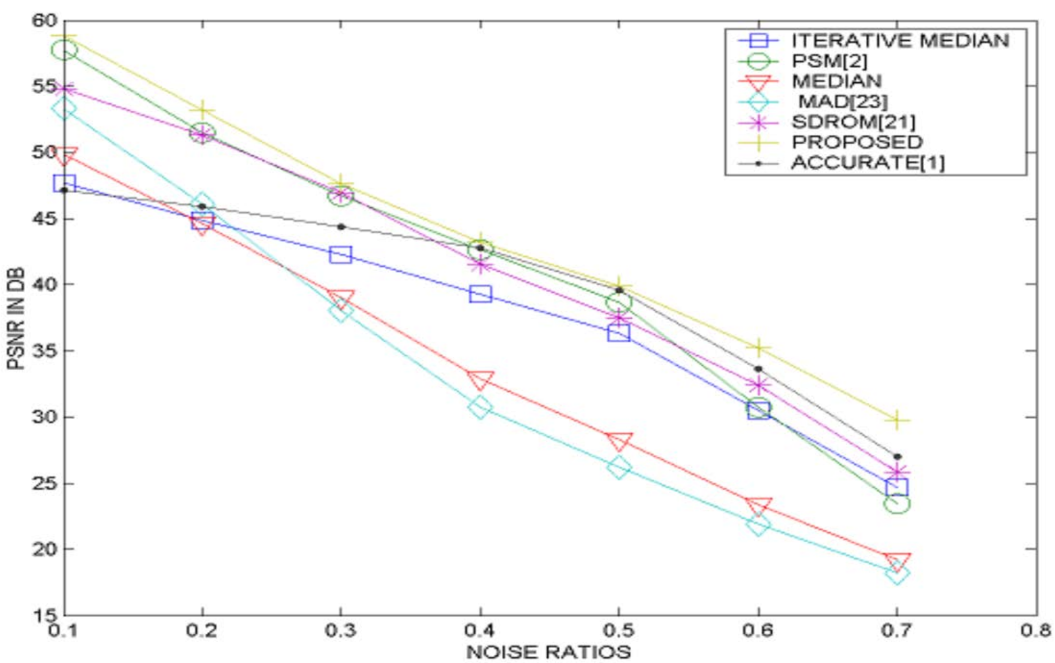

Figure 3 Average plot of comparison of different noise removal methods on different test images.

ISSN 2229-5518

0.

The proposed Modified SDROM filter is compared other impulse noise removal methods Figure 3 shows the standard test images ‘Muzzle’,’ lena’,’ peppers’ and ‘camera man’ for comparison of median filtering, iterative median filtering, PSM filtering[2], Modified PSM filtering[1], SDROM filtering[3], PWMAD filtering[4] and proposed Modified SDROM filtering techniques. To prove the efficiency of proposed algorithm (Modified SDROM) an average plot among these images are required. It is given in Figure 4.Here we can see that the proposed filter has higher performance than other methods like median filter, iterative median filter, PSM filter, Modified PSM filter, SDROM filter and PWMAD filter.

From Figure 3 some inferences using PSNR values are given below,

1. Proposed filter (Modified SDROM filter) has higher performance than other methods.
2. The PSM filter shows higher performance at low noise ratios and lower performance at high noise ratios.
3. The SDROM filter has just reverse performance as that of PSM filter.
4. The performance of PWMAD filter is lower than even median filter.
5. The performance of Modified PSM filter is lower than even median filter at lower noise ratios and is having challenging performance than SDROM filter at higher noise ratios.
6. From the noise ratio 0.2 onwards iterative median has higher performance than median filter.

6. CONCLUSION AND FUTURE WORK

For automatic detection of impulse noise, a method based on probability density function is proposed. The basic idea of automatic detection is that the difference between the probabilities of black and white pixels will be small. The automatic detection algorithm is verified by using impulse noise, Gaussian noise and speckle noise added images.

all cases this algorithm correctly detects whether the image contain impulse noise or not. After detecting the presence of impulse noise in a Muzzle image, we have to remove that noise. For the removal of impulse noise several existing methods like Median filter, PSM filter, Modified PSM filter, SDROM filter, and PWMAD filter are implemented. From the idea obtained from these methods a new efficient impulse noise removal method (Modified SDROM filter) is proposed. The results show that this method has higher performance than other methods in terms of PSNR values and SSIM-Index values[10].

Gaussian noise is an additive noise. The Gaussian noise is introduced on the image by adding random values to pixel values to produce a Gaussian distribution. As the SDROM filter uses twelve rank ordered differences and twelve thresholds, it can efficiently detect the presence of Gaussian noise pixel also. The removal of which can be done by using Gaussian masks. Thus we can introduce a switched filter concept in Gaussian noise removal. The random valued impulse noise take any values between ‘0’ and ‘255’.The Modified SDROM filter itself can be applied to remove random valued impulse noise also.

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Sathya Jose.S.L B.Tech, M.Tech is with University of Kerala, Research Student.