Volume 6, Issue 9, September 2016 ISSN: 2277 128X
International Journal of Advanced Research in Computer Science and Software Engineering
Research Paper
Available online at: www.ijarcsse.com

A Frame by Frame Digital Video Denoising by Non-local Means Algorithm and Bilateral Filter

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Abstract*— Any digital video incorporates a few degree of noise. It might also be prompted via different intrinsic (i.e., sensor) and extrinsic (i.e., surroundings) situations like fog, mist, dirt, haze and many orthers. Which are regularly not possible to avoid in realistic conditions. But noise suppression in digital videos remains hard hassle. That's why video denoising performs an important role in many applications like video restoration, visual tracking, video segmentation and video classes. This paper presents, "Video Denoising" approach which includes 'Non-local Means Algorithm[1] and Bilateral Filter'. In fact both of these filters belongs to non-linear strategy. In Non-local Means, noise-free patch intensity as a weighted average of all patch intensities is estimated and the weights are proportional to the similarity between the nearby community of the patch being processed and nearby communities of surrounding patches of every frame. Bilateral Filter smooths video whereas conserving edges, by suggests that of a nonlinear combination of near patch values within a frame. Simulation consequences are accomplished on artificially corrupted noise video, Bilateral Filtered video and Non-Local Means Filtered video. The comparable results are demonstrated in terms of PSNR and MSE. This approach is more efficient in assessment and visual splendid.

Keywords*— video-denoising, bilateral filter, Non-local Means, PSNR, visual splendid.

I. INTRODUCTION

In the case of video degraded via the atmospheric circumstance, we don't have the unique video of clean climate, it turns into hard to repair the authentic video. However acquiring the unique video content is critical. Enhancement in the video quality is a long-fame vicinity of research. As low-end digital gadgets, which include web-cams and mobile-cams, grow to be ubiquitous, there's ever greater need for reliable virtual picture and video enhancement technologies to improve their outputs. Here, the main principle aim is related to pre-processing of a digital video, earlier than it is able to be utilized in applications.

This paper is absolutely targeted on digital video denoising. Here, the main goal is to achieve an inexperienced and high-quality video denoising, that can efficaciously get rid of noise. Bilateral filter[3] smooths every frame while maintaining edges, by shows that of a nonlinear aggregate of close to patch values. The Non-Local Means (NLM) Algorithm is to remove noise by averaging pixels in an every frame, weighted by local patch similarities. NL-Means and Bilateral Filter are implemented on a traditional statistics motion videos taken by means of preferred camera and are corrupted artificially by various types of noises generated by the noise model.

II. BILATERAL FILTER

Bilateral filter is relatively effective in noise elimination while maintaining edges sharp. It takes a weighted sum of the patches in a nearby community of a frame and the weights depend upon both 'spatial and intensity' distance. Mathematically, at a pixel location m+$\sqrt{2}$, the response of bilateral filter for each and every frame is calculated as follows,

$$\widetilde{\boldsymbol{P}}\left(\boldsymbol{m}+\sqrt{\boldsymbol{2}}\right)=\frac{\boldsymbol{1}}{\sqrt{\boldsymbol{3}}*\boldsymbol{N_c}}\sum_{(\boldsymbol{n}+\sqrt{\boldsymbol{2}})\in\boldsymbol{s}(\boldsymbol{m}+\sqrt{\boldsymbol{2}})}\boldsymbol{e}^{\frac{-\left\|(\boldsymbol{n}+\sqrt{\boldsymbol{2}})-(\boldsymbol{m}+\sqrt{\boldsymbol{2}})\right\|^{\boldsymbol{2}}}{\boldsymbol{2\sigma_d^2}}}\boldsymbol{e}^{\frac{-\left|\boldsymbol{P}(\boldsymbol{n}+\sqrt{\boldsymbol{2}})-\boldsymbol{P}(\boldsymbol{m}+\sqrt{\boldsymbol{2}})\right|^{\boldsymbol{2}}}{\boldsymbol{2\sigma_r^2}}}\boldsymbol{P}(\boldsymbol{n}+\sqrt{\boldsymbol{2}}) \quad (1)$$

Where σ_d and σ_r are parameters controlling the autumn-off of weights in spatial and intensity domains respectively. N_c is the normalizing constant. Another parameter during the strolling of the bilateral filter is the window size of how many pixels need to be computed on time.

III. NON-LOCAL MEANS ALGORITHM

The self-similarity assumptions are going to be exploited to de-noise a video frames. Denoised value of a patch is based on the patches that are having similar neighborhoods in particular video frames. Depending on their similarity with the patch being reconstructed weights are going to be assigned in every frame. The major concept is, while assessing the

similarity, the patch under consideration as well as its neighbourhood patches is taken into account. Mathematically, it is expressed as

$$NL[R_v](m+\sqrt{2}) = \frac{1}{\sqrt{3} * N_c(m+\sqrt{2})} \int e^{\frac{-(G_a * \left| R_v((m+\sqrt{2})+.) - R_v((n+\sqrt{2})+.) \right|^2)(0)}{4P_f^2}} R_v(n+\sqrt{2}) d(n+\sqrt{2}) \quad (2)$$

The integration is performed for all the pixels based on size of the search window for each and every individual video frame.

IV. NOISE MODEL FOR DIGITAL VIDEO

Noise in a digital video is the random variant of brightness or color statistics in motion pictures produced with the aid of the Sensor and circuitry of a scanner or virtual camera. This Noise Model generates Power Spectral Density (PSD) based on [8] for different types of noise to add the Original Clean video frames and get a streaky frames for testing the performance of the algorithm. The below Fig. 1 illustrates the block diagram of Noise version for a precise video. Initially, a digital video is splitted into 'N' number of frames. On this individual frames several types of noises are brought artificially to generate a noisy video. The method noise includes following types of noises:

i. Gaussian Noise,
ii. Salt and pepper noise,
iii. Speckle Noise and
iv. Poisson Noise.

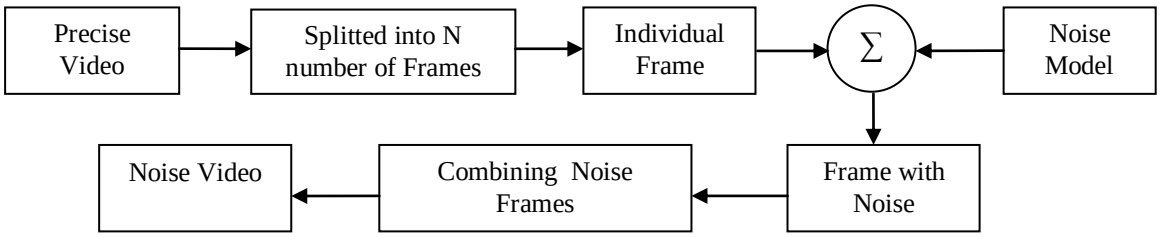

Fig 1: Block Diagram of Noise Model for a Precise Video.

The below Fig. 2 represents the videos captured by general digital camera, are corrupted by noises generated by noise model.

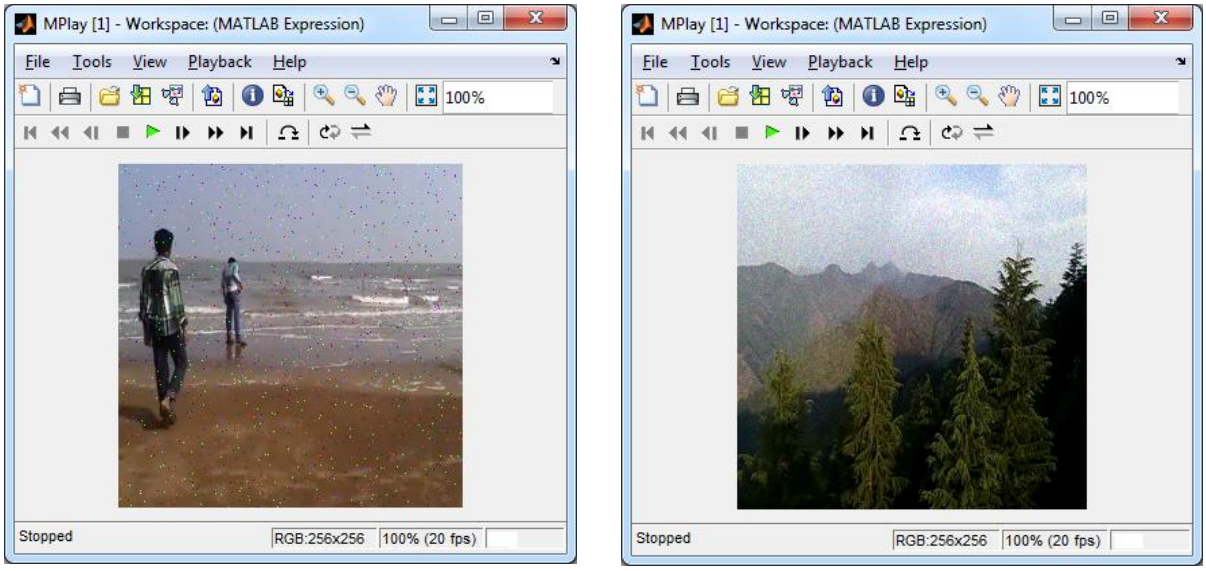

Fig. 2: (left) 'Seashore' Video corrupted by Salt and Pepper Noise and (right) 'Hills' Video corrupted by Poisson Noise.

V. SYSTEM IMPLEMENTATION

From the last two decades 'Bilateral Filter' and 'Non-Local Means Algorithm' is proven on digital images[2], these identical filters are implemented to denoise a fashionable video captured by means of a digital gadget. Wherein video is the gathering of character frames (virtual snap shots). Elimination of noise in motion pictures is quite splendid undertaking from removal of noise in stationary pictures. 'Frame rate' and 'Shutter speed' are the primary things while capturing a fashionable video.

A digital video(corrupted by noise) is splitted into 'N' number of frames. The obtained noise video frames(each character frame) are processed with Non-Local Means Algorithm and Bilateral filter to enhance the authentic video information. Non-Local Means Algorithm[1] assumes that the frame contains associate full quantity of redundancy. These redundancies will then be exploited to get rid of away the noise among the video frames. Bilateral Filter act as an efficient denoising strategy because of its spatial averaging within a video frames. Peak signal to noise ratio and mean

square error is calculated for each and every frame depending on their performances on filtered video frames. To demonstrate PSNR and MSE values of filtered videos, mean values are predicted, based on the value of 'N' (number of frames) at each stage and demonstrated in the Table-1. In this aspect NL-Means acts as backbone, to achieve amazing video denoising. Fig. 3 shown in the below, represents the block diagram of 'Video Denoising by Non-Local Means Algorithm and Bilateral Filter'.

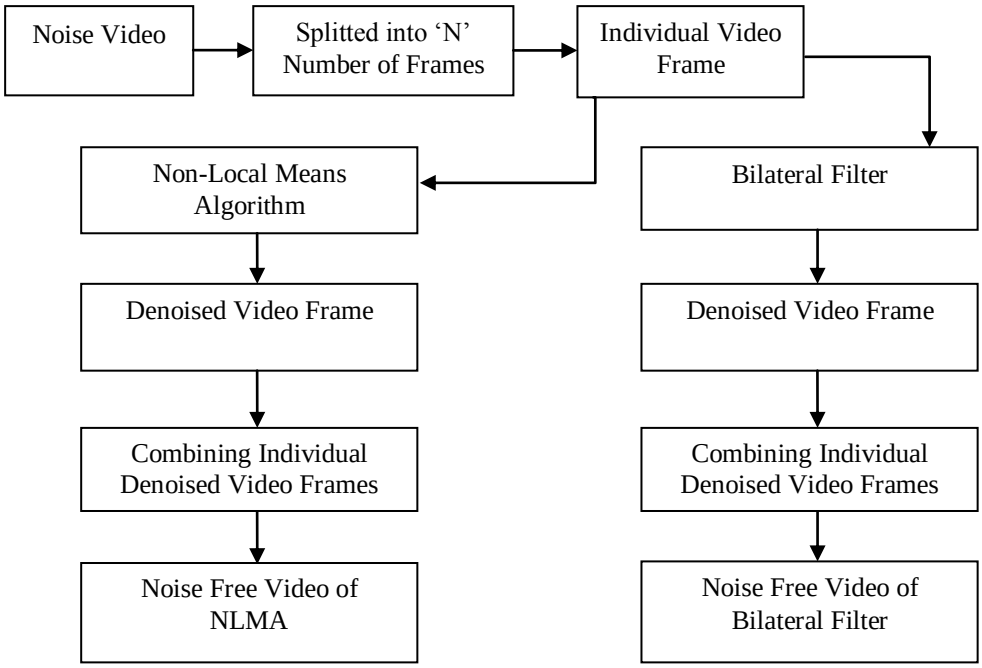

Fig. 3: Block Diagram of 'Video Denoising by Non-Local Means Algorithm and Bilateral Filter'.

VI. RESULTS AND DISCUSSION

The authentic and easy motion pictures are brought with exclusive styles of noises generated by the Noise Model. These motion pictures are filtered with the denoising techniques, in order to enhance the satisfactory details of authentic video. The extracting frames from the digital video and combining individual frames to form a digital video is evaluated using a special program. Fig. 4 and Fig. 5, shows versions of the corrupted videos(Noise Model) as well as filtered videos while preserving the authentic video information.

Here, the trendy videos captured by a virtual camera are taken. Fig. 4 a 'Seashore' video and Fig. 5 a Hills video is considered to examine the filtering performances. In both of the Fig's, Bilateral Filter performs a better in enhancing the authentic video information while Non-local Means Filter performs excellent in enhancing original video information.

The "Functional Parameters" of Non-local means Algorithm(Filtering Parameter) and Bilateral Filter(Optimal Parameters) are varied in accordance to the noise, i.e, added artificially on the precise video.

While preserving the precise video information, the assessment of PSNR values and MSE values for Noisy, Bilateral Filter and NLM Filtered videos for different types of noises are displayed within the Table 1.

Fig. 4(a): Gaussian Noise(variance=20) Seashore Video.

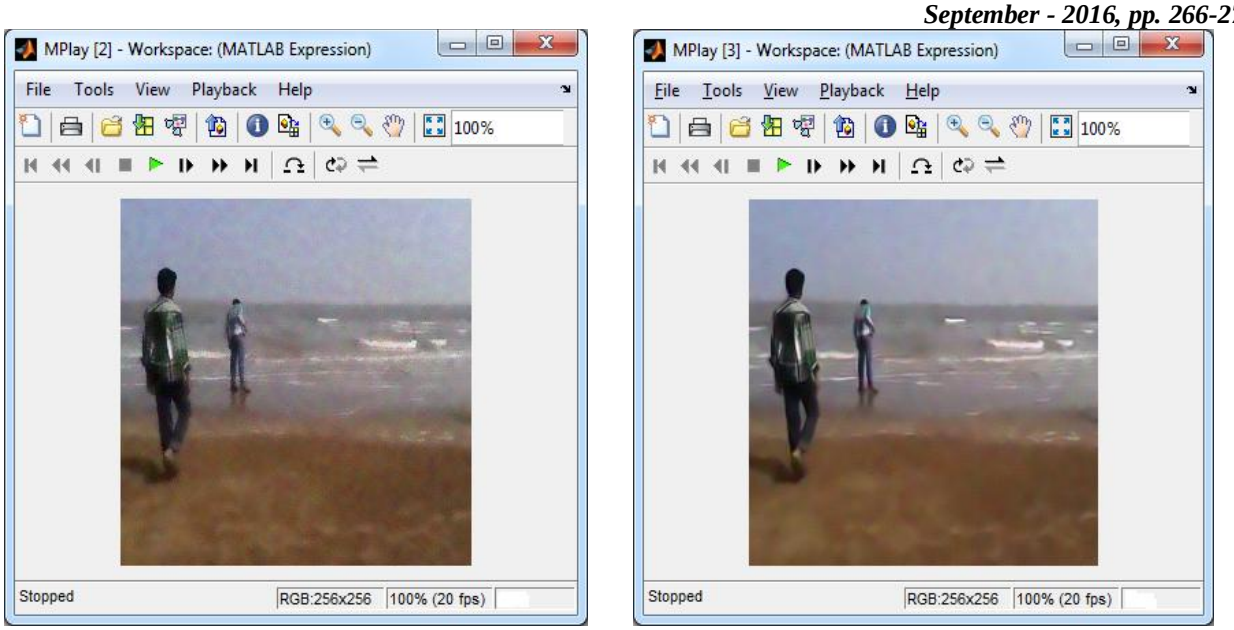

Fig. 4(b): (left) Bilateral Filtered Seashore Video and (right) NLMA Filtered Seashore Video.

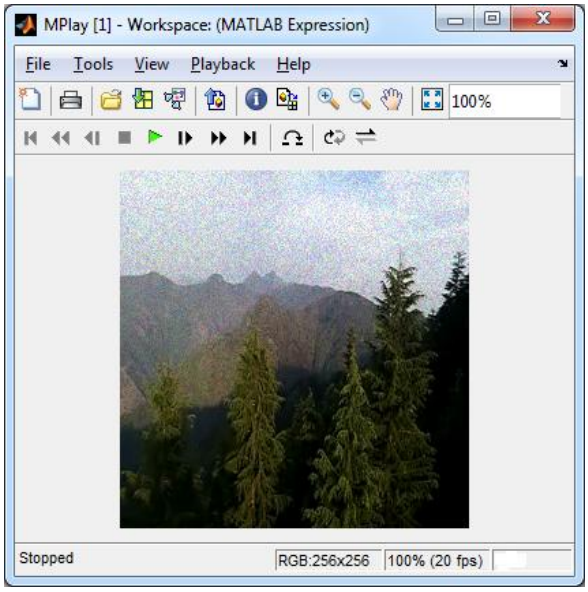

Fig. 5(a): Speckle Noise Hills Video.

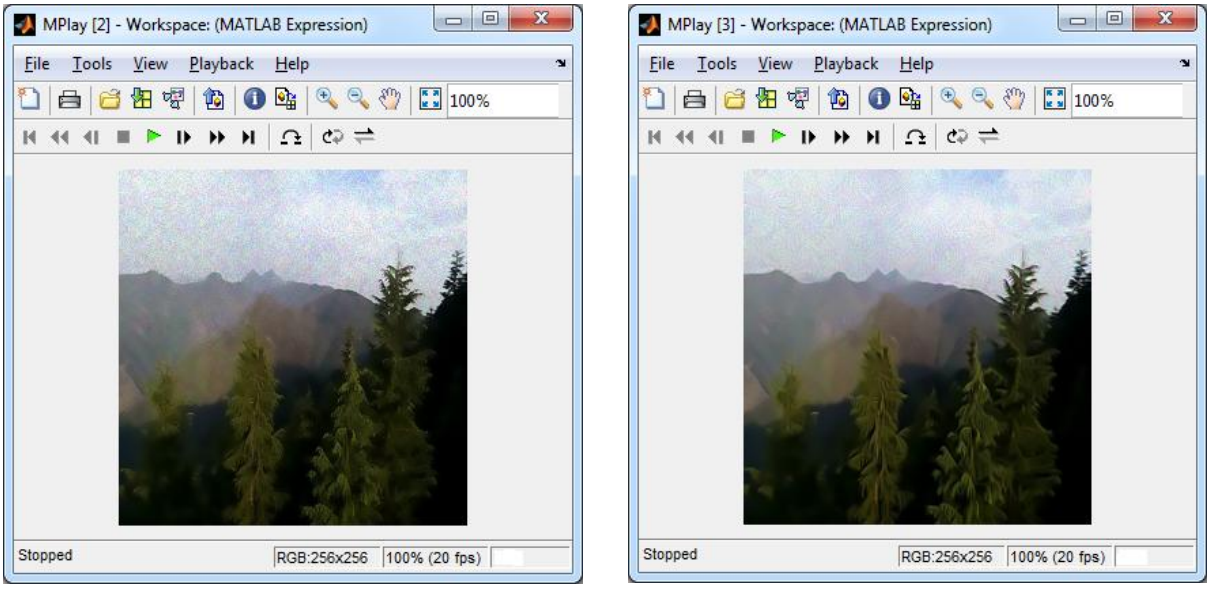

Fig. 5(b): (left) Bilateral Filtered Hills Video and (right) NLMA Filtered Hills Video.

Table 1: Comparison of PSNR values (in dB) and MSE

Noise Types	Noisy Seashore Video	Bilateral Filtered Seashore Video	NLMA Filtered Seashore Video	Noisy Hills Video	Bilateral Filtered Hills Video	NLMA Filtered Hills Video
Gaussian Noise(σ^2=10)	PSNR=28.2921 MSE=0.0015	PSNR=33.7119 MSE=0.0004	PSNR=34.5160 MSE=0.0003	PSNR=21.4502 MSE=0.0072	PSNR=27.0747 MSE=0.0018	PSNR=28.4683 MSE=0.0016
Gaussian Noise(σ^2=20)	PSNR=22.8757 MSE=0.0052	PSNR=28.5760. MSE=0.0015	PSNR=30.1022 MSE=0.0010	PSNR=16.8748 MSE=0.0206	PSNR=23.4528 MSE=0.0049	PSNR=25.0545 MSE=0.0034
Gaussian Noise(σ^2=30)	PSNR=20.8156 MSE=0.0083	PSNR=26.1117 MSE=0.0025	PSNR=29.3972 MSE=0.0012	PSNR=14.9494 MSE=0.0321	PSNR=21.0409 MSE=0.0080	PSNR=23.5554 MSE=0.0034
Speckle Noise(0.01)	PSNR=25.6099 MSE=0.0027	PSNR=30.5446 MSE=0.0008	PSNR=32.9659 MSE=0.0005	PSNR=25.7961 MSE=0.0026	PSNR=28.8652 MSE=0.0013	PSNR=29.9639 MSE=0.0010
Poisson Noise	PSNR=27.0060 MSE=0.0020	PSNR=32.8682 MSE=0.0005	PSNR=34.7326 MSE=0.0003	PSNR=27.8767 MSE=0.0016	PSNR=31.6869 MSE=0.0006	PSNR=31.6672 MSE=0.0006
Salt & Pepper Noise(0.01)	PSNR=25.6319 MSE=0.0027	PSNR=25.3615 MSE=0.0029	PSNR=30.3774 MSE=0.0009	PSNR=24.2367 MSE=0.0038	PSNR=23.9009 MSE=0.0041	PSNR=27.5769 MSE=0.0017

VII. CONCLUSION

The de-noising consequences of the proposed calculation are almost equal to that of precise clean video. Better PSNR and lower MSE shows that the appraisal is in the direction of the precise video as appeared in Table1 for specific leves of noise variance concerning to Gaussian noise and versions via distinct noises.

Although bilateral filter is one among the non-linear strategies; it can't dispose of the noise effectively whilst as compared to the Non Local means Algorithm. With the proposed calculation, the de-noising is accomplished with smoother remaking and much less antiquities. It demonstrates that the calculation is unconstrained and successful. The proposed de-noising calculation completed its intention of de-noising, i.e. improving PSNR and saving the factors of interest, particularly the rims. These redundancies can then be exploited to cast off the noise within the video. Additionally as noted de-noising of dull recordings[2], the proposed calculation can be reached out to the motion picture de-noising, e.g. evening shoots, movies, that may exchange in higher enhancement.

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