

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

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An Example

- Input:



An Example

- output



Outline

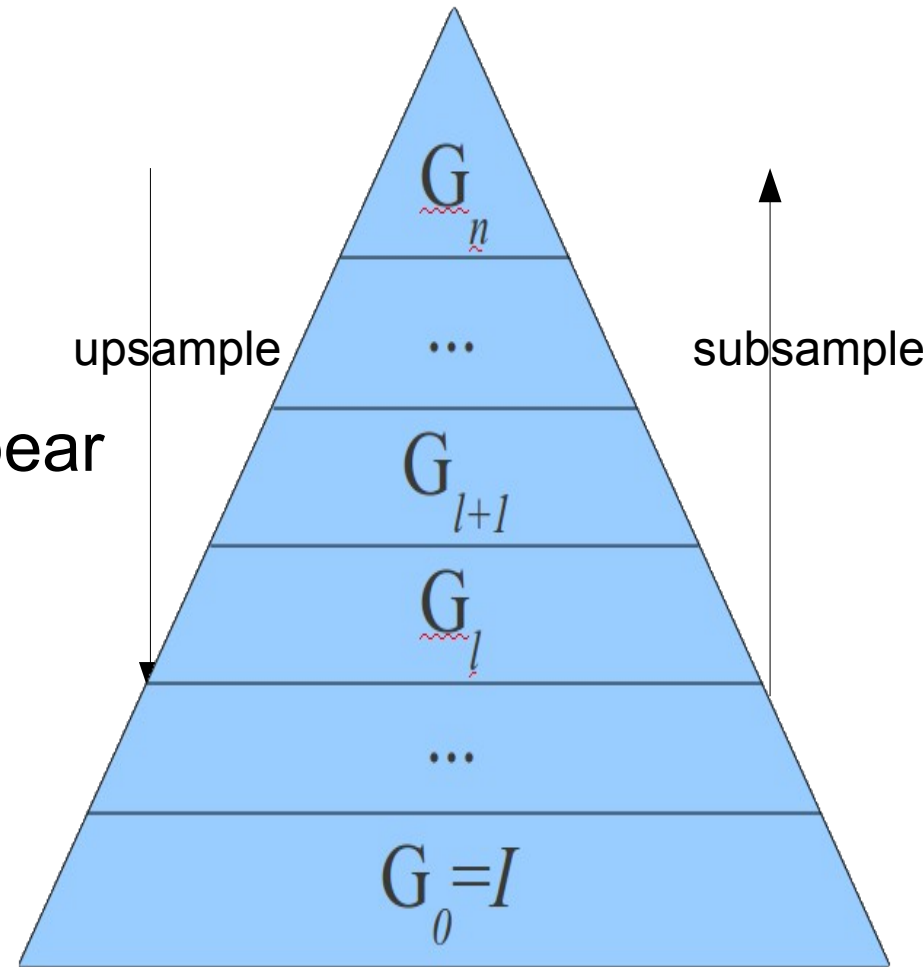
- Motivation
- Laplacian Pyramids
- Local Laplacian Filtering
- Algorithm
- Applications

Motivation

- Belived to be unsuitable for:
 - Representing edges
 - Edge-aware operations (edge-preserving smoothing, tone mapping)
 - Reason:
 - Build upon isotropic, spatially invariant gaussian kernel
- Goal:
 - Flexible approach
 - edge-aware image processing using
 - simple point-wise manipulation of Laplacian pyramids

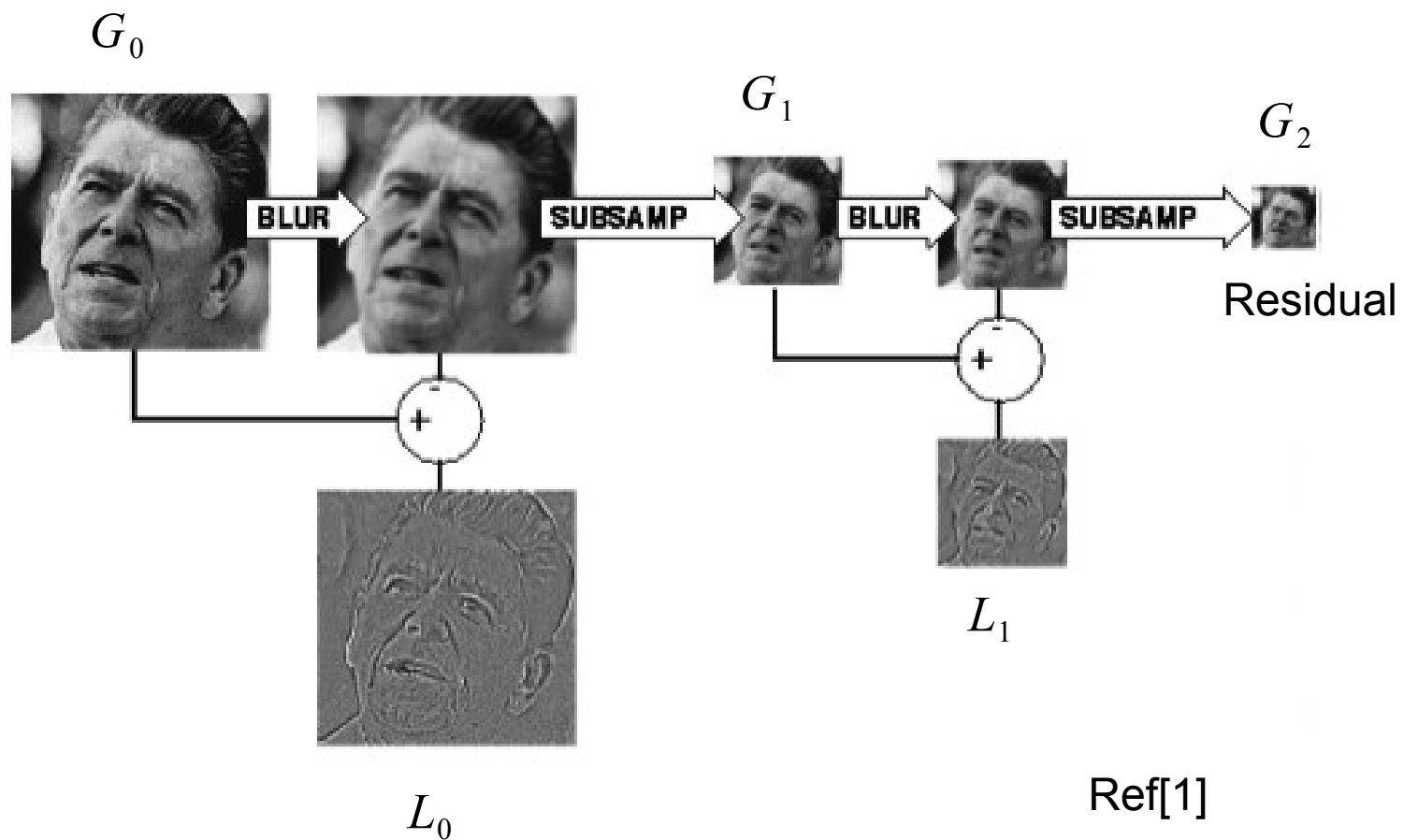
Laplacian and Gaussian Pyramids

- Gaussian Pyramid:
 - A set of image levels
 - Represent lower resolution
 - High frequency details disappear



Laplacian Pyramid

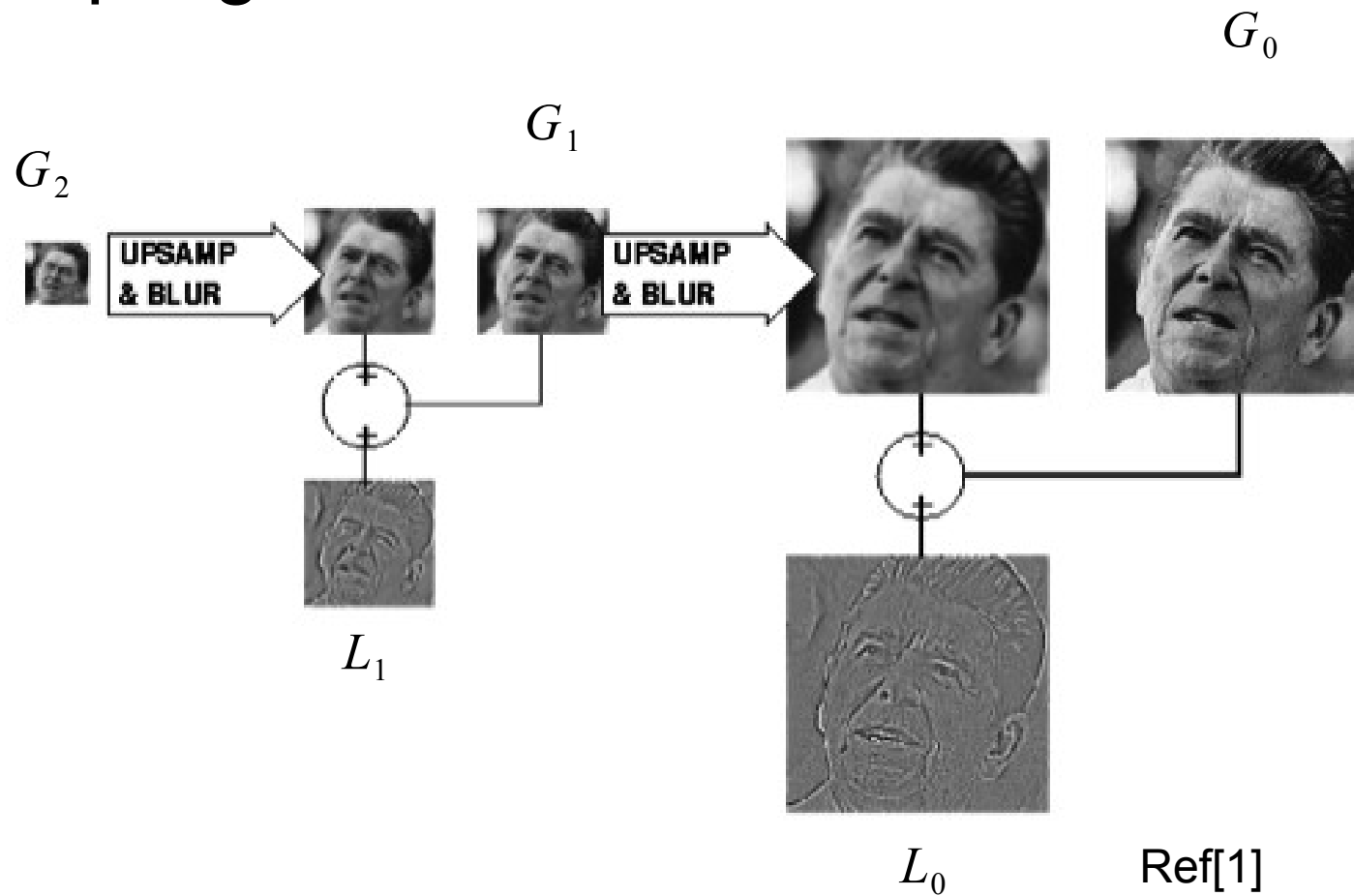
- Downsampling:decomposition



Ref[1]

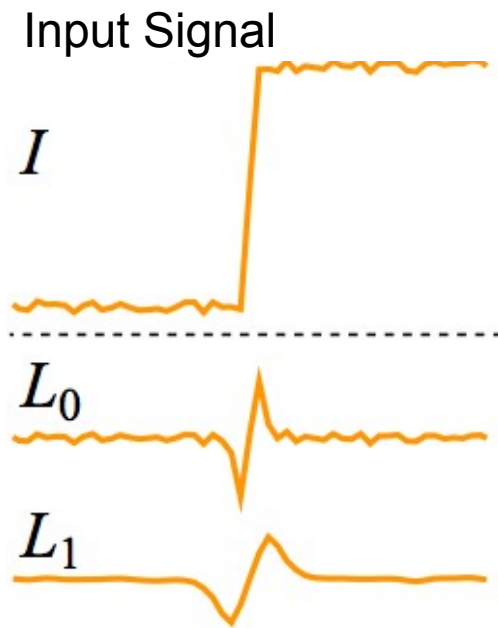
Laplacian Pyramid

- Upsampling:



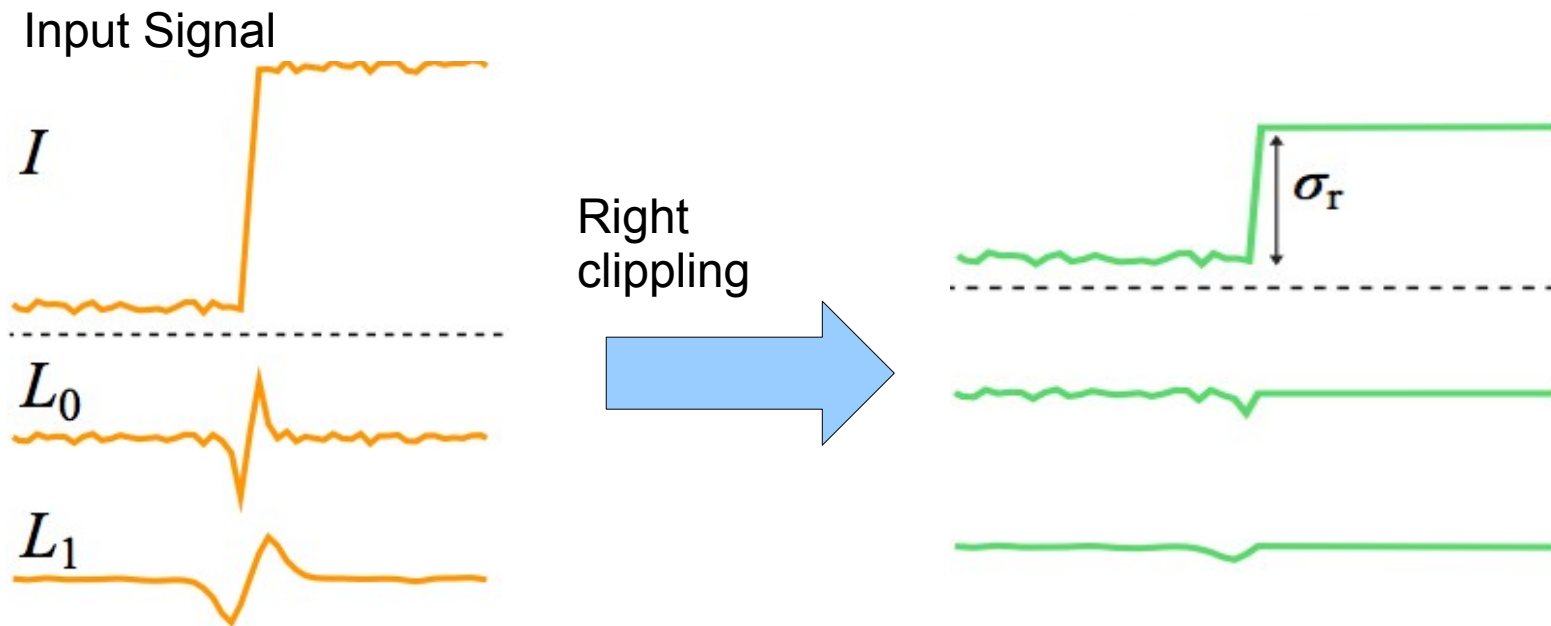
Local Laplacian Filtering

- Range compression and clipping



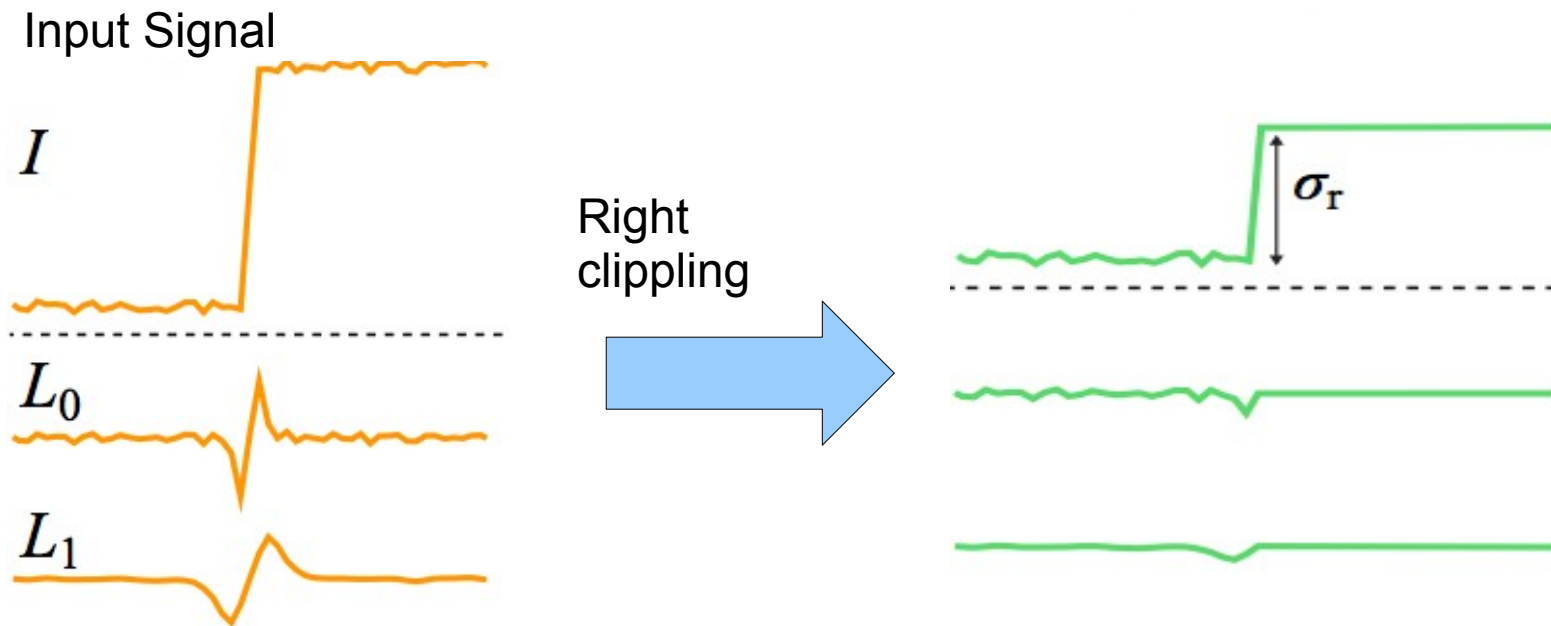
Local Laplacian Filtering

- Range compression and clipping



Local Laplacian Filtering

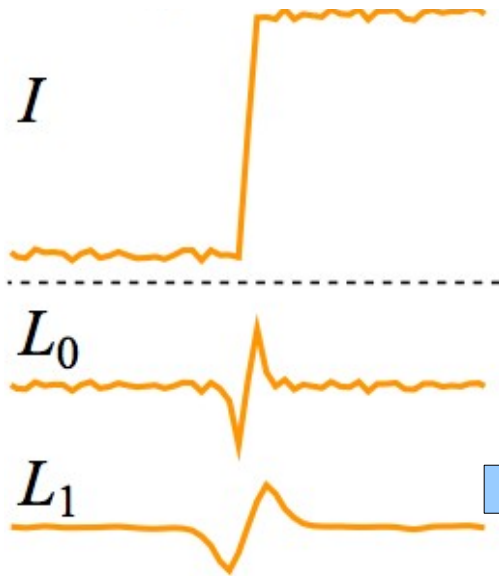
- Range compression and clipping



Local Laplacian Filtering

- Range compression and clipping

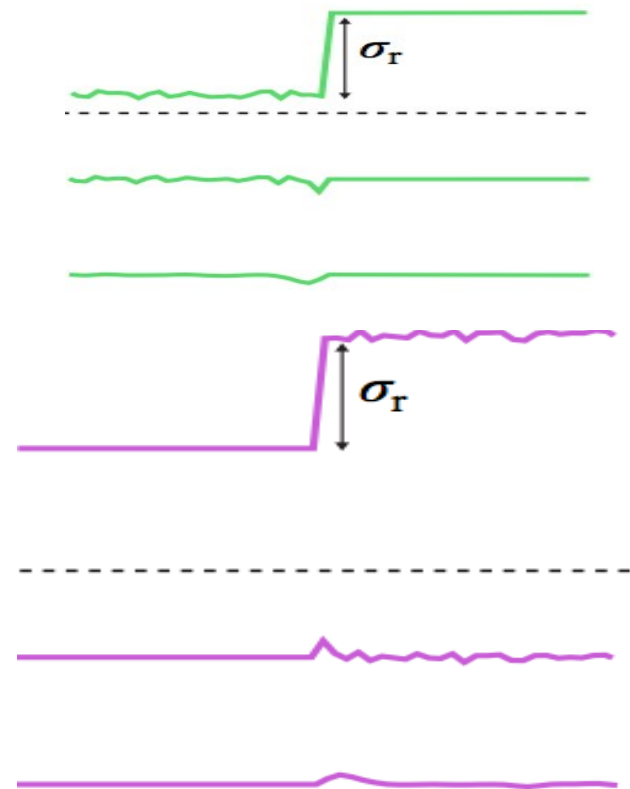
Input Signal



Left Clipping

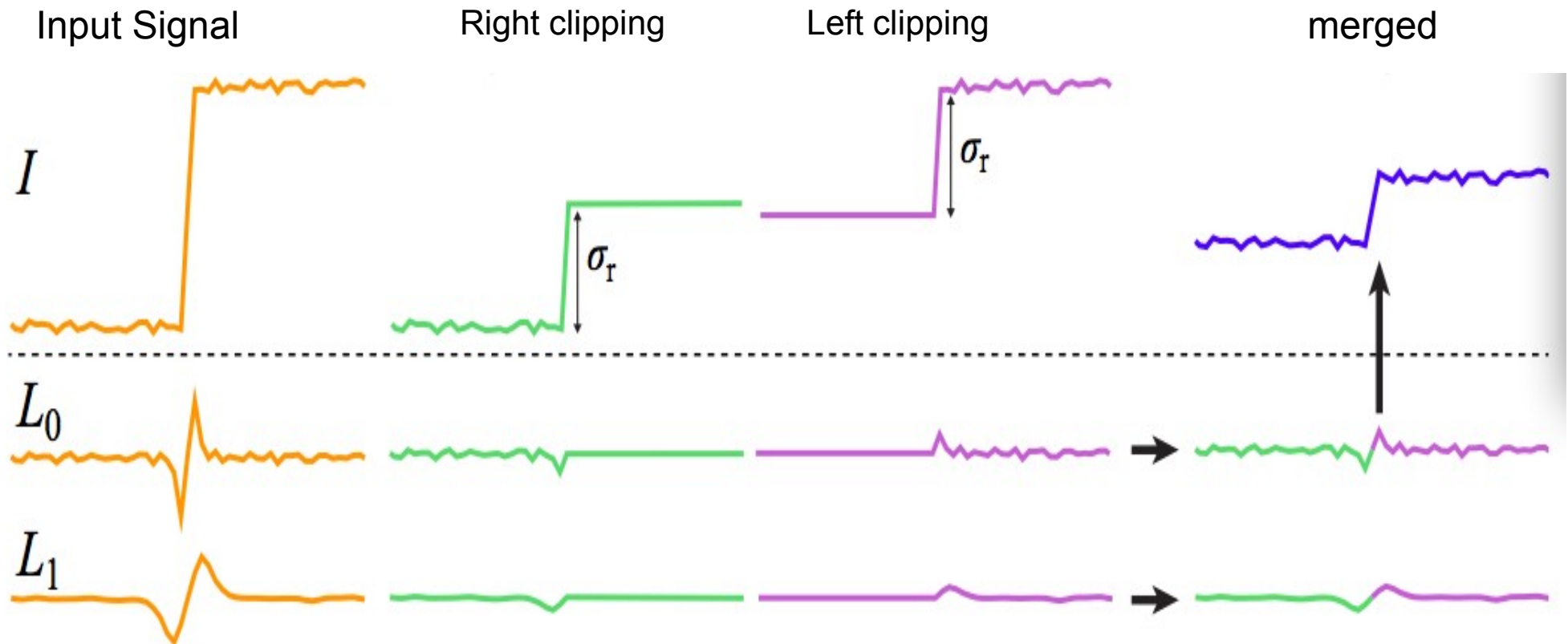


Right clipping



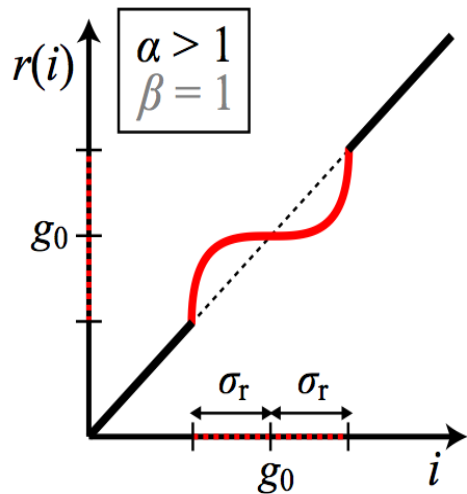
Local Laplacian Filtering

- Range compression and clipping

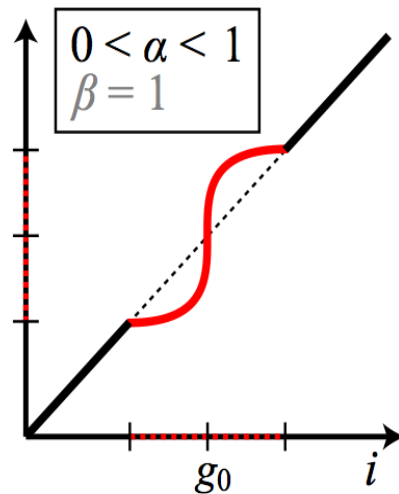


Point-wise Remapping function

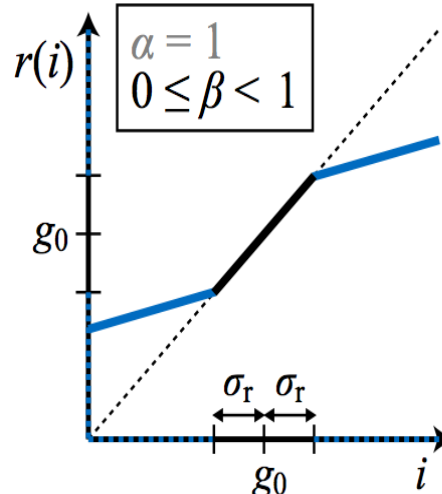
edge-aware detail manipulation
detail smoothing



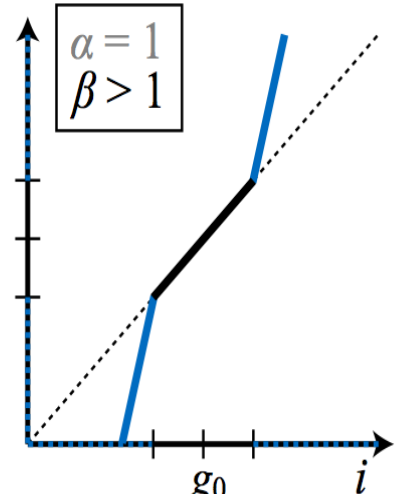
detail enhancement



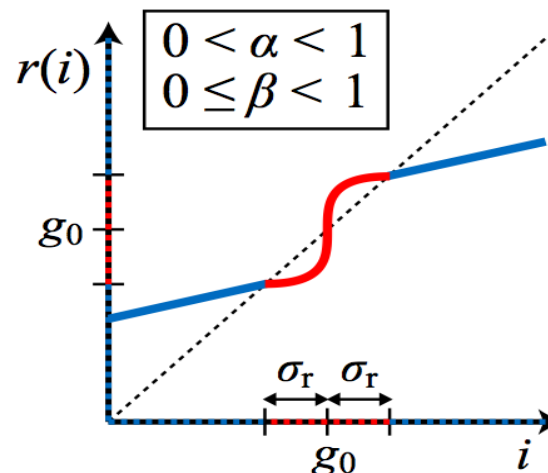
edge-aware tone manipulation
tone mapping



inverse tone mapping

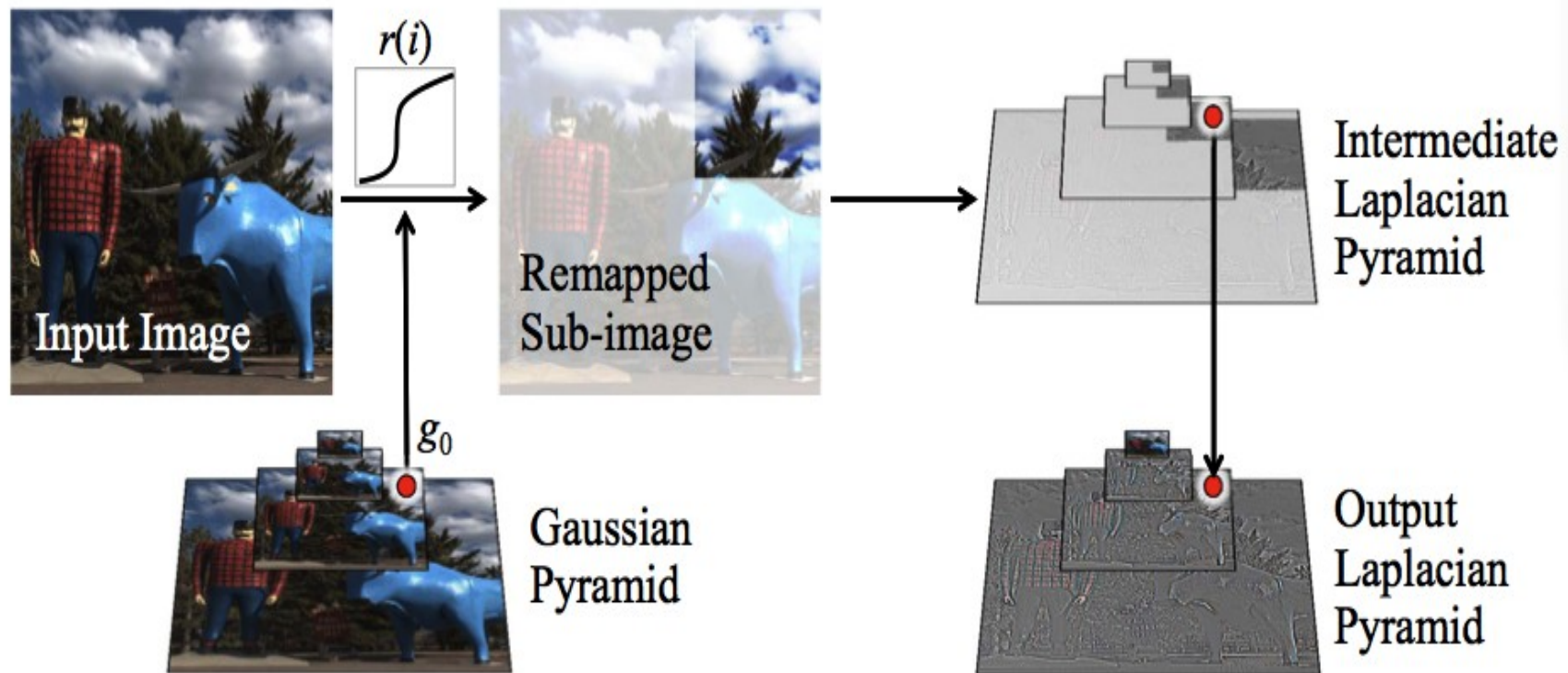


combined operator
detail enhance + tone map



An overview of the algorithm

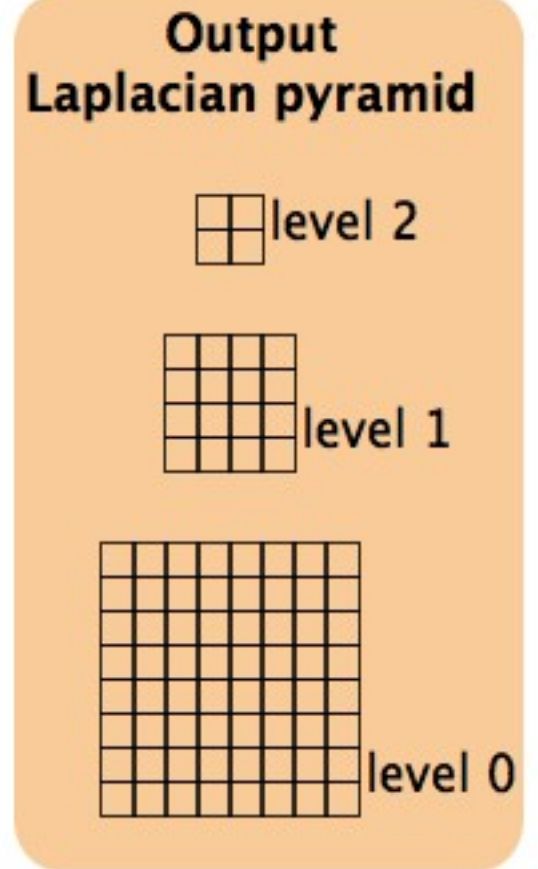
Approach: construct laplacian pyramid of filtered output



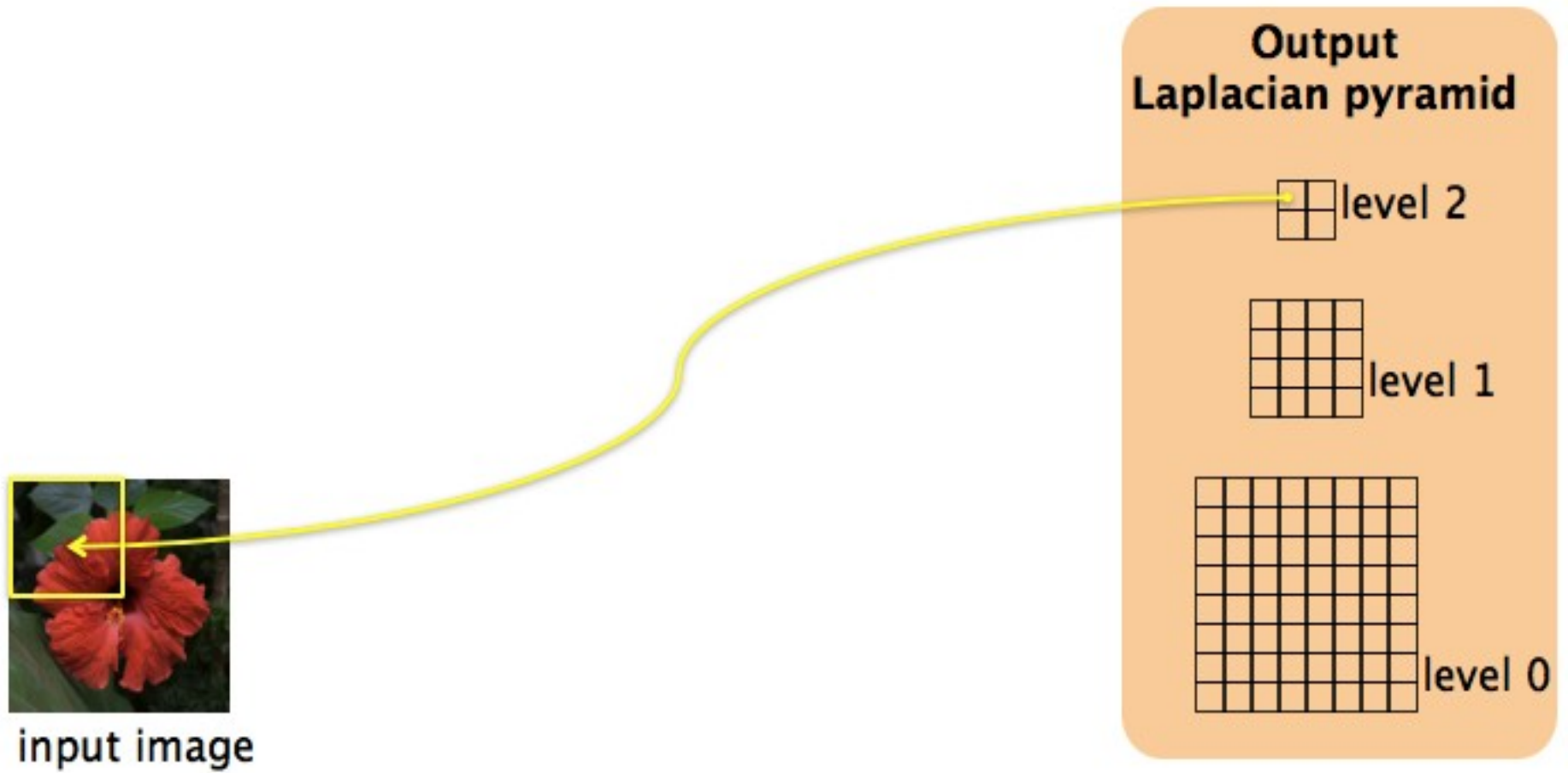
Illustration



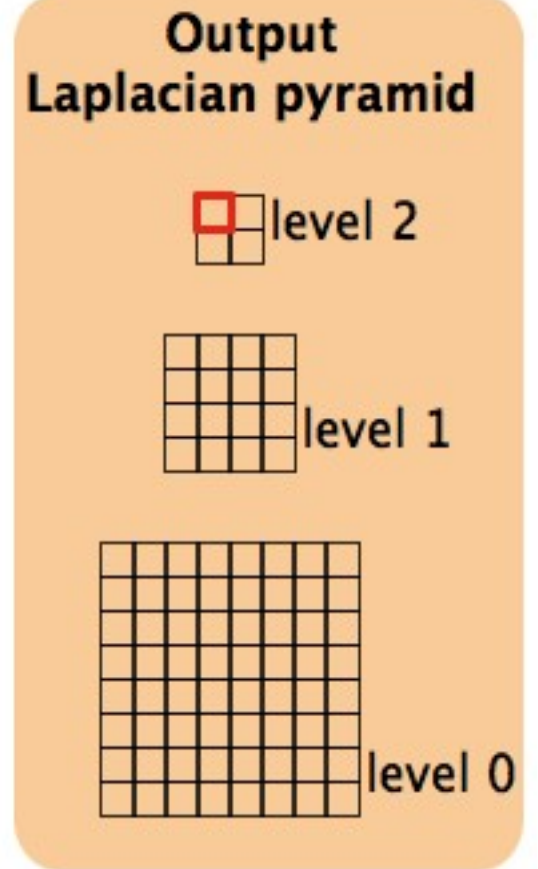
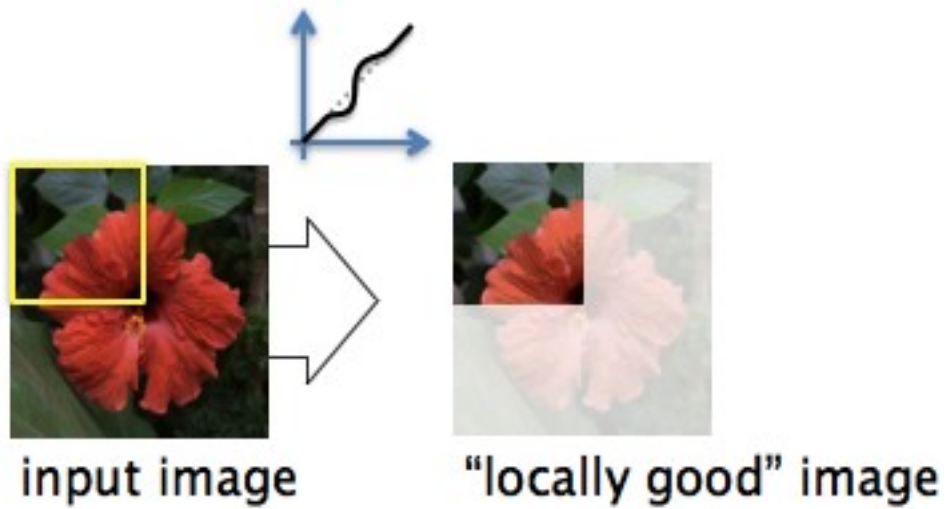
input image



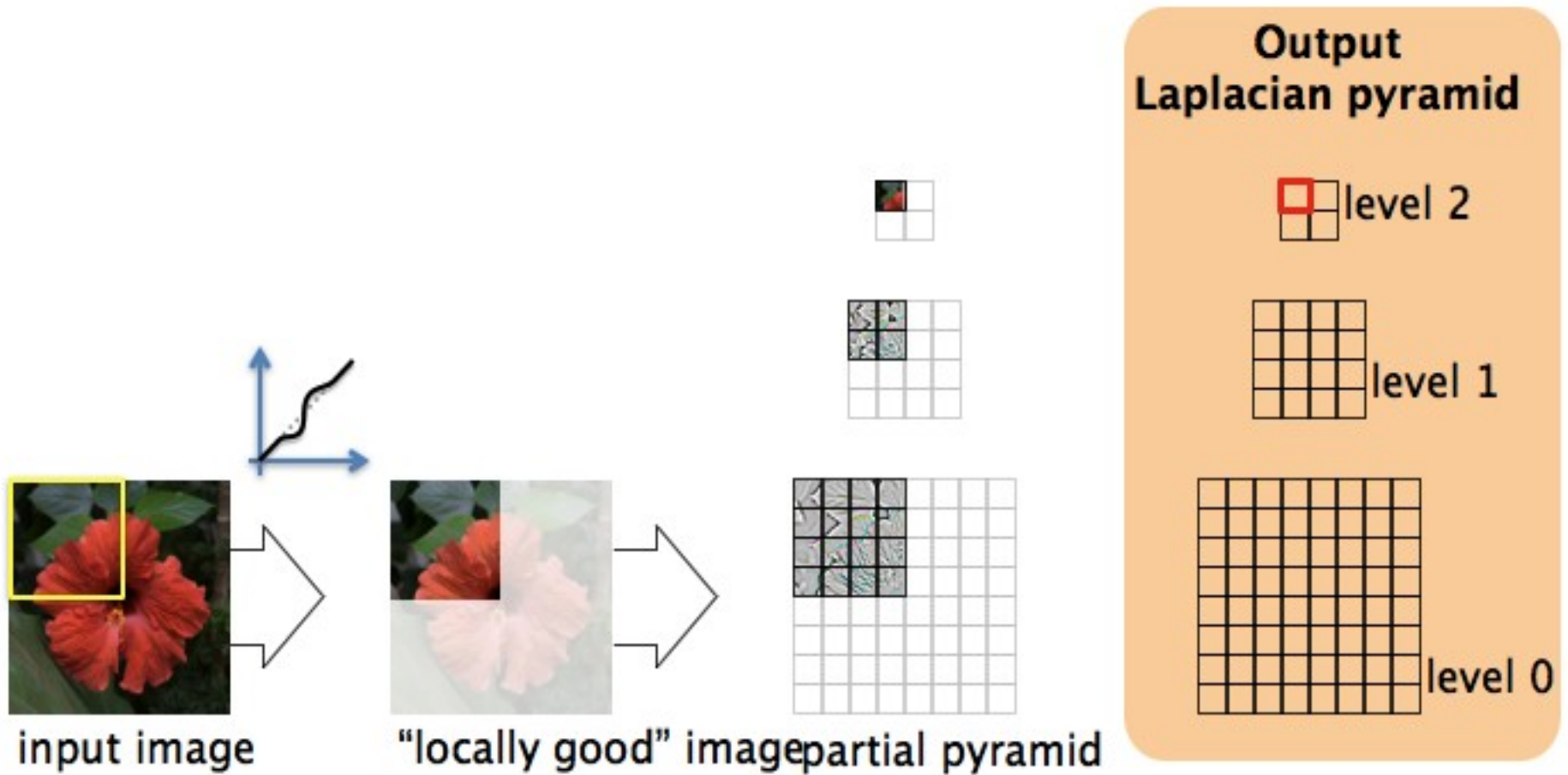
Illustration



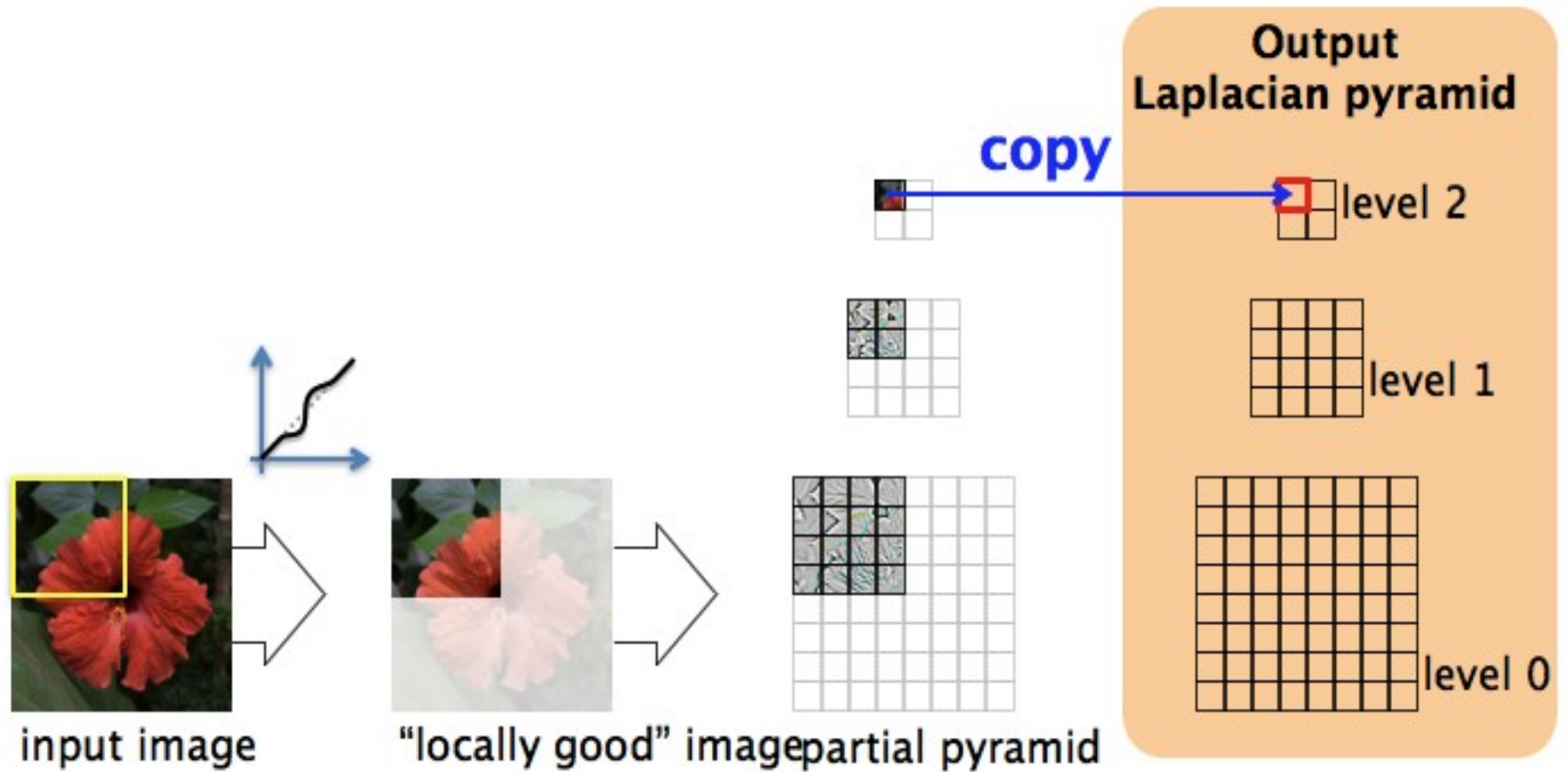
Illustration



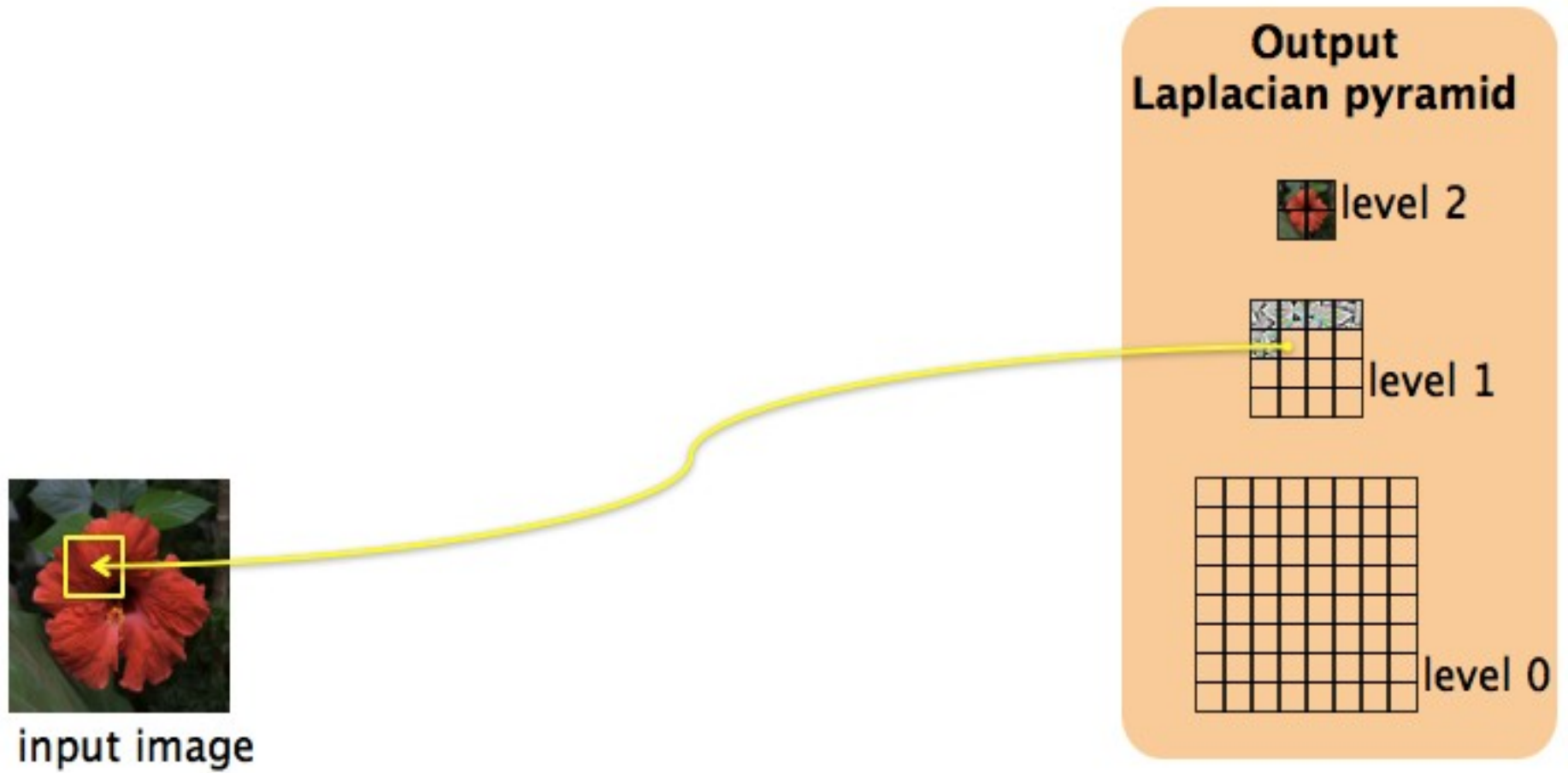
Illustration



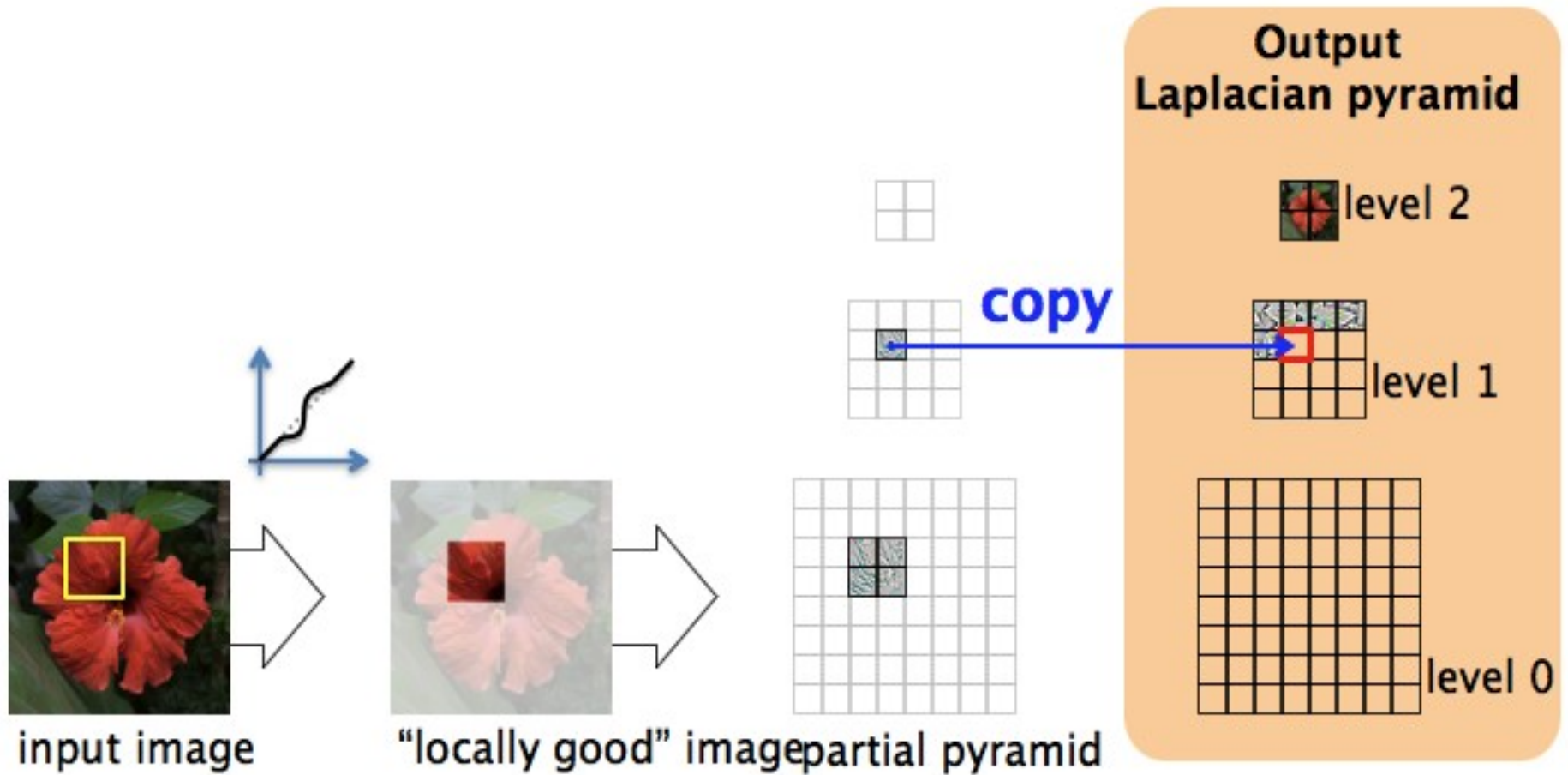
Illustration



Illustration



Illustration



Application

- Detail manipulation
- Tone mapping



(a) $\sigma_r = 0.2$

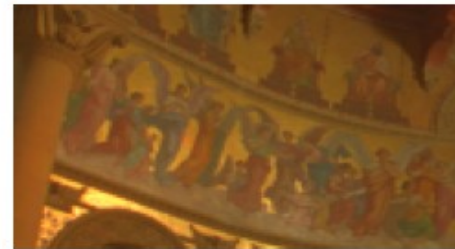
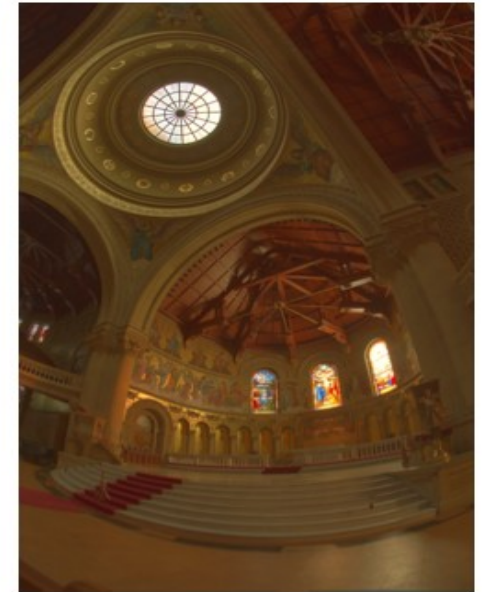
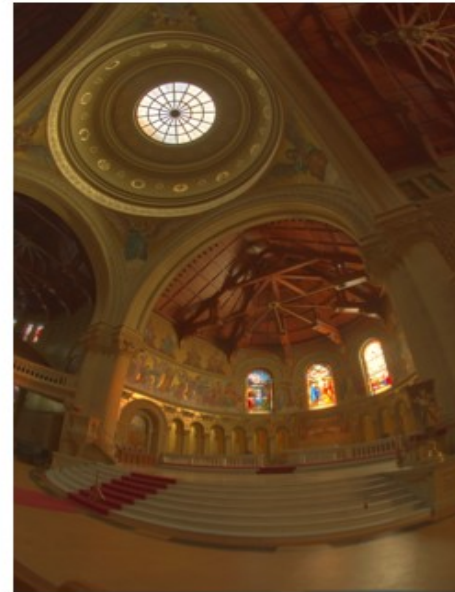


(b) $\sigma_r = 0.5$

Application

- Detail manipulation
- Tone mapping

β , σ_r similar
effects on tone
mapping results
 α is set to 1

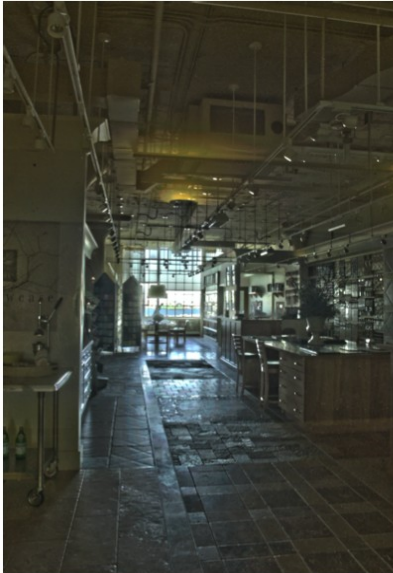


(a) $\beta = 0$
 $\sigma_r = \log(2.5)$

(b) $\beta = 0$
 $\sigma_r = \log(30)$

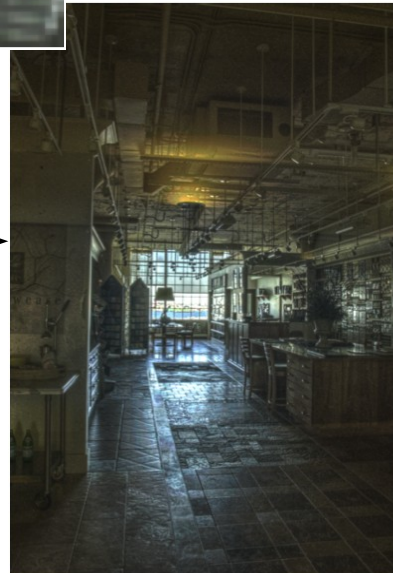
(c) $\beta = 0.75$
 $\sigma_r = \log(2.5)$

More Results

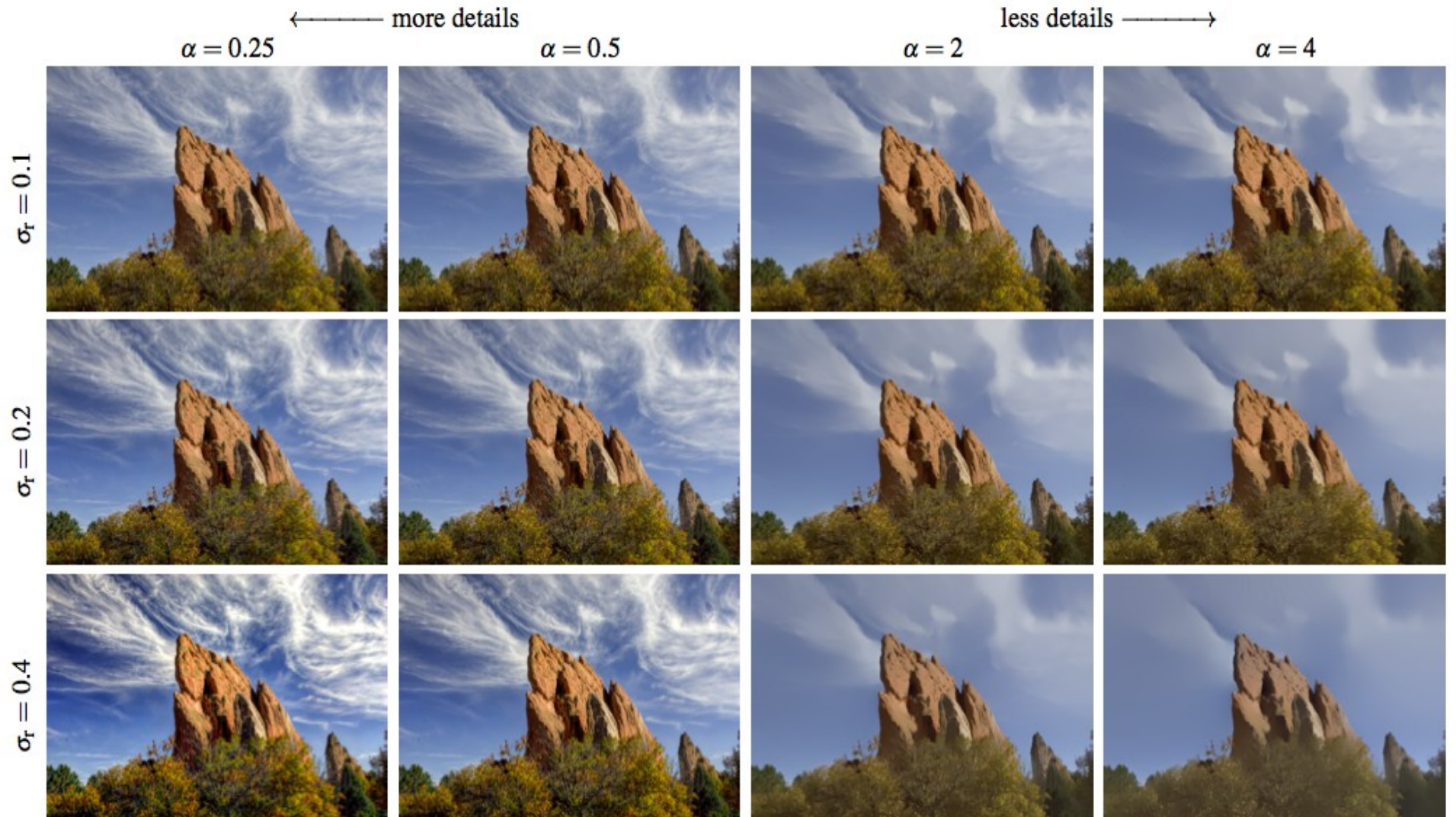


bilateral filter
and close up

Our result
and close up



More Results



Conclusion

- Edge aware
- Based solely on laplacian pyramid
- Simple method
- Robustness
- Artifact-free
- high quality image
- open new perspectives on multi-scale image analysis and editing

Reference

- **Pyramid-based Image Synthesis Theory**
Shuguang Mao and Morgan Brown
- **Advanced Image Analysis** Christian Schmaltz
- **Local Laplacian Filters: Edge-aware Image Processing with a Laplacian Pyramid**
Sylvain Paris, Samuel W. Hasinoff, Jan Kautz

Thank you