

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

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# An Example

- Input:



# An Example

- output



# Outline

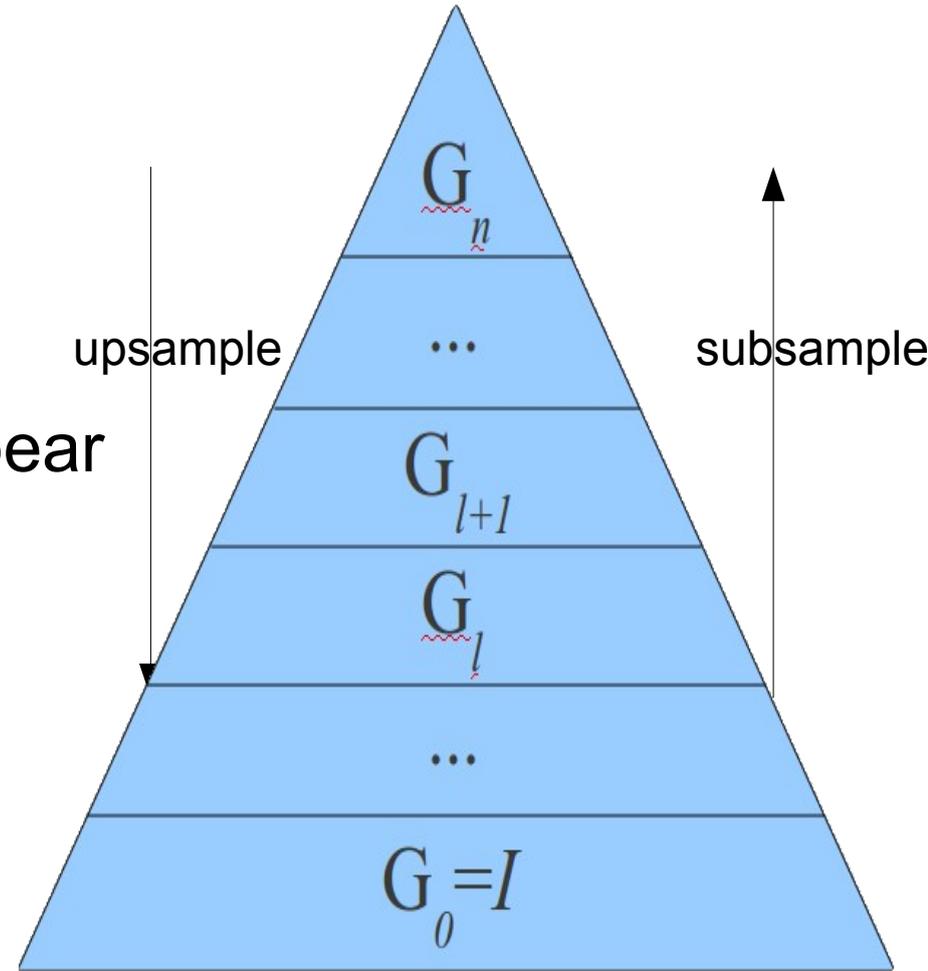
- Motivation
- Laplacian Pyramids
- Local Laplacian Filtering
- Algorithm
- Applications

# 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

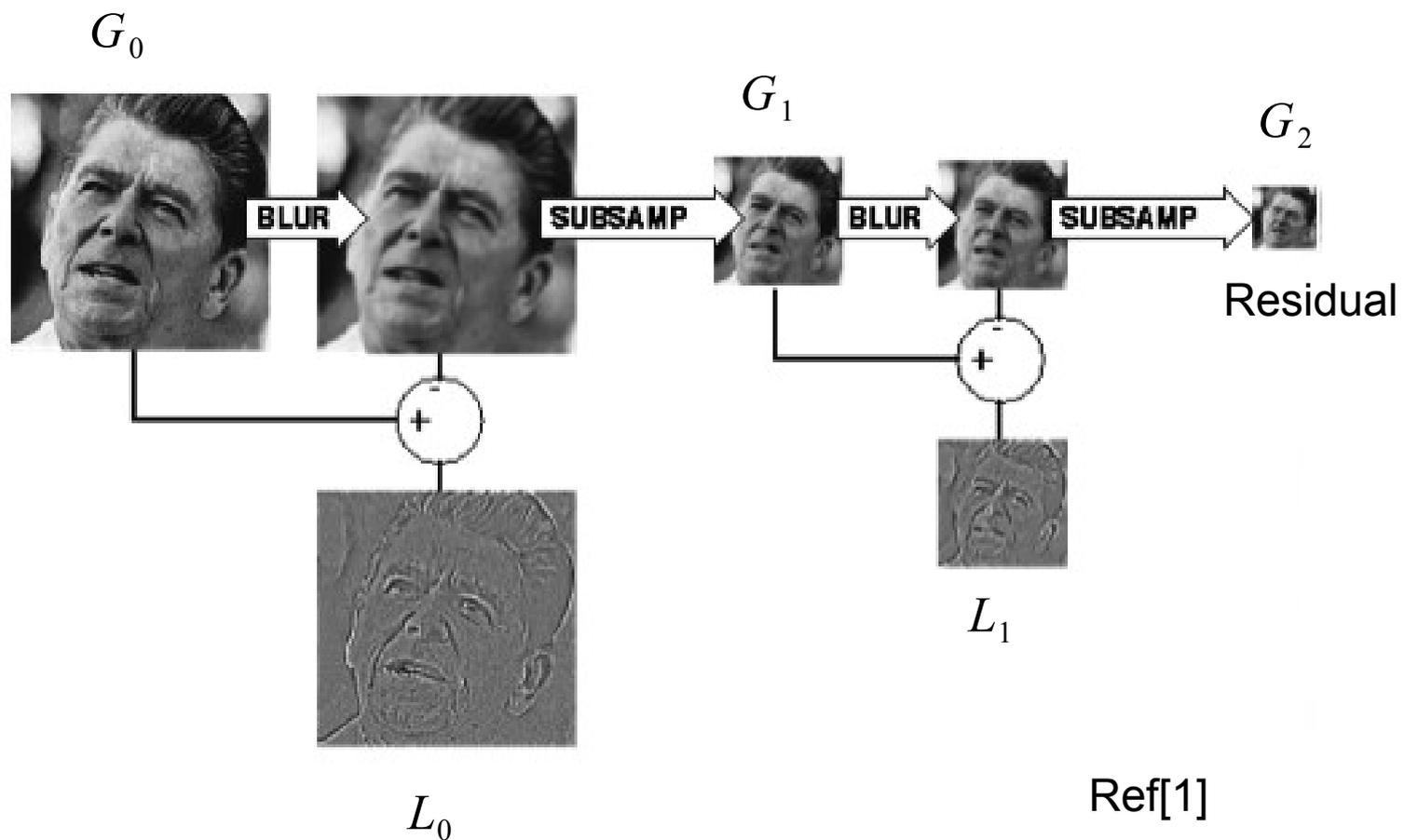
# Laplacian and Gaussian Pyramids

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



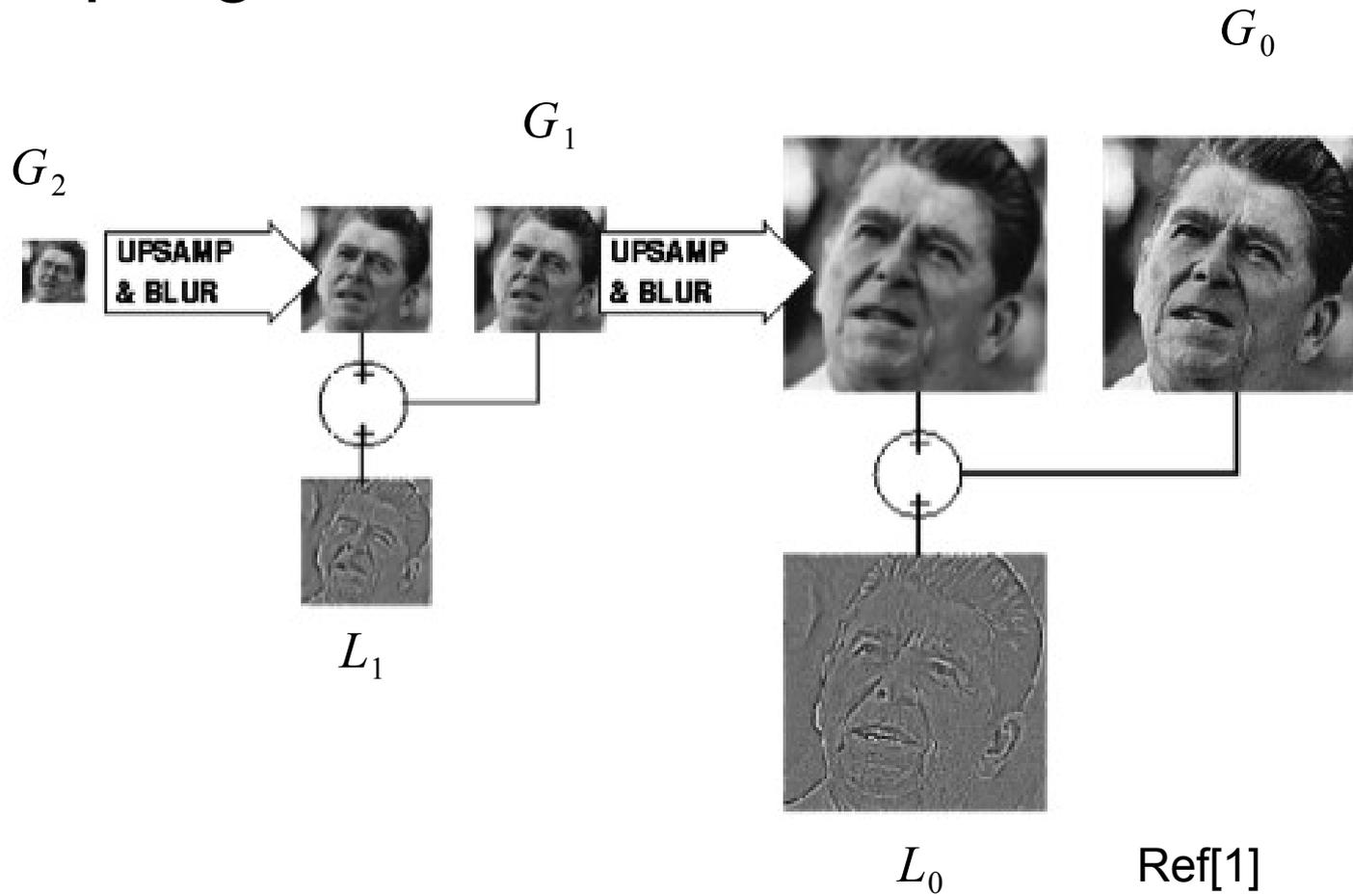
# Laplacian Pyramid

- Downsampling:decomposition



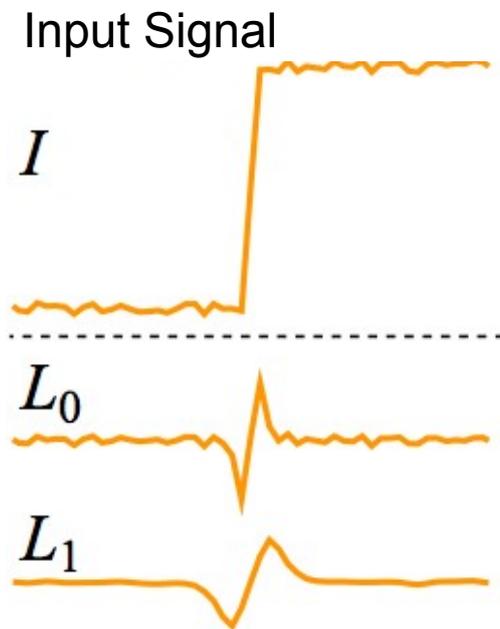
# Laplacian Pyramid

- Upsampling:



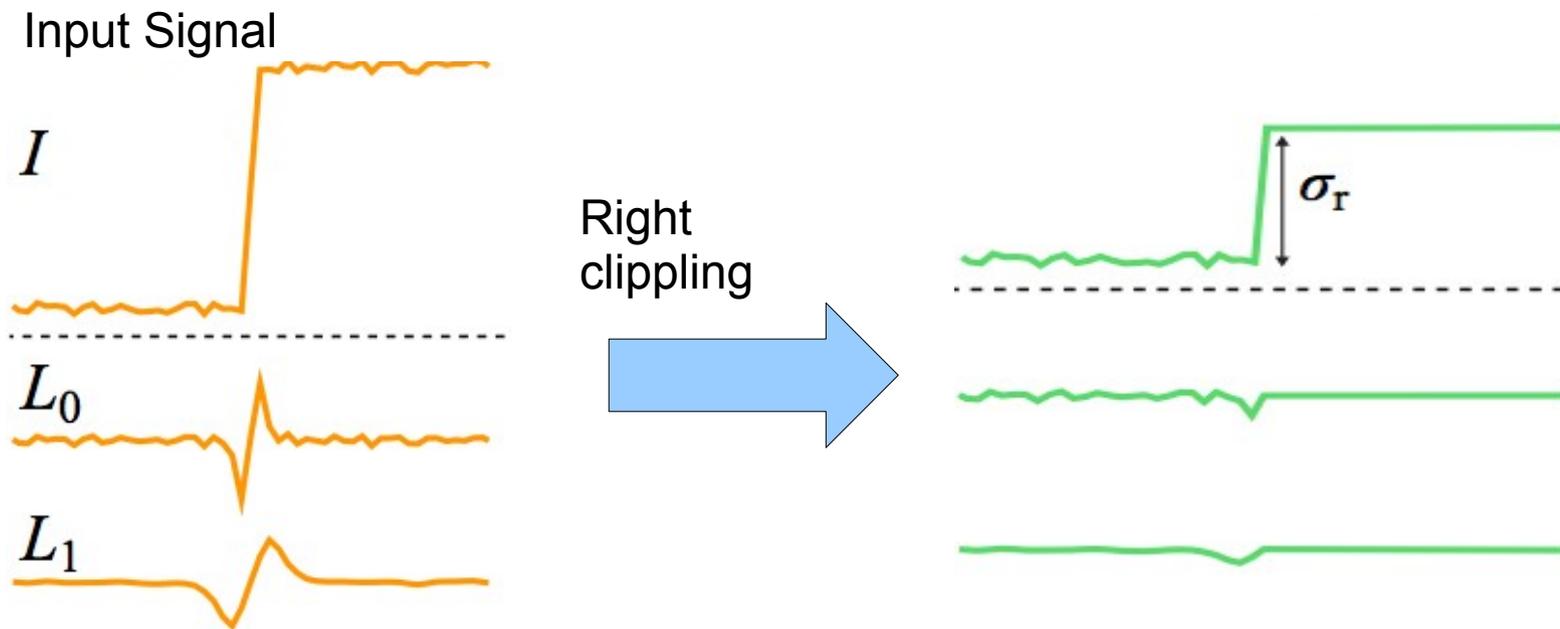
# Local Laplacian Filtering

- Range compression and clipping



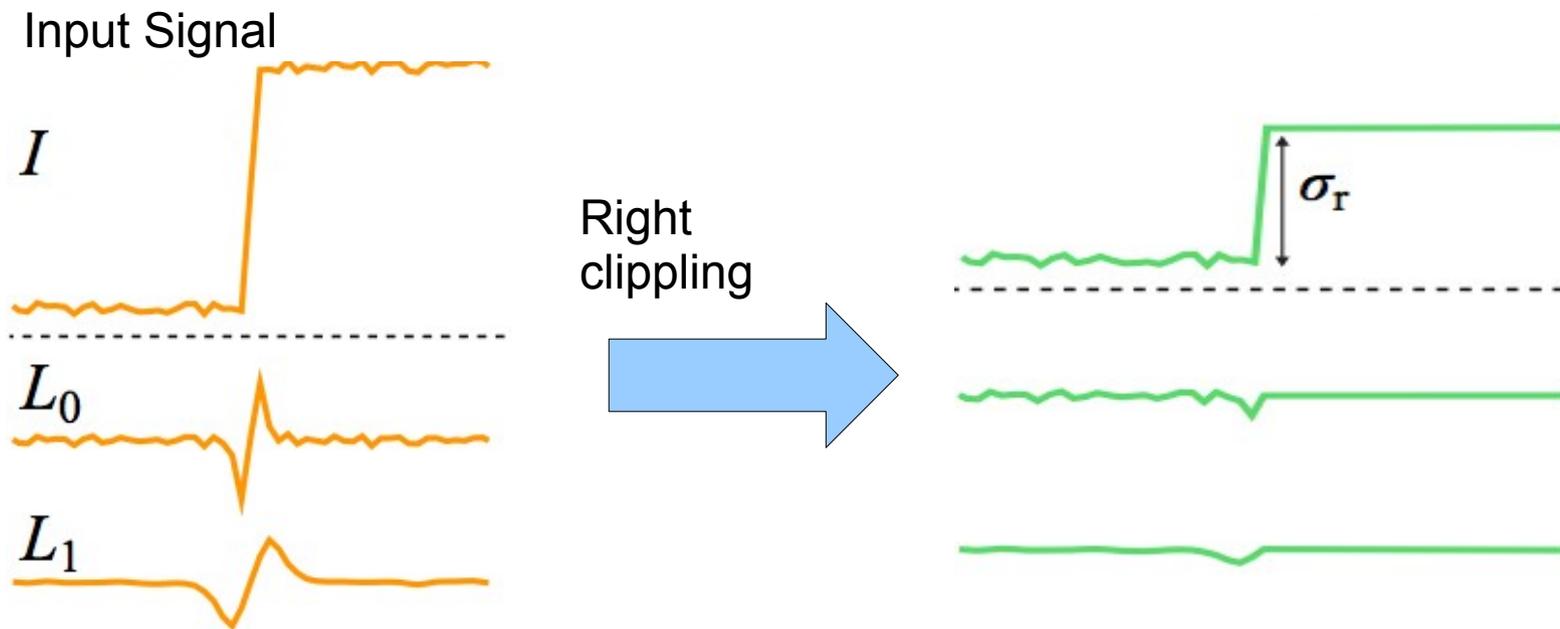
# Local Laplacian Filtering

- Range compression and clipping



# Local Laplacian Filtering

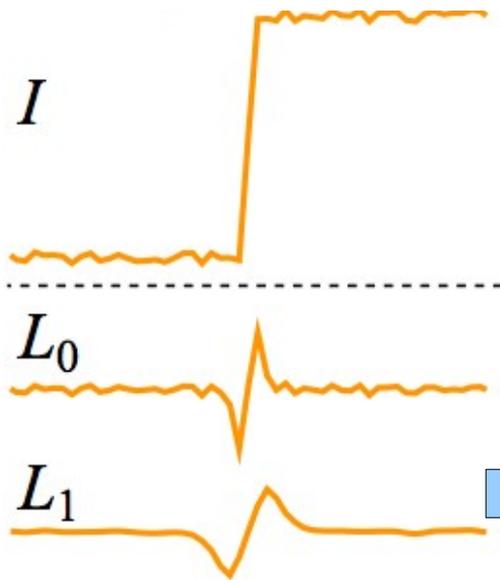
- Range compression and clipping



# Local Laplacian Filtering

- Range compression and clipping

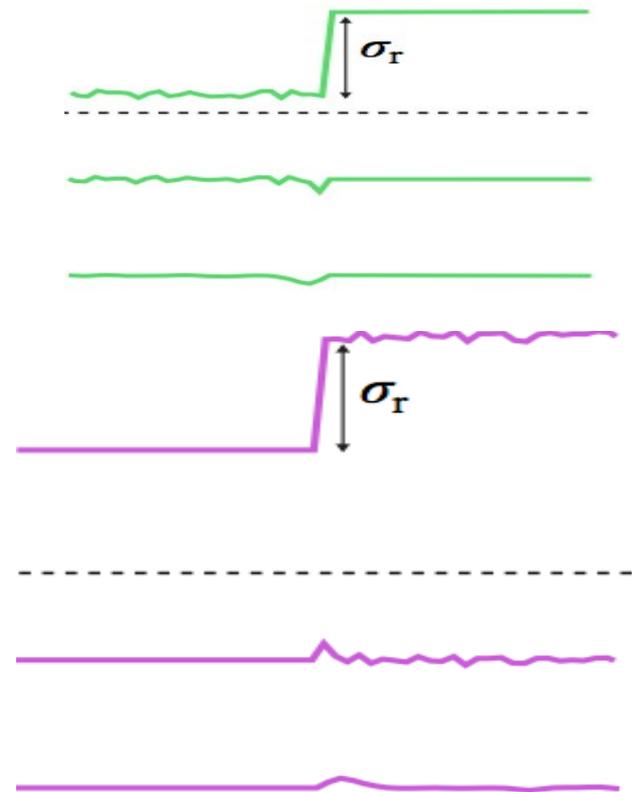
Input Signal



Left Clipping

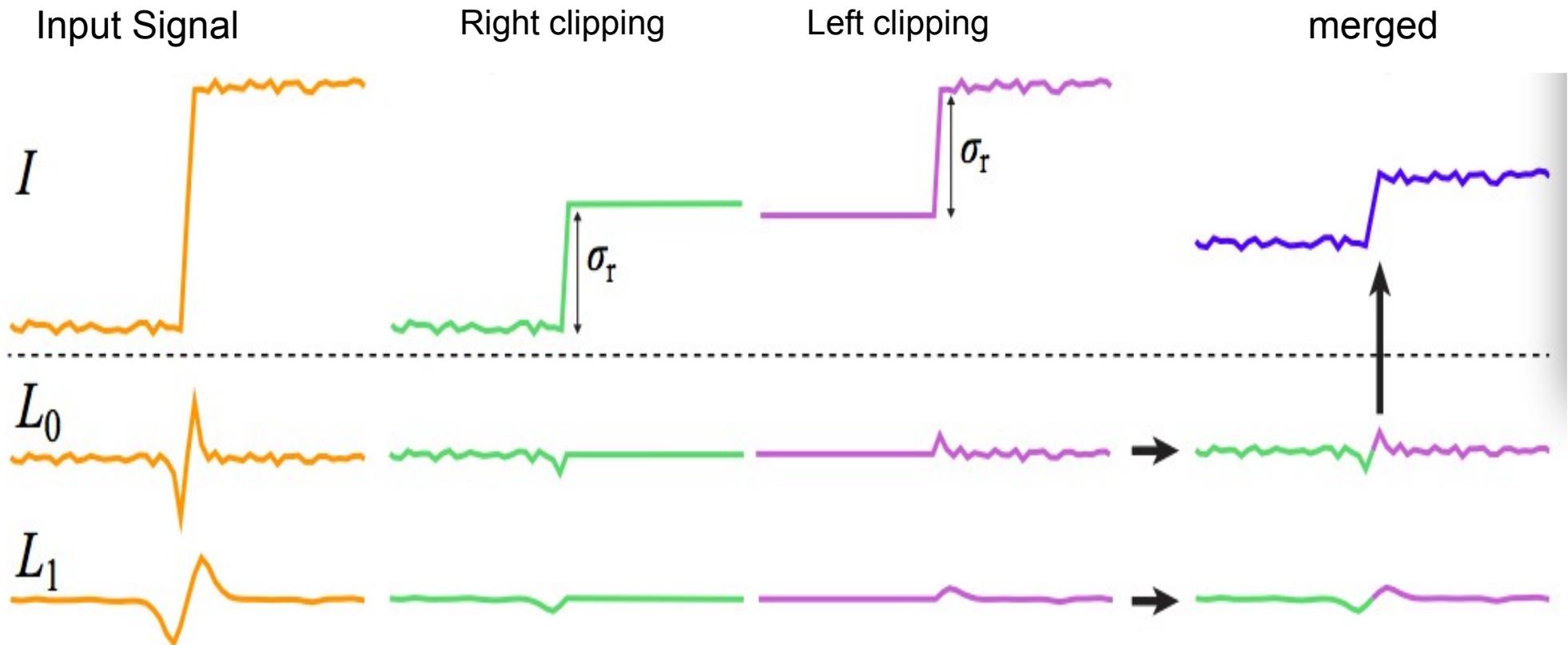


Right clipping



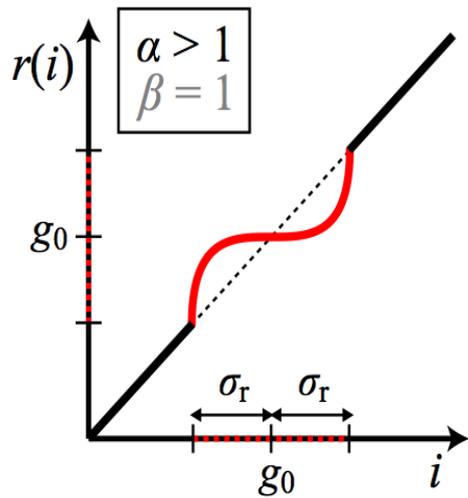
# Local Laplacian Filtering

- Range compression and clipping

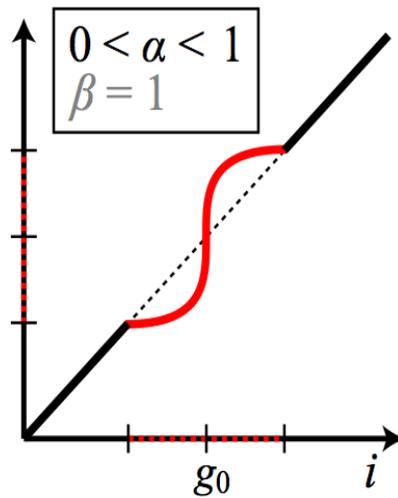


# Point-wise Remapping function

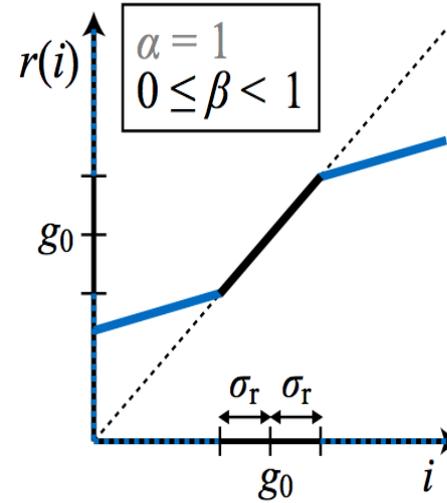
edge-aware detail manipulation  
detail smoothing



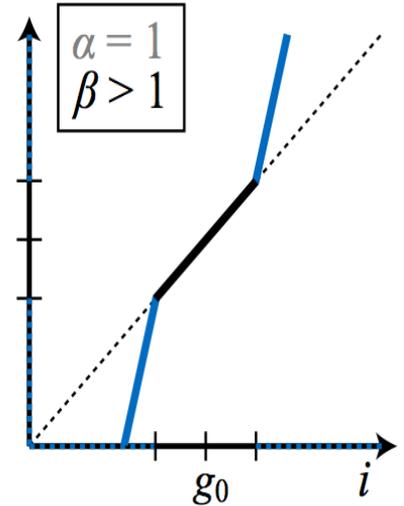
edge-aware detail manipulation  
detail enhancement



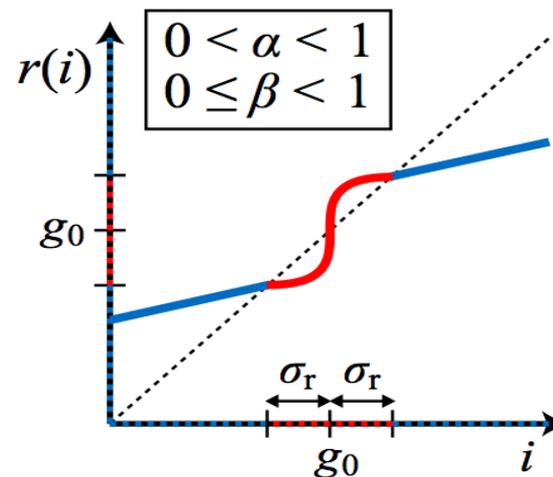
edge-aware tone manipulation  
tone mapping



edge-aware tone manipulation  
inverse tone mapping

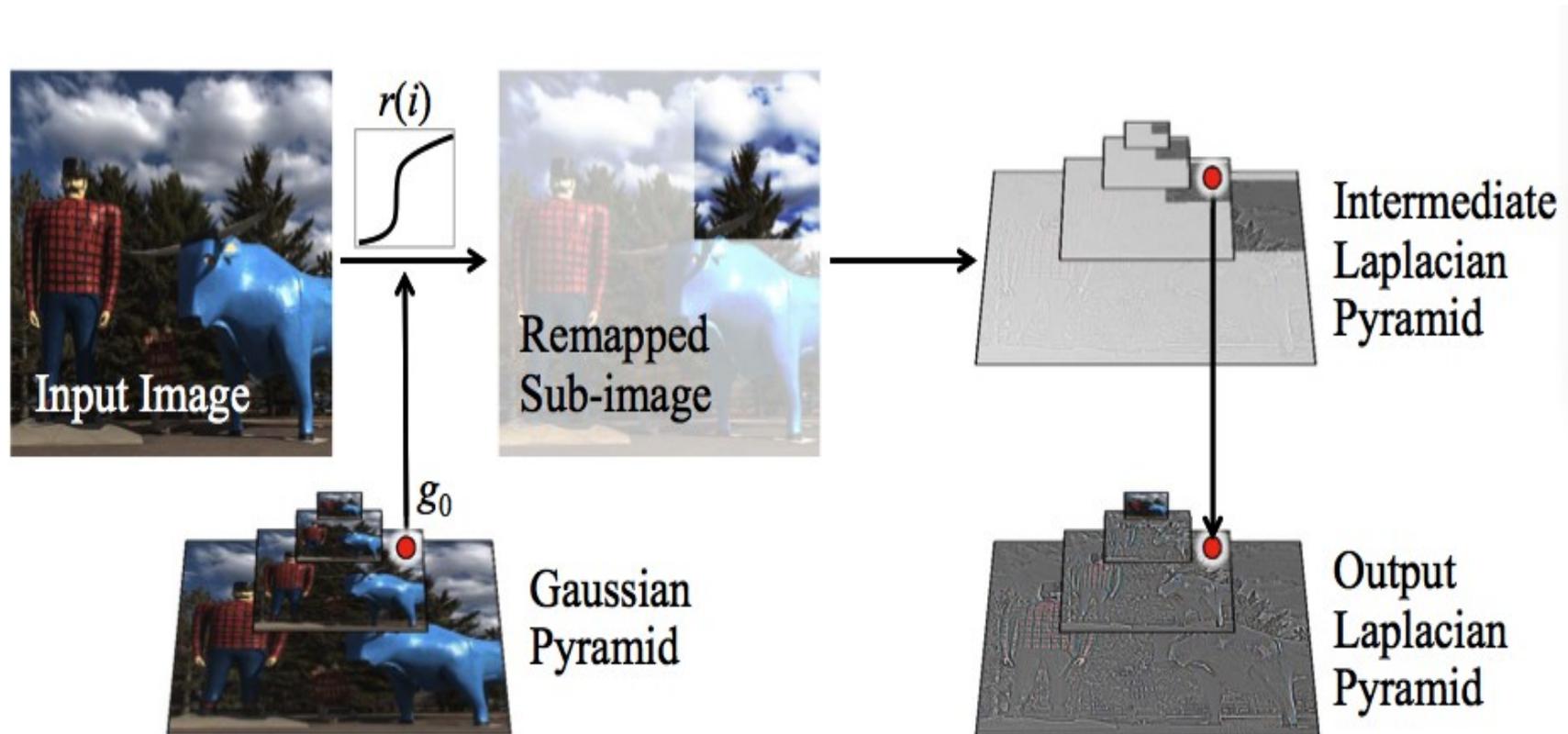


combined operator  
detail enhance + tone map



# An overview of the algorithm

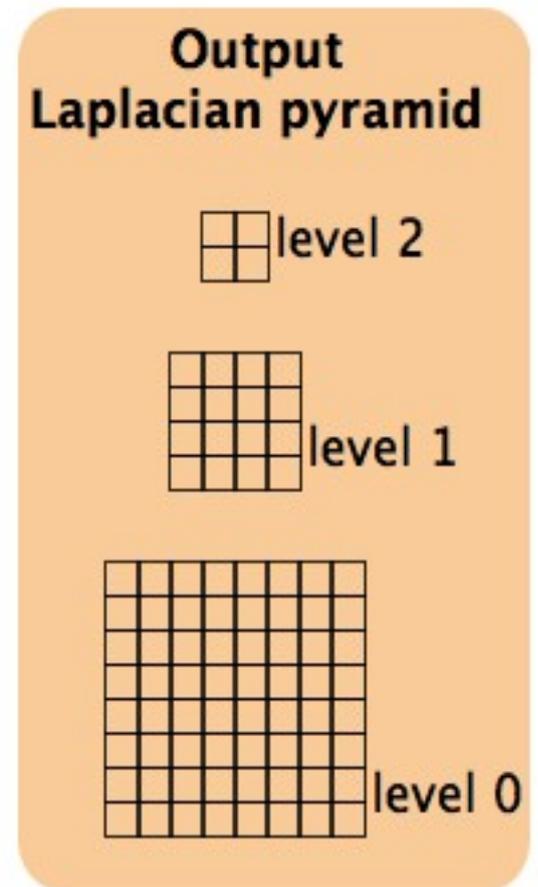
Approach: construct laplacian pyramid of filtered output



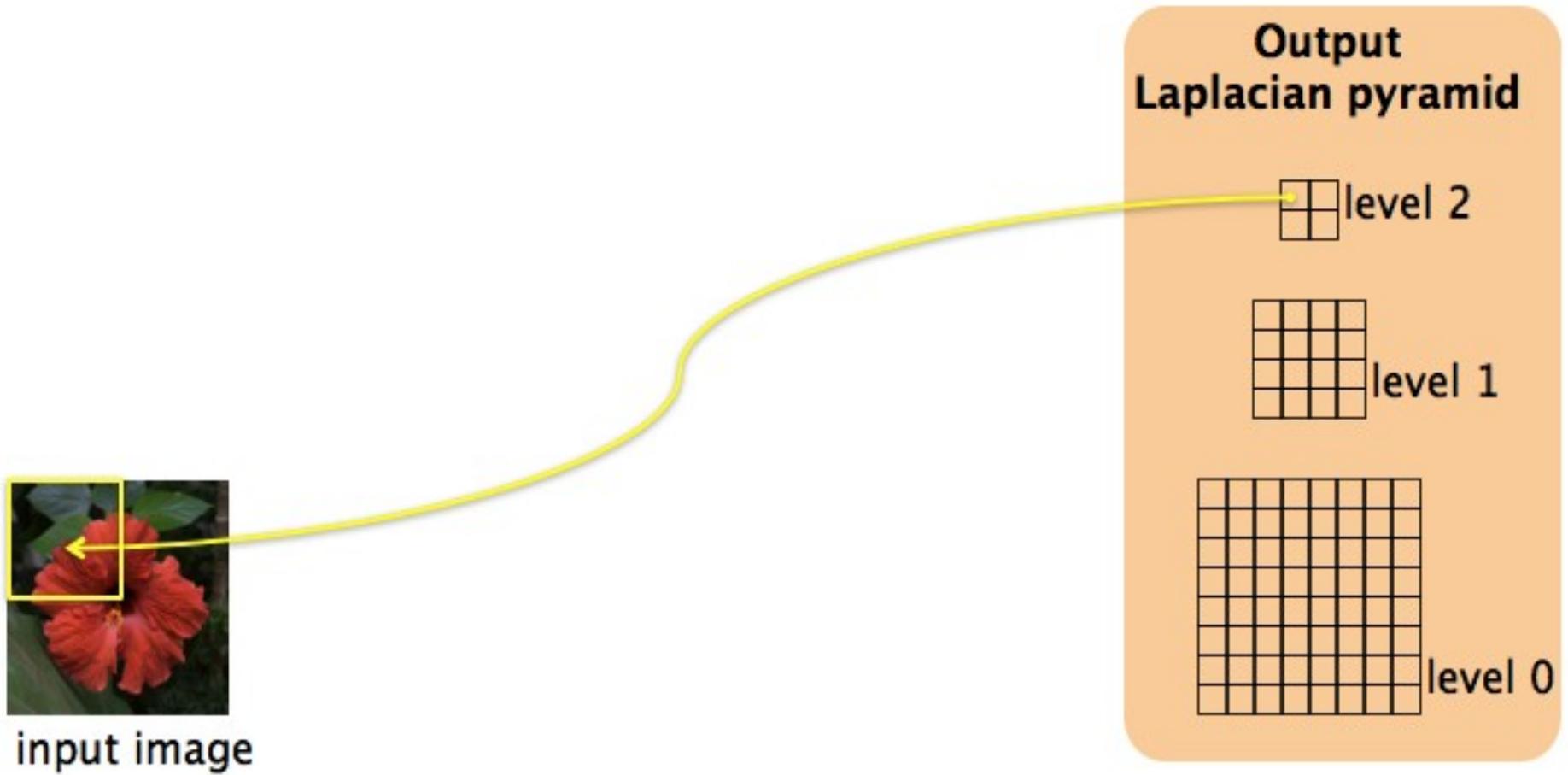
# Illustration



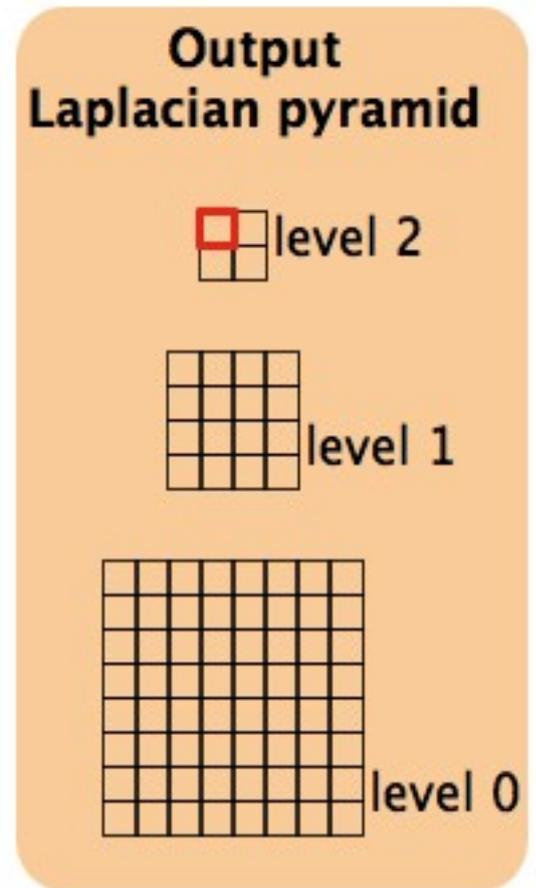
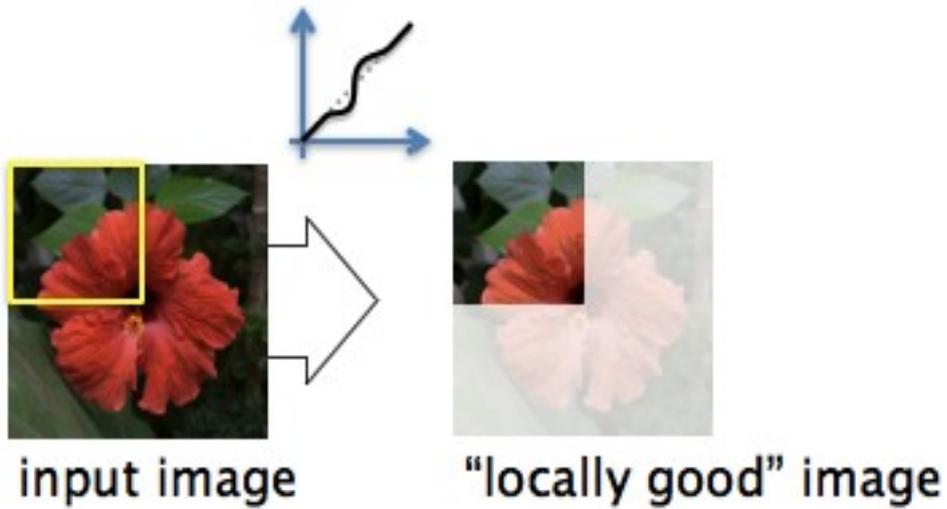
input image



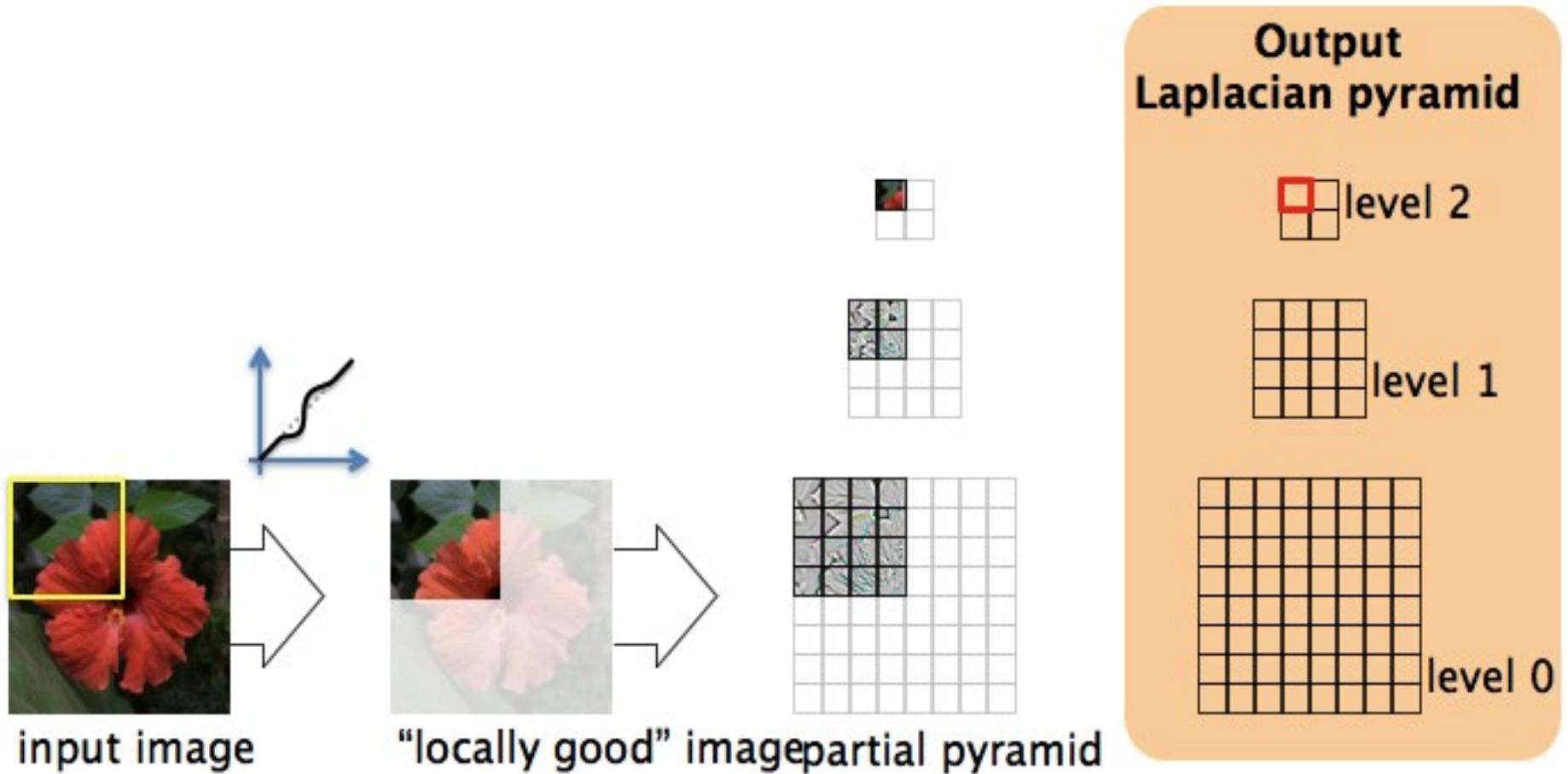
# Illustration



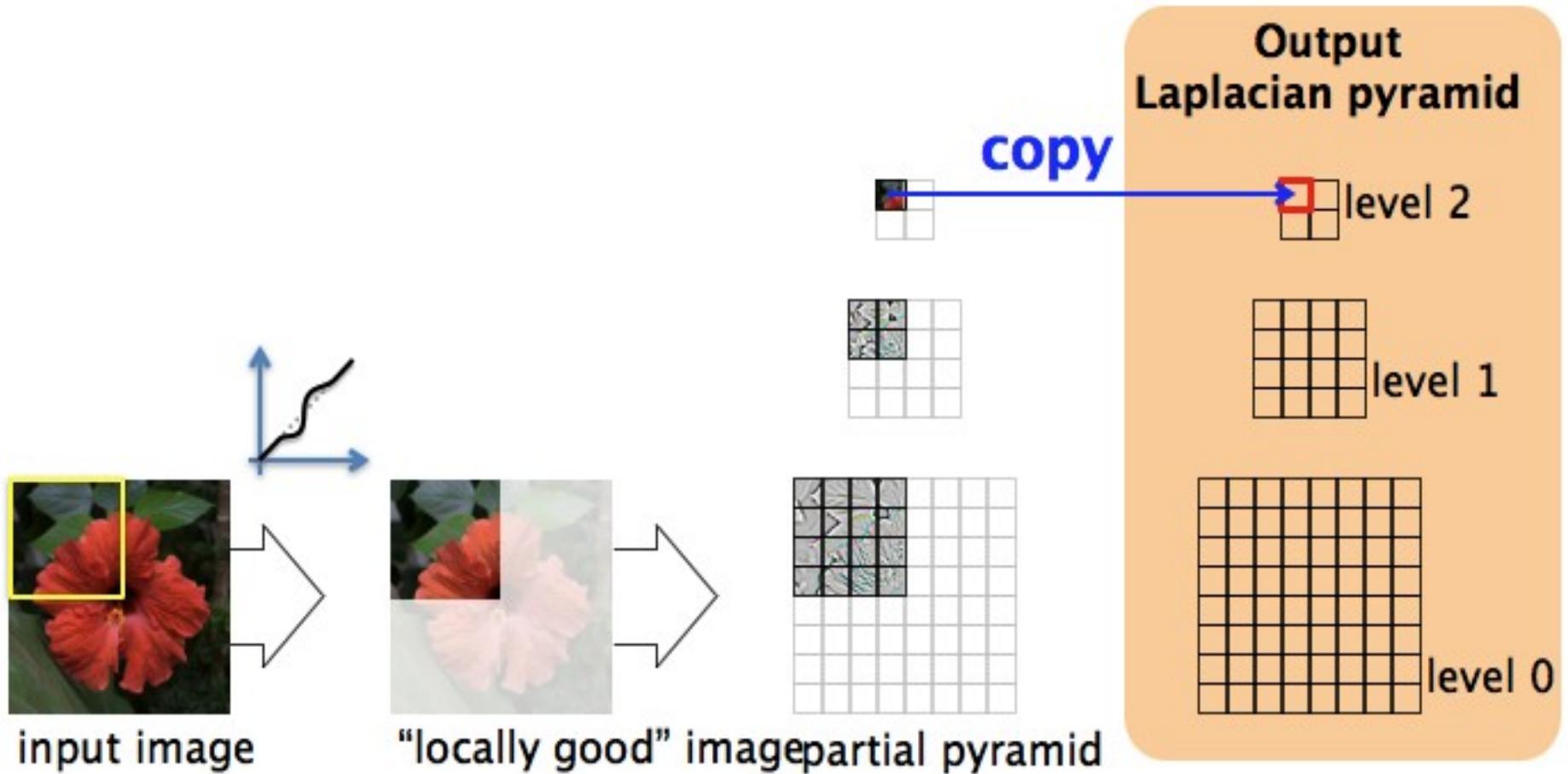
# Illustration



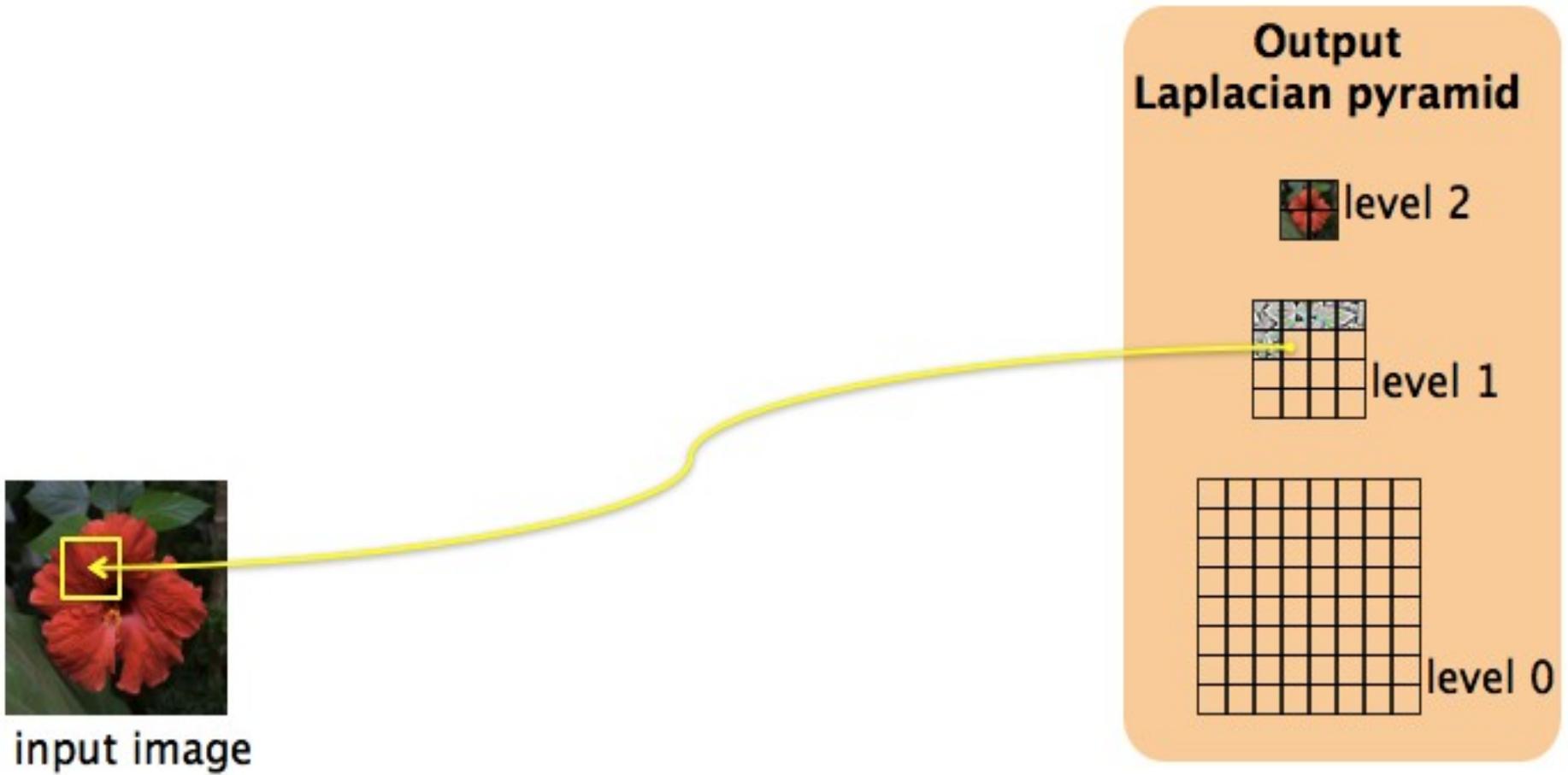
# Illustration



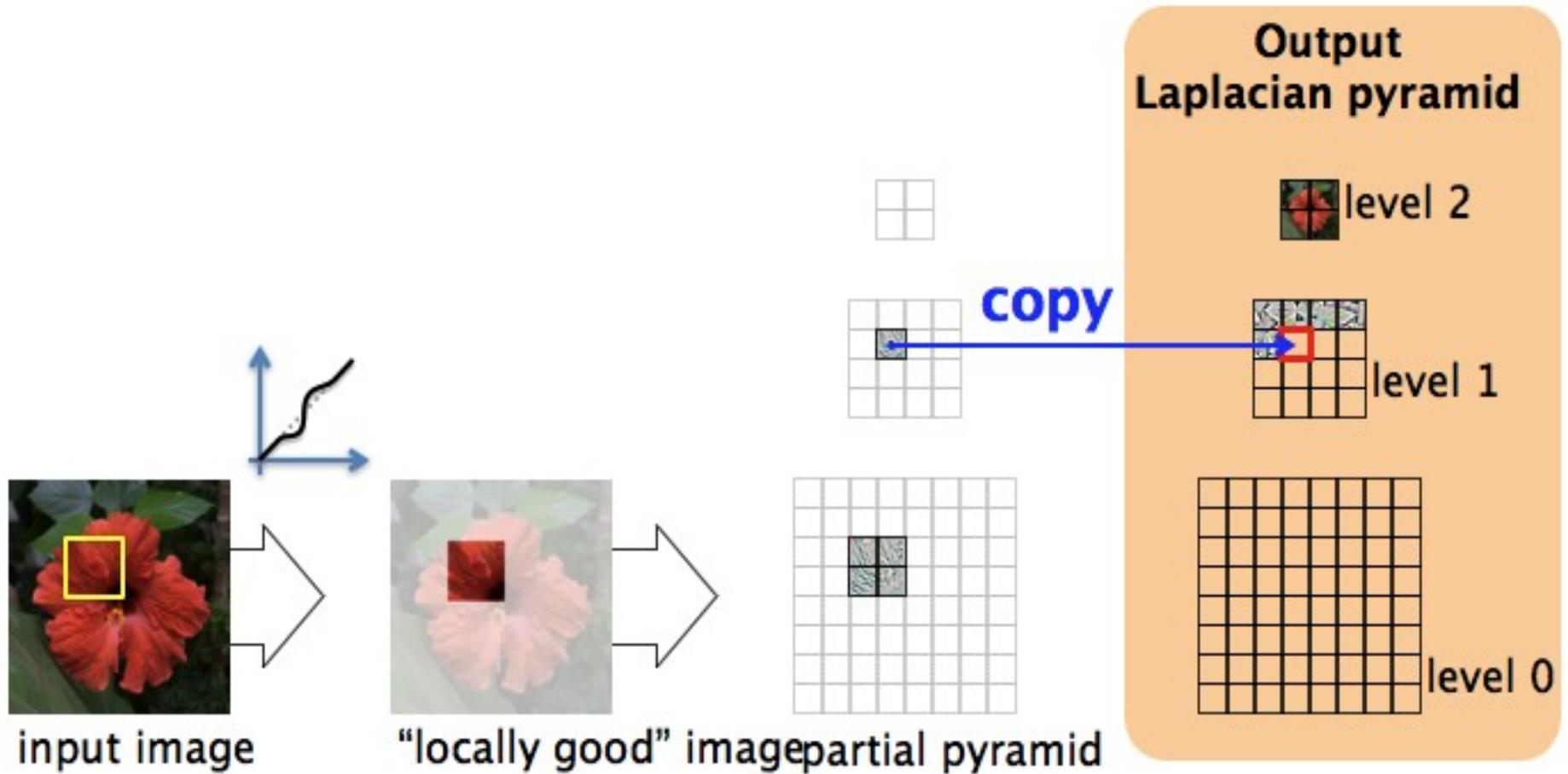
# Illustration



# Illustration



# Illustration



# Application

- Detail manipulation
- Tone mapping



(a)  $\sigma_r = 0.2$

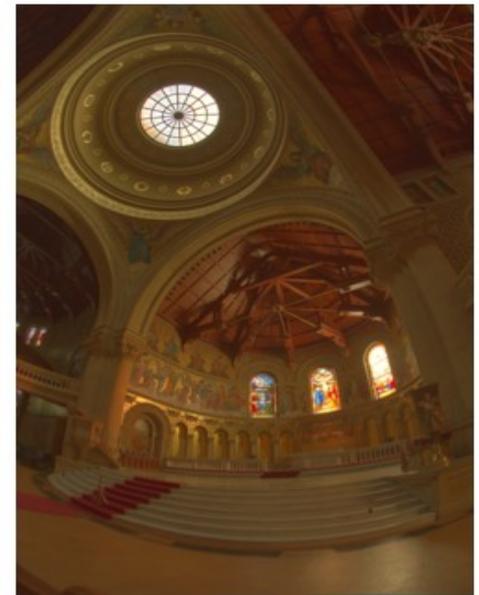
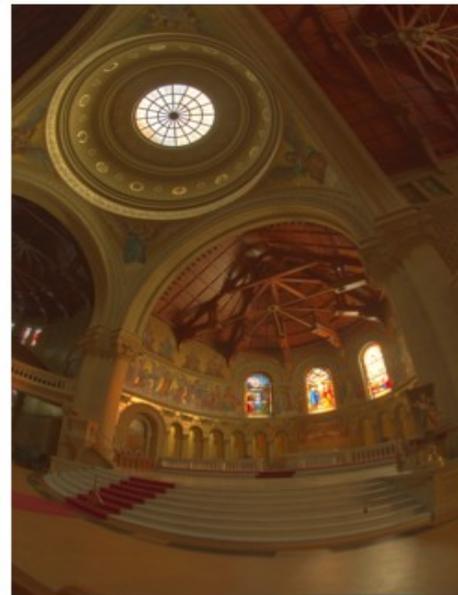
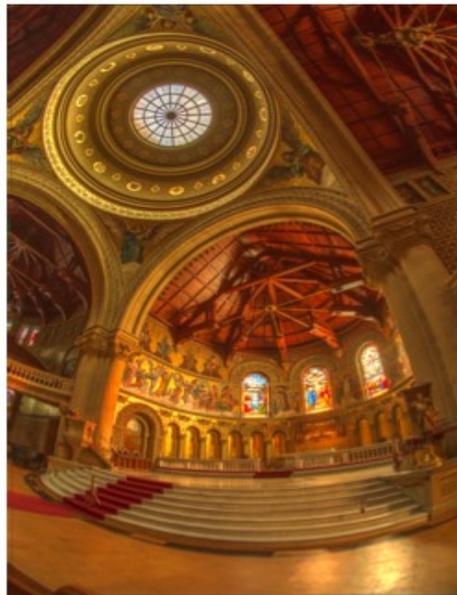


(b)  $\sigma_r = 0.5$

# Application

- Detail manipulation
- Tone mapping

$\beta$ ,  $\sigma_r$  similar effects on tone mapping results  
 $\alpha$  is set to 1



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

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

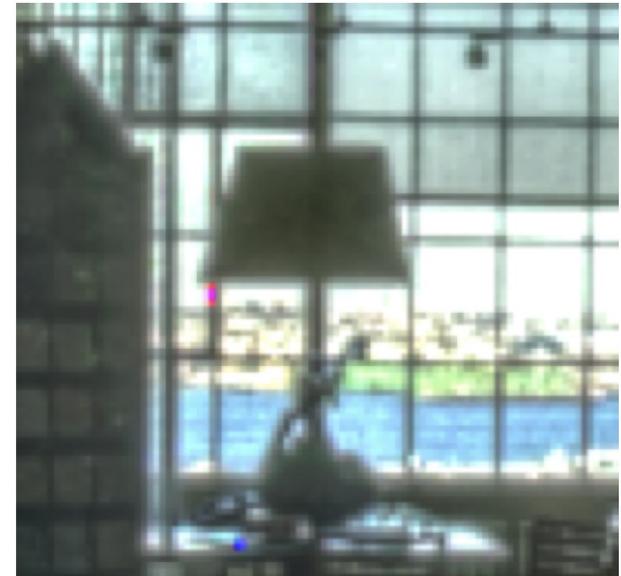
(c)  $\beta = 0.75$   
 $\sigma_r = \log(2.5)$

# More Results

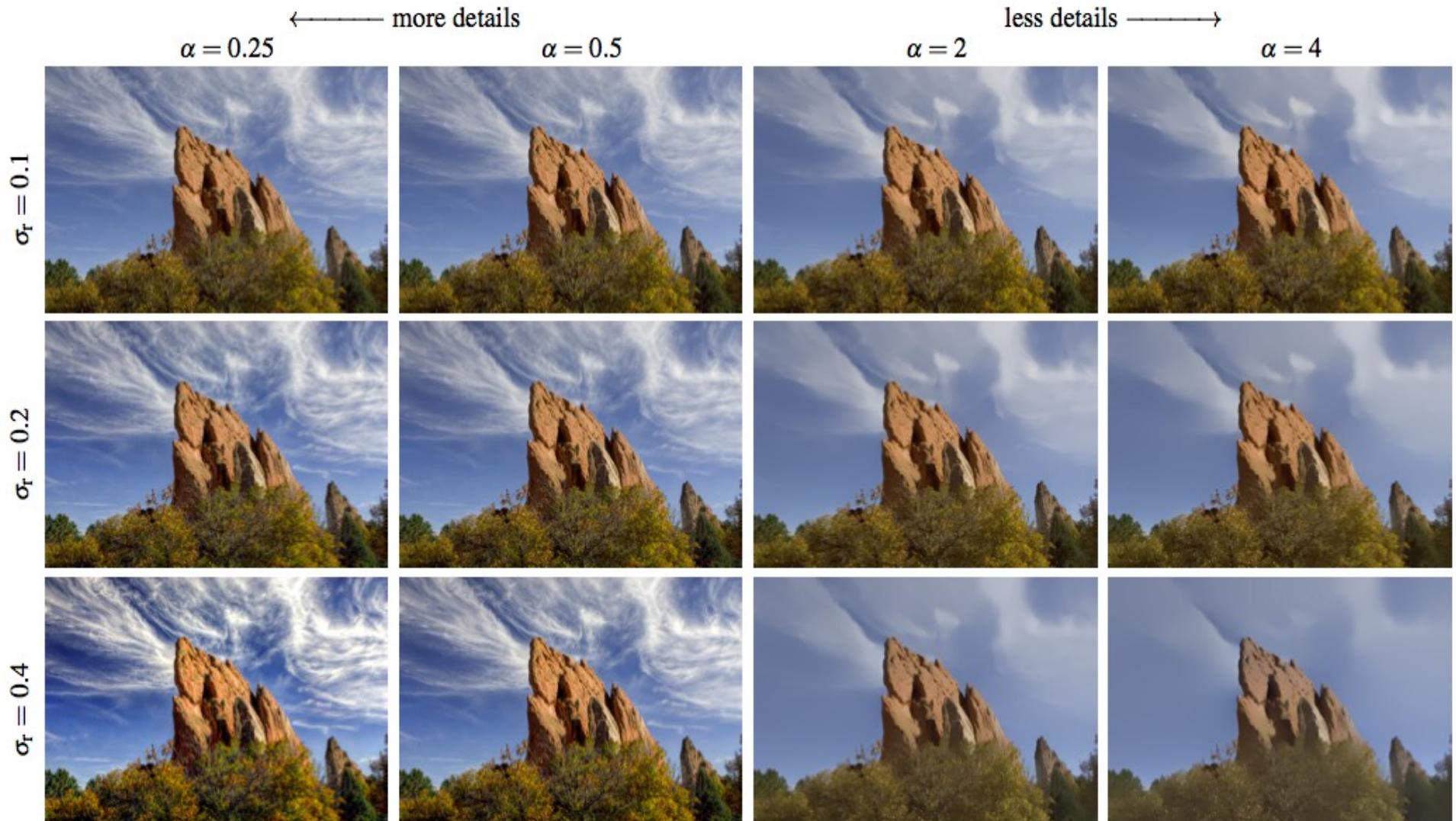


bilateral filter  
and close up

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