



P-HGRMS: A Parallel Hypergraph Based Root Mean Square Algorithm for Salt and Pepper Image Denoising

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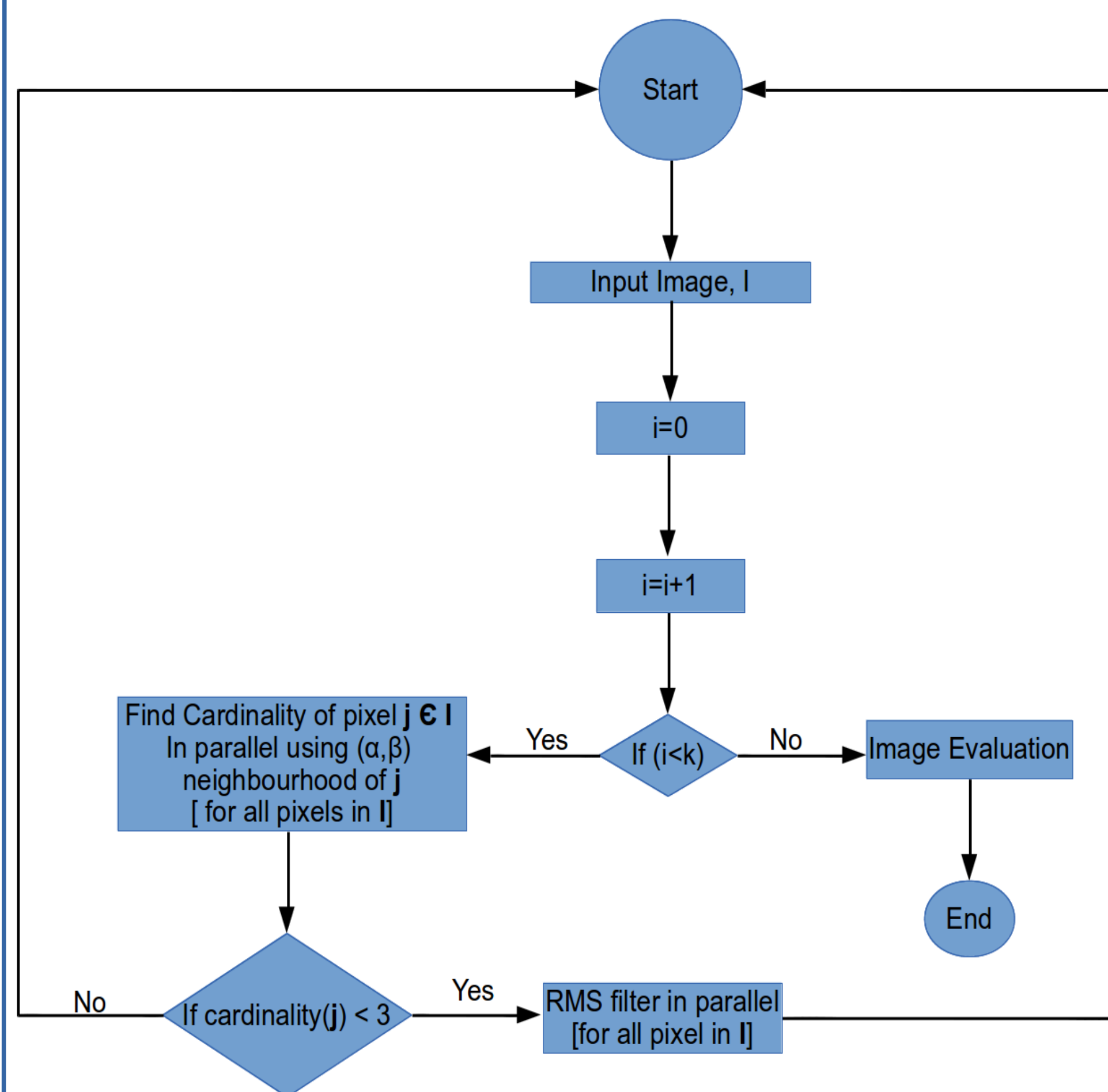
Abstract

This poster presents a parallel Salt and Pepper (SP) noise removal algorithm in a gray level digital image based on the Hypergraph Based Root Mean Square (HGRMS) approach. HGRMS is generic algorithm for identifying noisy pixels in any digital image using a two level hierarchical serial approach. However, for SP noise removal, we reduce this algorithm to a parallel model by introducing a cardinality matrix and an iteration factor, k , which helps us reduce the dependencies in the existing approach. We compare and evaluate the performance characteristics and PSNR values of the proposed P-HGRMS algorithm with the existing HGRMS algorithm. Results with the proposed method show consistency in noise removal with a considerable increase in performance.

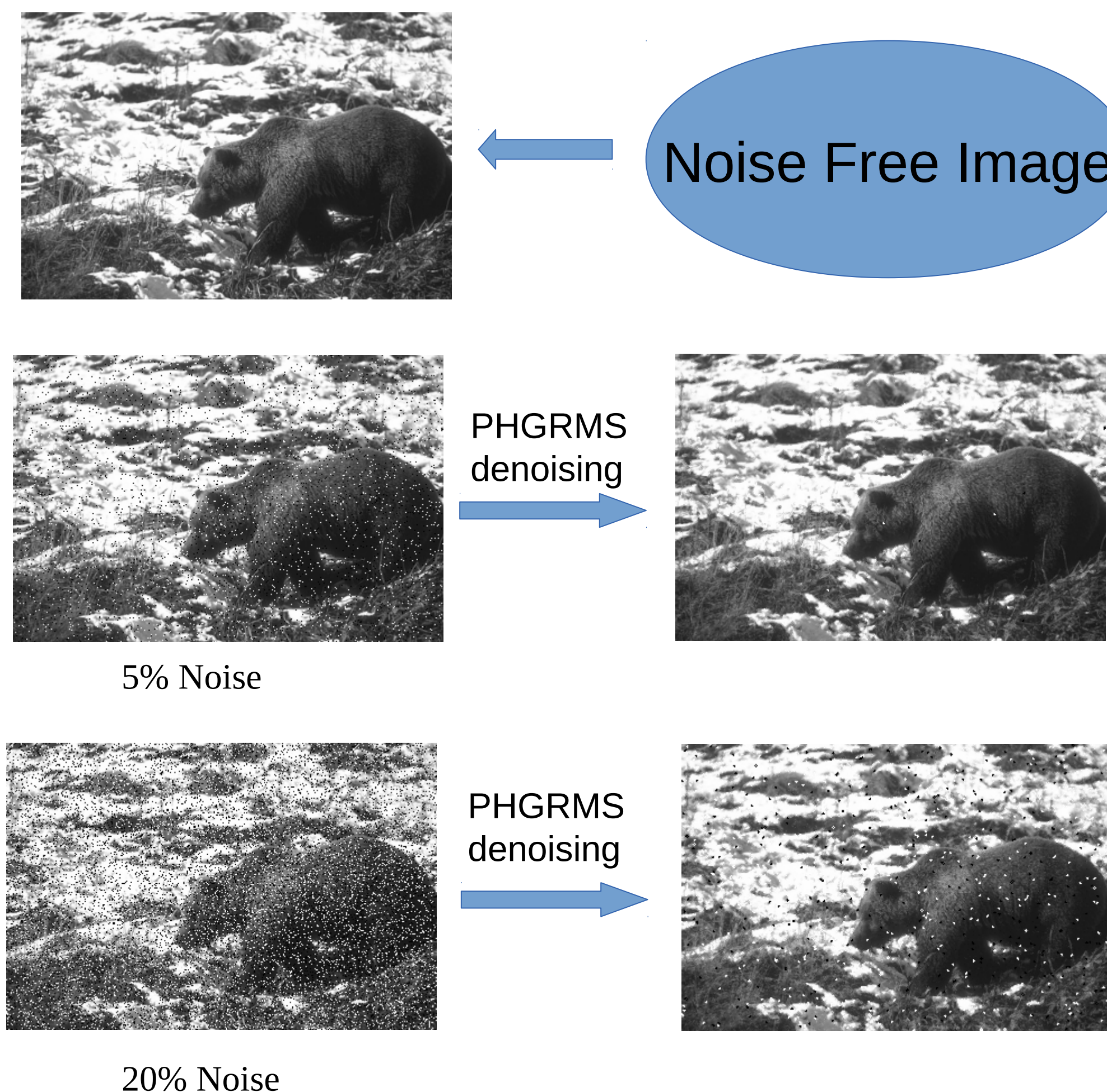
Goal

1. To parallelize HGRMS algorithm
2. To maintain the noise removal efficiency of the HGRMS algorithm in P-HGRMS

Proposed Algorithm



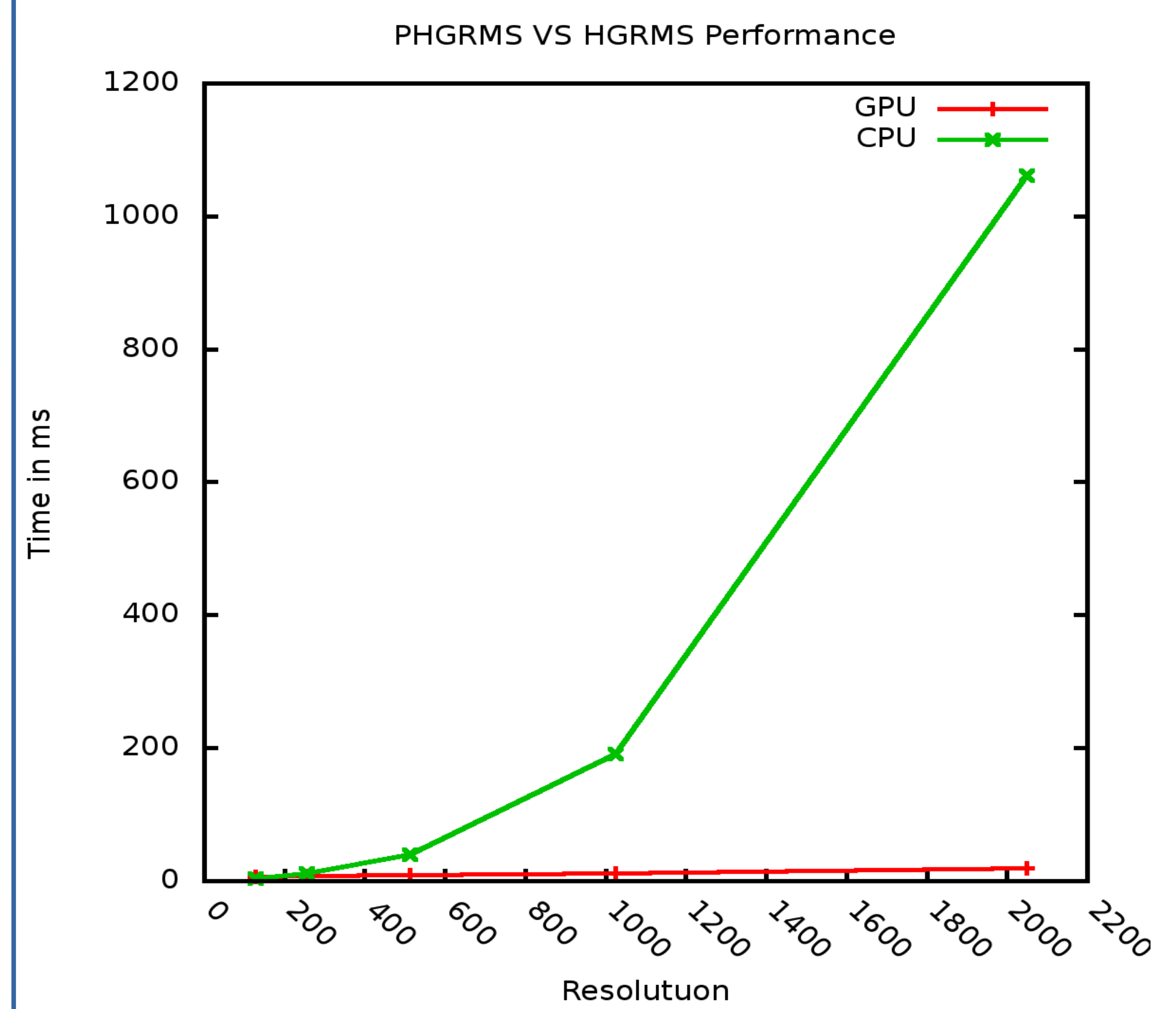
Results



PSNR TABLE

Noise/ Image	Image - 1		Image - 2		Image - 3		Image - 4		Image - 5	
	PH	H	PH	H	PH	H	PH	H	PH	H
5.00%	26.94	26.97	29.12	29.15	31.7	31.69	29.76	29.91	28.97	28.96
10.00%	24.6	24.55	30.78	30.76	27.96	27.91	26.82	26.83	26.11	26.06
15.00%	22.17	22.11	25.89	25.86	24.3	24.31	23.64	23.63	23.46	23.39
20.00%	19.67	19.64	22.45	22.4	21.19	21.18	20.66	20.62	20.76	20.74

	Number of Cores	Clock Speed (MHz)	Memory Clock (MHz)
CPU	2 x Intel Xeon X5570	2	2660
GPU	2 x NVIDIA Tesla M2050 GPUs	448	1150



As shown above even with a small image size of 128 X 128 we observe a speed up of 6x. As we scale higher images, the parallel CUDA implementation is 18x faster with an image resolution of 2048x2048.

Conclusion

1. P-HGRMS maintains the noise removal efficiency of HGRMS algorithm as evident from PSNR values.
2. It outperforms HGRMS by 6 to 18 times (6x - 18x) in computational efficiency.

Future Work

1. Determining the value of iteration factor, k based on the input image.
2. Generalizing the algorithm for all types of Gaussian noise.
3. Testing the algorithm with color images.

References

- [1] K. Kannan, B. Rajesh Kanna, and C. Aravindan (2010), Root mean square filter for noisy images based on hypergraph model, Image and Vision Computing, 28 (9), 1329-1338, Elsevier, DOI: 10.1016/j.imavis.2010.01.013, 5- Year impact factor- 1.84
- [2] D. Martin, C. Fowlkes, D. Tal, and J. Malik, "A Database of Human Segmented Natural Images and its Application to Evaluating Segmentation Algorithms and Measuring Ecological Statistics", ICCV 2001. (Berkeley Segmentation Dataset)

About The Authors

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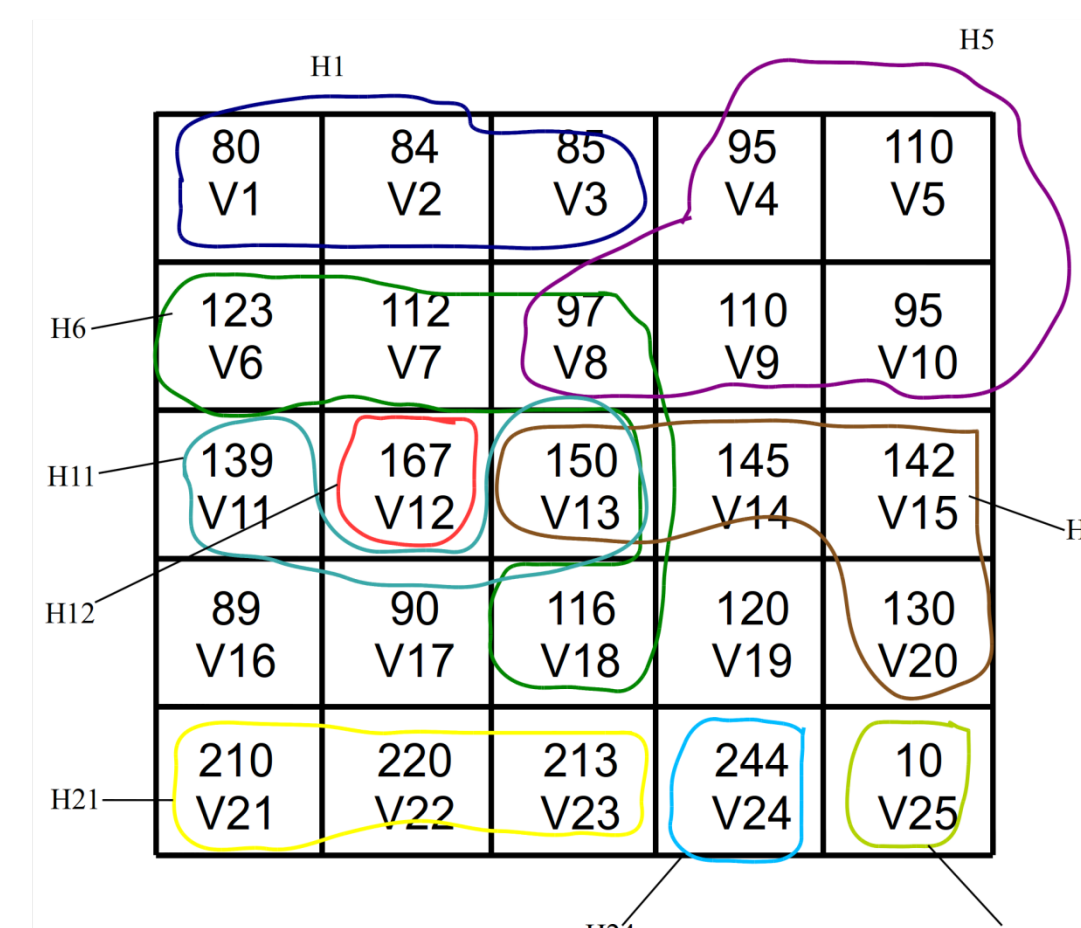
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80	84	85	95	110
V ₁	V ₂	V ₃	V ₄	V ₅
123	112	97	110	95
V ₆	V ₇	V ₈	V ₉	V ₁₀
139	167	150	145	142
V ₁₁	V ₁₂	V ₁₃	V ₁₄	V ₁₅
89	90	116	120	130
V ₁₆	V ₁₇	V ₁₈	V ₁₉	V ₂₀
210	220	213	244	10
V ₂₁	V ₂₂	V ₂₃	V ₂₄	V ₂₅

1. Input Image Set, Geometrical parameter =15
Topological parameter =2



2. Construct Image neighbourhood hypergraph. Not all hyperedges marked here.

3	5	6	7	5
3	6	10	8	6
2	1	4	4	4
3	3	6	5	5
3	3	3	1	1

3. Find cardinality and mark isolated hyperedges with cardinality less than 3

3	5	6	7	5
5	6	10	8	6
3	5	7	7	6
3	3	6	5	6
3	3	3	7	5

5. Continue from step 2. At this stage no isolated hyperedges were found. So STOP.

80	84	85	95	110
V ₁	V ₂	V ₃	V ₄	V ₅
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V ₆	V ₇	V ₈	V ₉	V ₁₀
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89	90	116	120	130
V ₁₆	V ₁₇	V ₁₈	V ₁₉	V ₂₀
210	220	213	145	148
V ₂₁	V ₂₂	V ₂₃	V ₂₄	V ₂₅

$$4. f(x,y) = \sqrt{\frac{1}{mn} \sum_{s,t} (g(s,t))^2} \quad (s,t) \in S_{x,y}$$