

1. Salt-and-pepper noise, probability=0.1



Salt-and-pepper noise, probability=0.1, SNR = -2.094



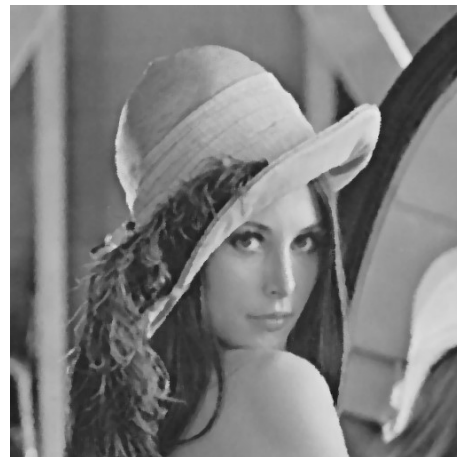
Box_3x3, SNR = 6.250



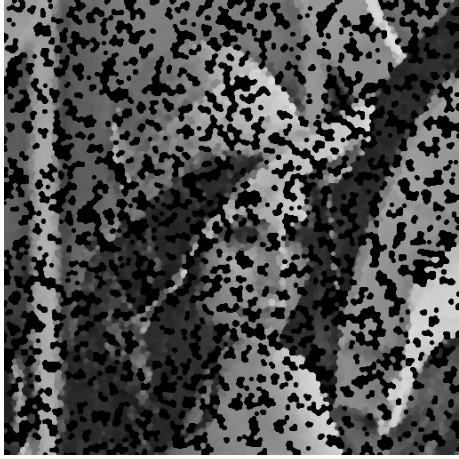
Box_5x5, SNR = 8.213



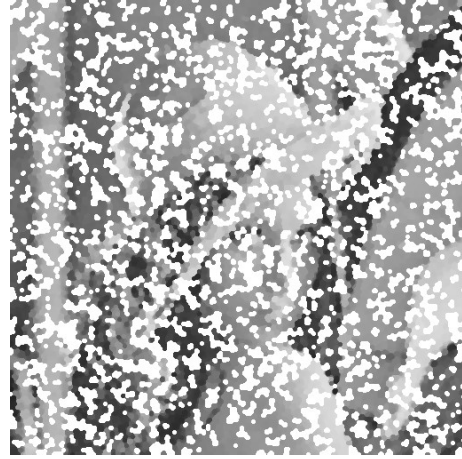
Median_3x3, SNR = 15.040



Median_5x5, SNR = 15.674



Opening-then-closing, SNR = -2.101



Closing-then-opening, SNR = -2.534