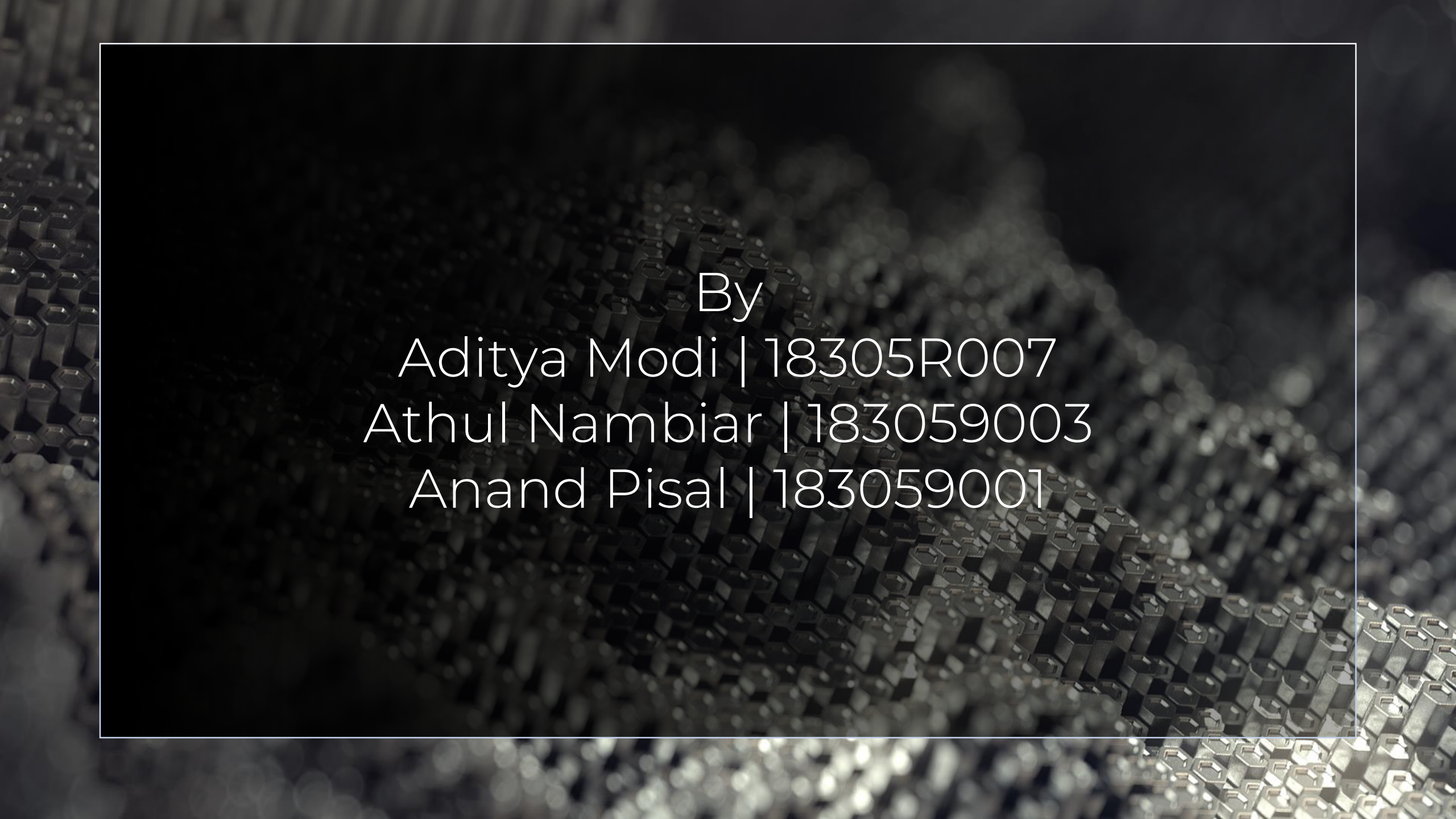




NOISE





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# NOISE

Have we ever seen it closely?





# NOISE

Or we have only seen it too closely!





Imagine



# Imagine

- Scenario where you wish to take a photo, a life-time shot, an extremely rare occurrence.
- But you somehow, the lighting is too less or the camera exposure itself is too low.
- What NOW?
- There is no way we can replicate the shot.
- All we can do is digitally process the image.



# Example







Which boat to sail?



# Sail the old boat?

- We can definitely the conventional methods like
  - Gaussian Filtering
  - Bilateral Filtering
  - Reconstruction using Eigen Vectors
  - PCA Based Denoisingetc.



# Sail the old boat? Or a trendy one?

- But we all know that their performances are limited.
- By the way, we have heard that Neural Networks are great at doing this job!
- That's great news!
- Let's train a Neural Network!
- Yes! Yes!! It's a solved problem!!!
- Done and Dusted!

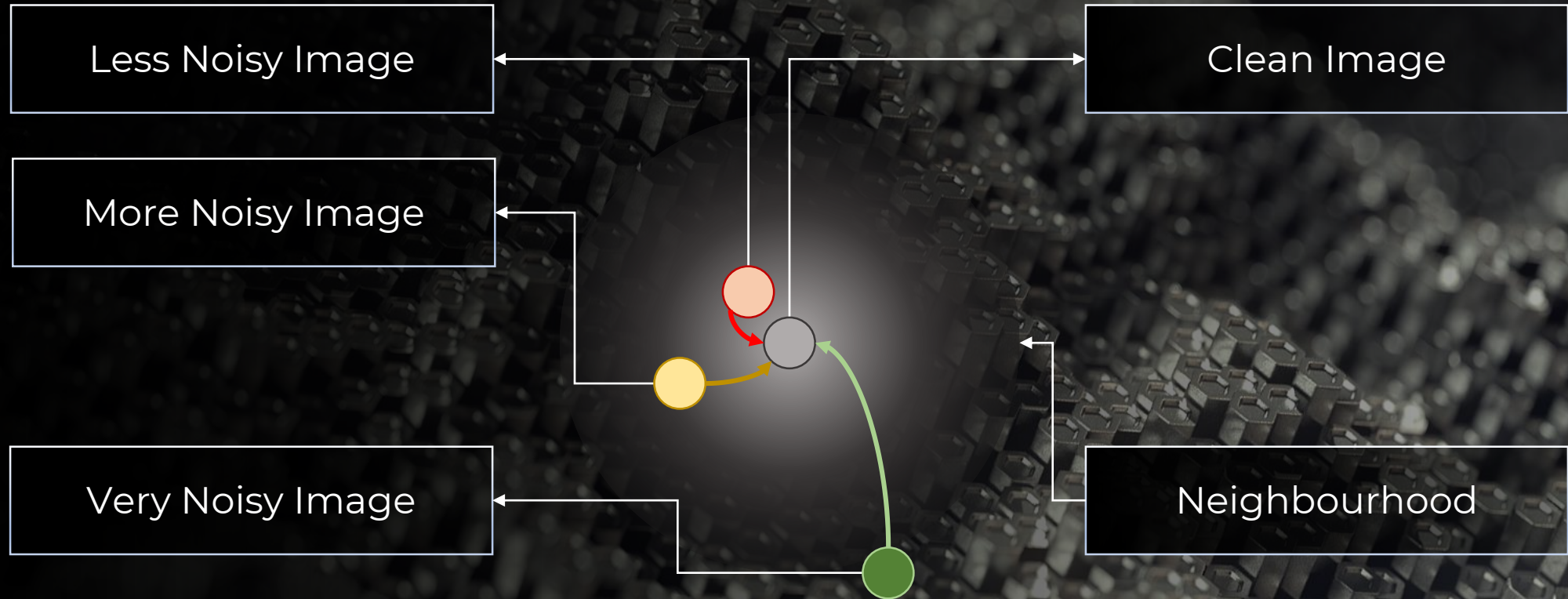


# Sail the old boat? Or a trendy one?

- We've learned that we can train a Neural Network with  $(x_i, y_i)$  pairs where  $x_i$  is the noisy input and  $y_i$  is the clean output.
- That is, we need lots and lots of noisy images for inputs and equally mapped clean images for output.
- So we'll ask the model (for training) to do the following:



# Sail the old boat? Or a trendy one?





# The Big BUT!

- But what if we don't have the clean image?
- There is just no means to get a clean image?
- How are we going to train the model then?
- Can we use the **Noise** itself to train it?
- Seriously?



The background of the image is a dark, monochromatic composition. It features a dense, three-dimensional grid of small, dark cubes or blocks that recede into the distance, creating a strong sense of perspective. Overlaid on this geometric pattern is a blurred, out-of-focus image of a large crowd of people, suggesting a 'crowd' in a literal sense. The overall aesthetic is modern and sophisticated, with a focus on texture and depth.

# The WISDOM of the CROWD



# The WISDOM of the CROWD!

Before we can challenge the problem at hand, let's go back in time to Aristotle and for some insights and knowledge.





# The WISDOM of the CROWD!

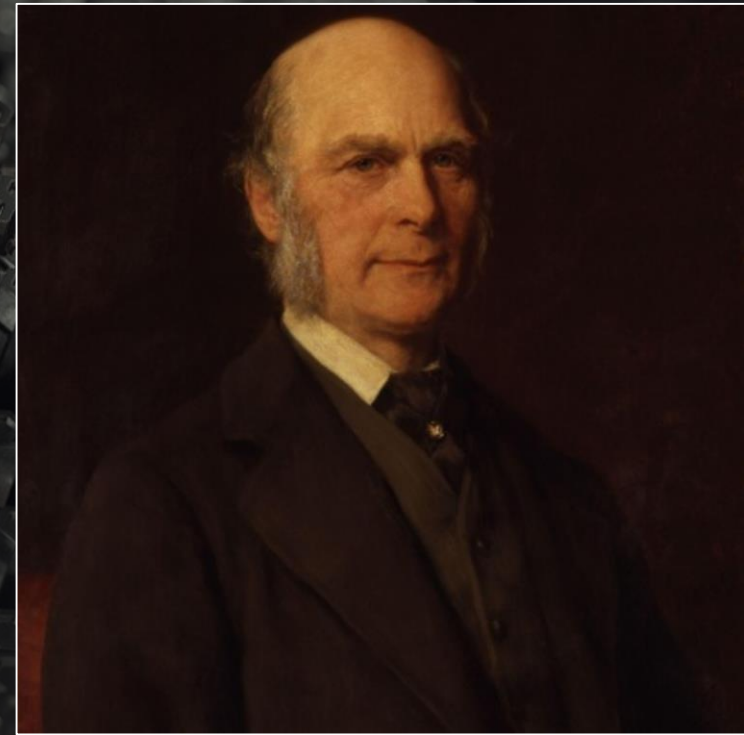
He said, *"it is possible that the many, though not individually good men, yet when they come together may be better, not individually but collectively, than those who are so, just as public dinners to which many contribute are better than those supplied at one man's cost"*.





# The WISDOM of the CROWD!

- In 1907, Sir Francis Galton asked 787 villagers to guess the weight of an ox.
- The person to guess correctly would win that ox.
- People's guess were all over the place.
- But surprisingly, the mean was too close to the actual weight!



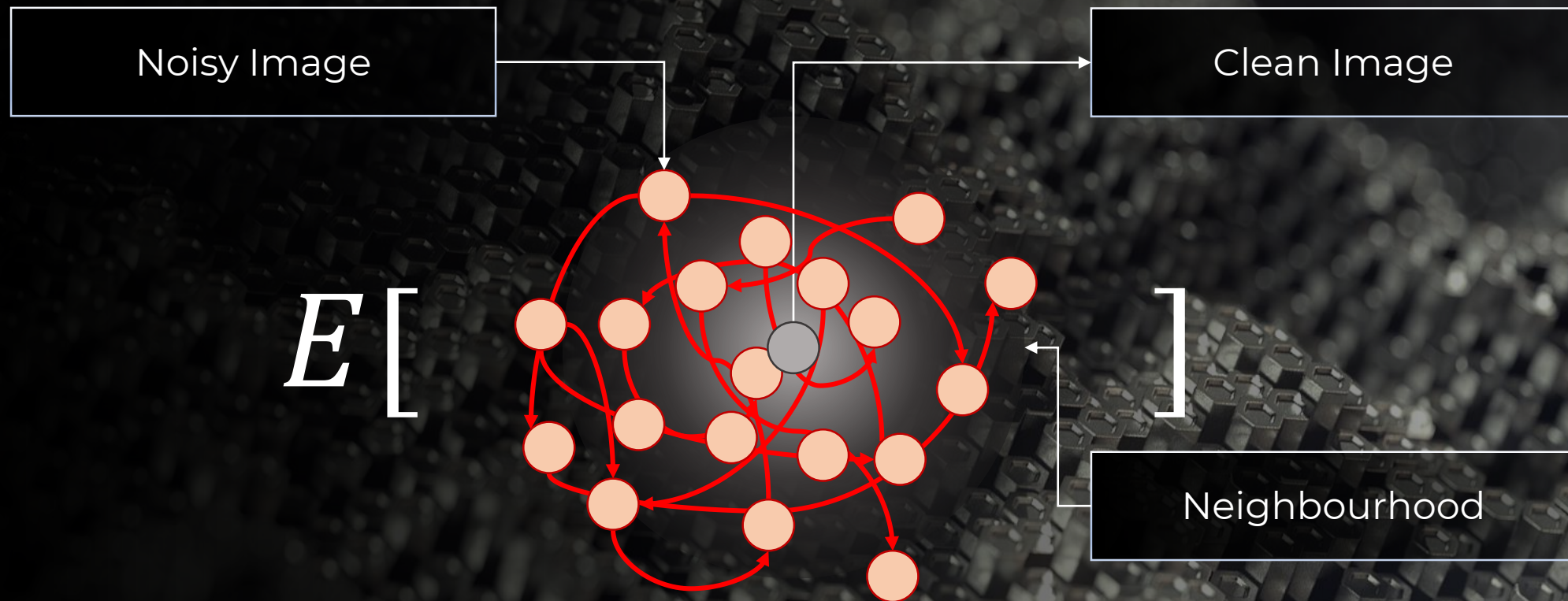


# The UNIQUE boat

- Similarly, we can use the Noise to estimate the true mean.
- That is, in expectation, the noise patterns would converge to the actual mean!
- And what if it's a **ZERO MEAN NOISE**?
- We calculate its expectation which to zero.
- Hence, we have eradicated the noise!



# The UNIQUE boat: Noise2Noise





# The UNIQUE boat: Noise2Noise

- We make the model predict noisy images which are drawn from the same model of input noisy image
- When we train it many instances, it converges to the ground truth pixel value.
- But, here, selection of Loss Function is crucial
- For example, if we want the noise to converge to mean, we choose  $L_2$  Loss Function, but if we want to converge it to median, we choose  $L_1$  Loss Function.





Noise2Noise



# Noise2Noise

- UNET Architecture
  - 5 encoding blocks
  - 5 decoding blocks
- Loss function dependent on noise type.
- Dataset
  - BSD500





# Results





# Gaussian Noise



# Gaussian Noise

- $\mu = 0$
- $\sigma = 0.1$
- Loss Function:  $L_2$

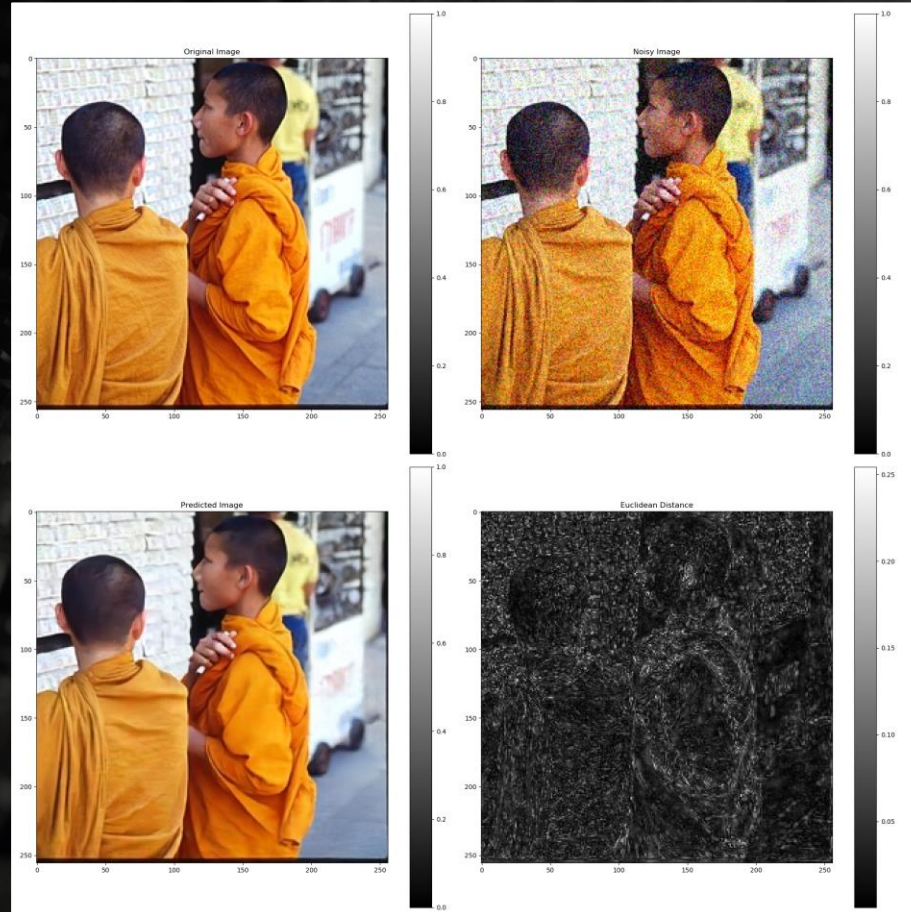


# Gaussian Noise



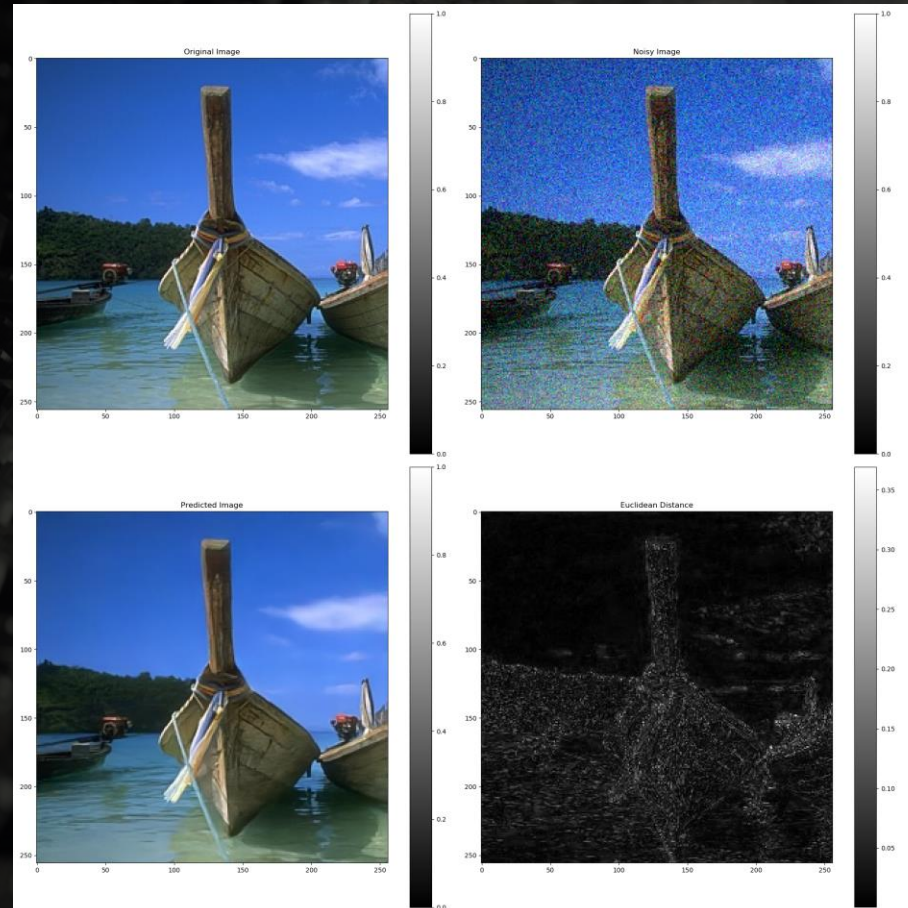


# Gaussian Noise



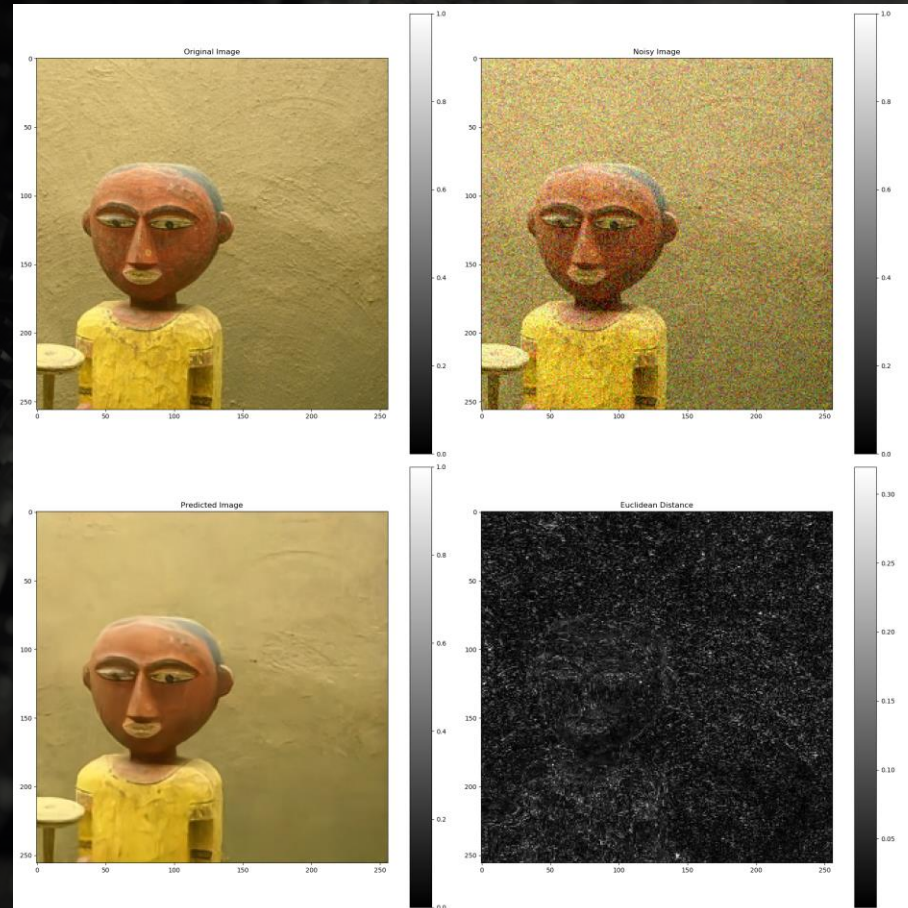


# Gaussian Noise



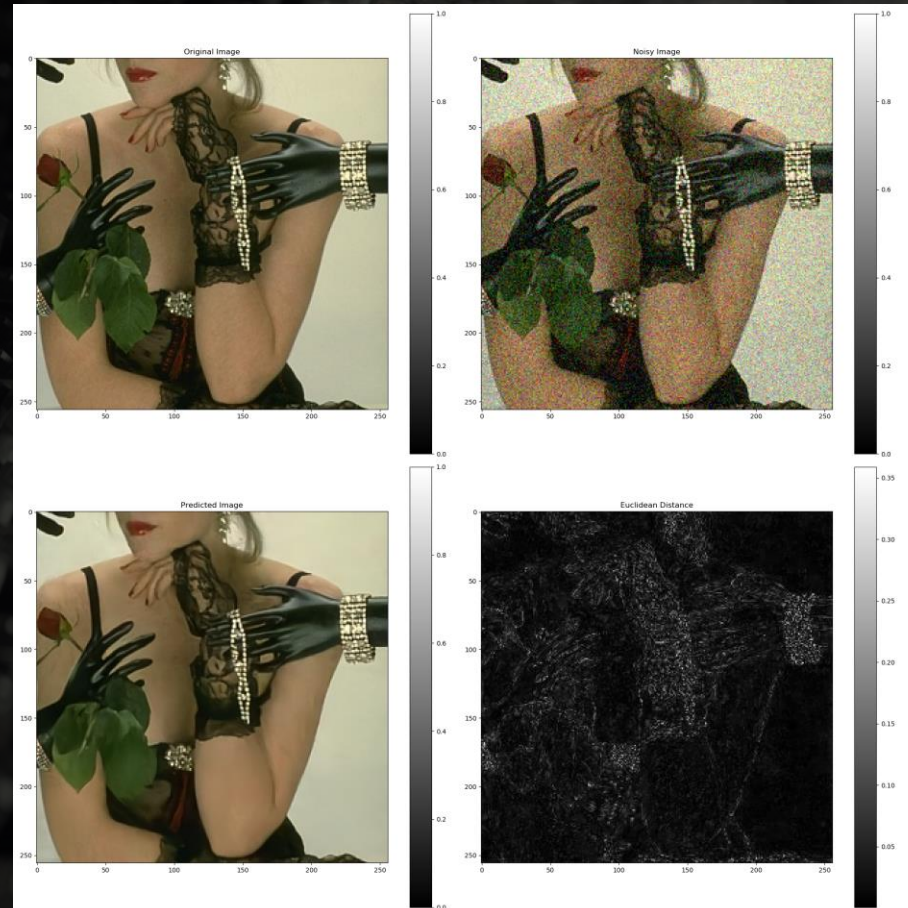


# Gaussian Noise





# Gaussian Noise



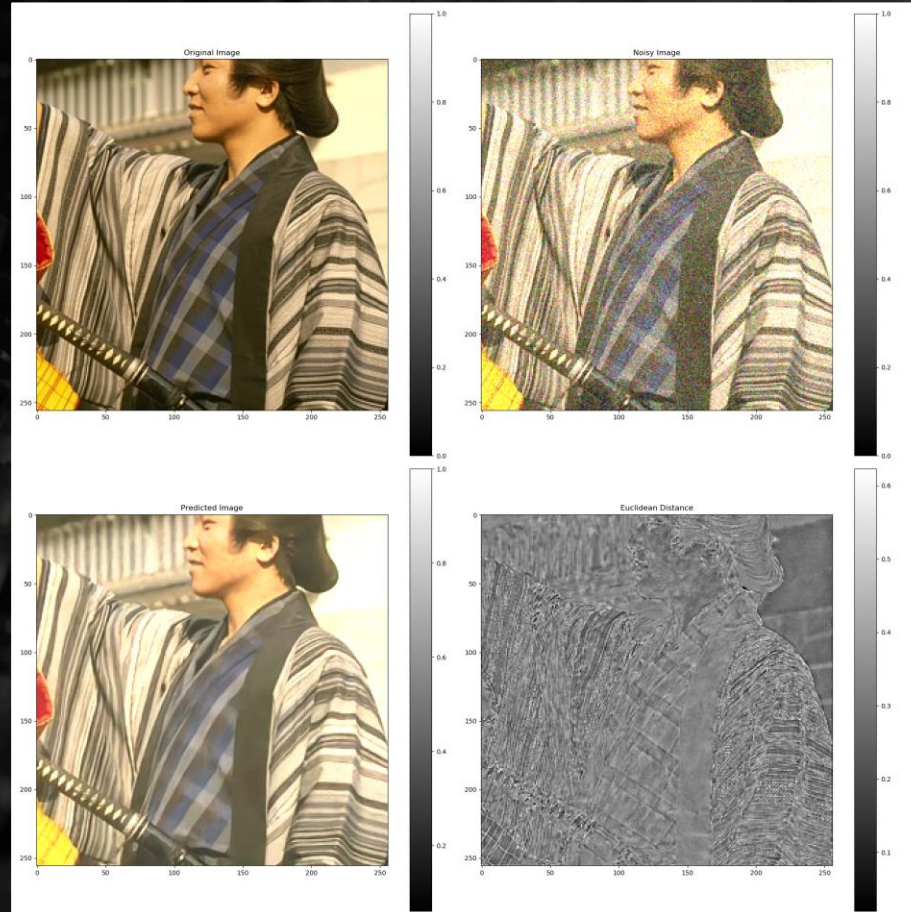


# Gaussian Noise

- Putting it to Test
  - $\mu = 0.2$
  - $\sigma = 0.1$
  - Loss Function:  $L_2$
- Expectations?
  - A Brighter Image?



# Gaussian Noise



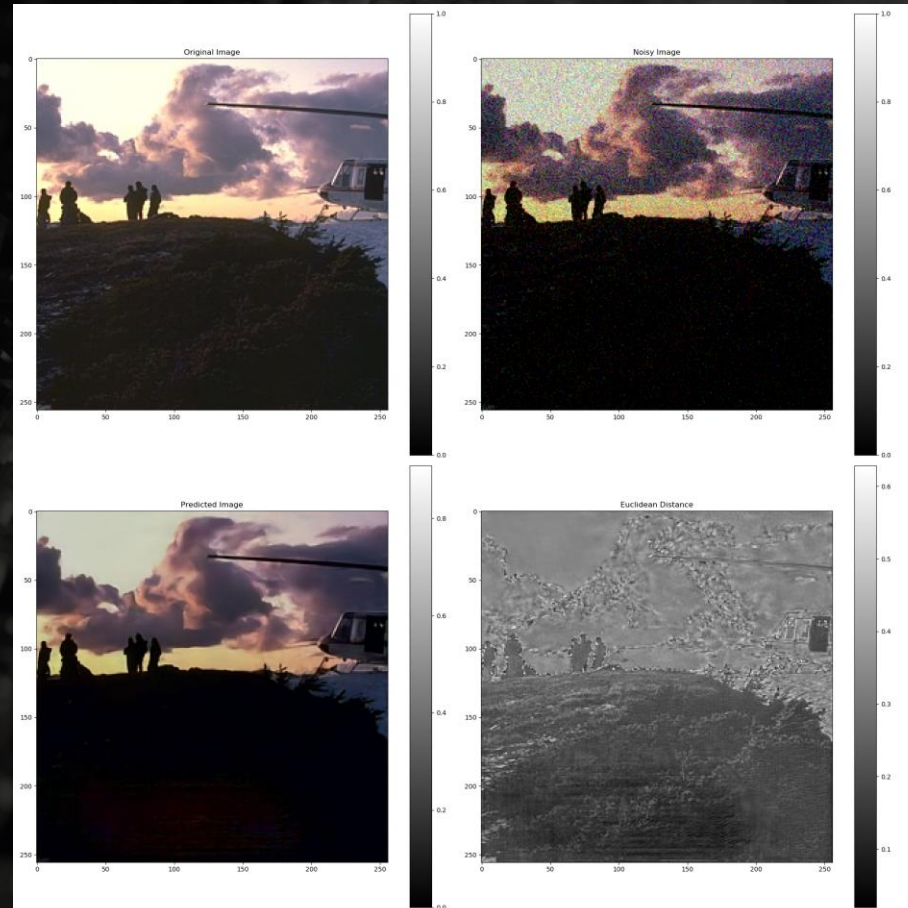


# Gaussian Noise

- Putting it to Test
  - $\mu = -0.2$
  - $\sigma = 0.1$
  - Loss Function:  $L_2$
- Expectations?
  - A Darker Image?



# Gaussian Noise



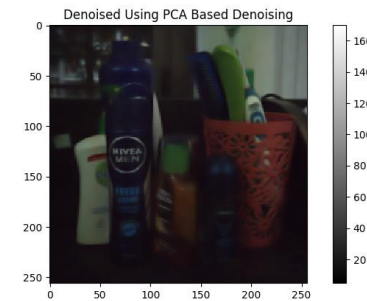
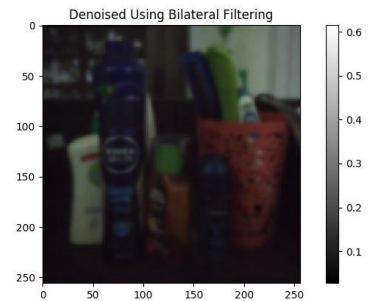
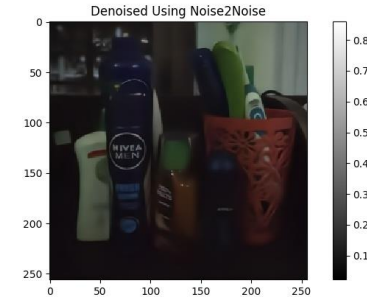


# Gaussian Noise

- Real World Data
- Non-Simulated Noise, Non-Dataset images generated using camera itself while capturing pictures in low exposure
- Loss Function:  $L_2$
- Also comparing the prevailing methods

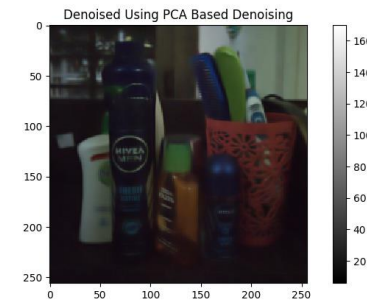
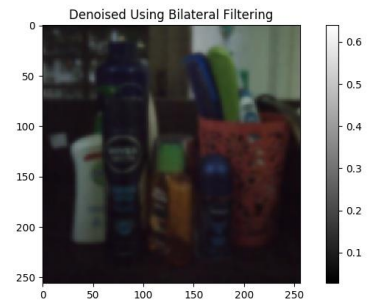
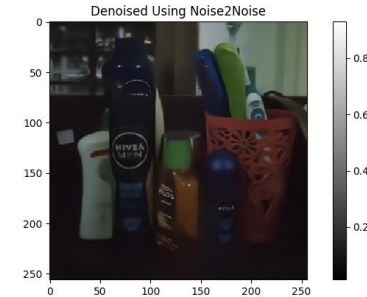


# Gaussian Noise



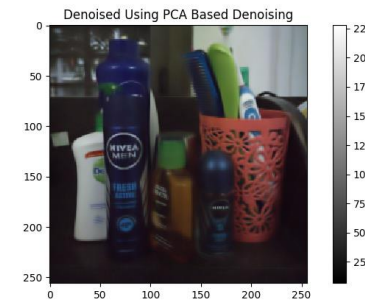
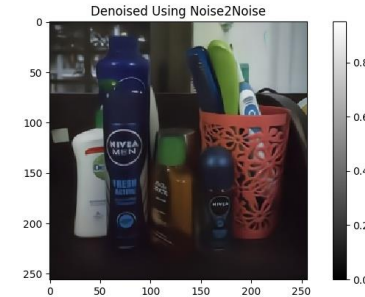
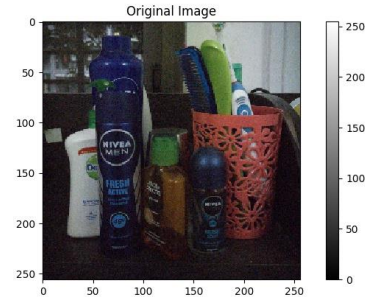


# Gaussian Noise





# Gaussian Noise



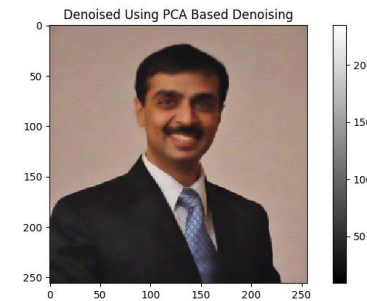
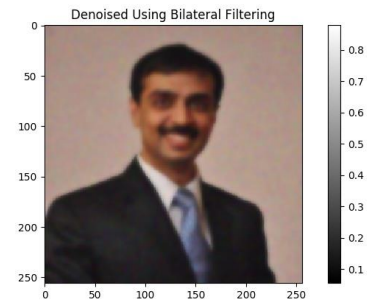
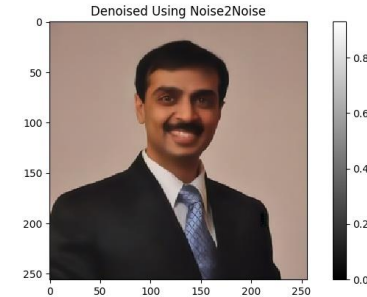
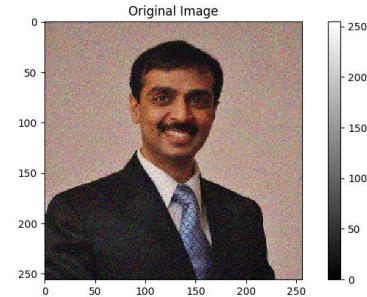


# Gaussian Noise

- Real World Data
- Simulated Noise, Non-Dataset images generated using camera itself while capturing pictures in low exposure
- Loss Function:  $L_2$
- Also comparing the prevailing methods

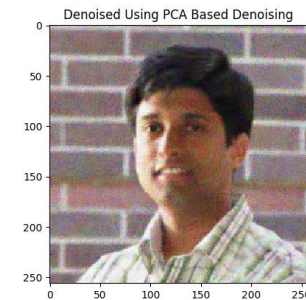
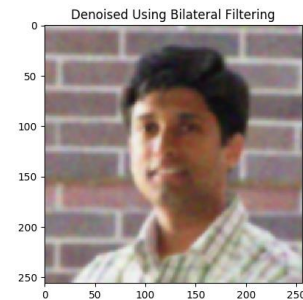
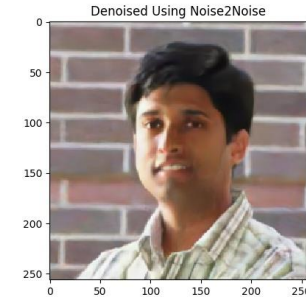
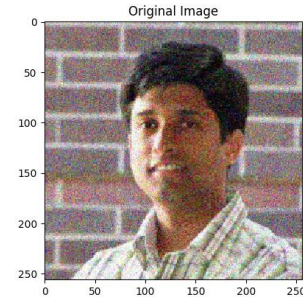


# Gaussian Noise





# Gaussian Noise







Text Overlay Noise

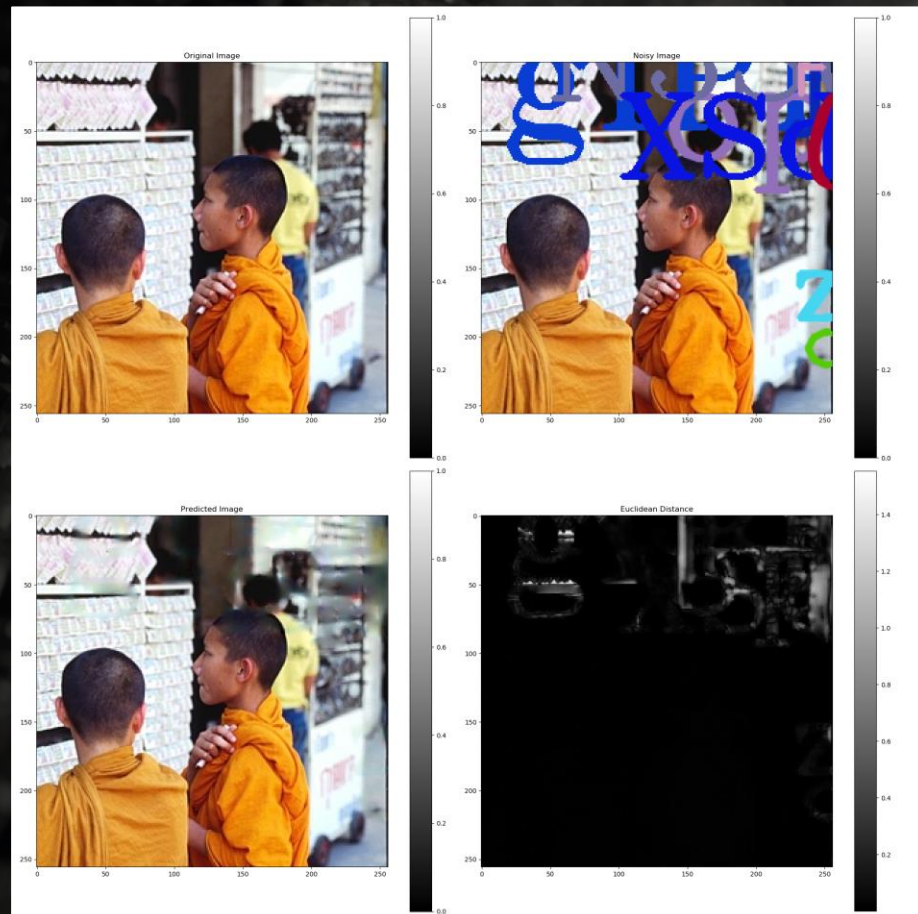


# Text Overlay Noise

- Random texts
- Random number of strings
- Random colours
- Random fonts
- Loss Function:  $L_1$



# Text Overlay Noise



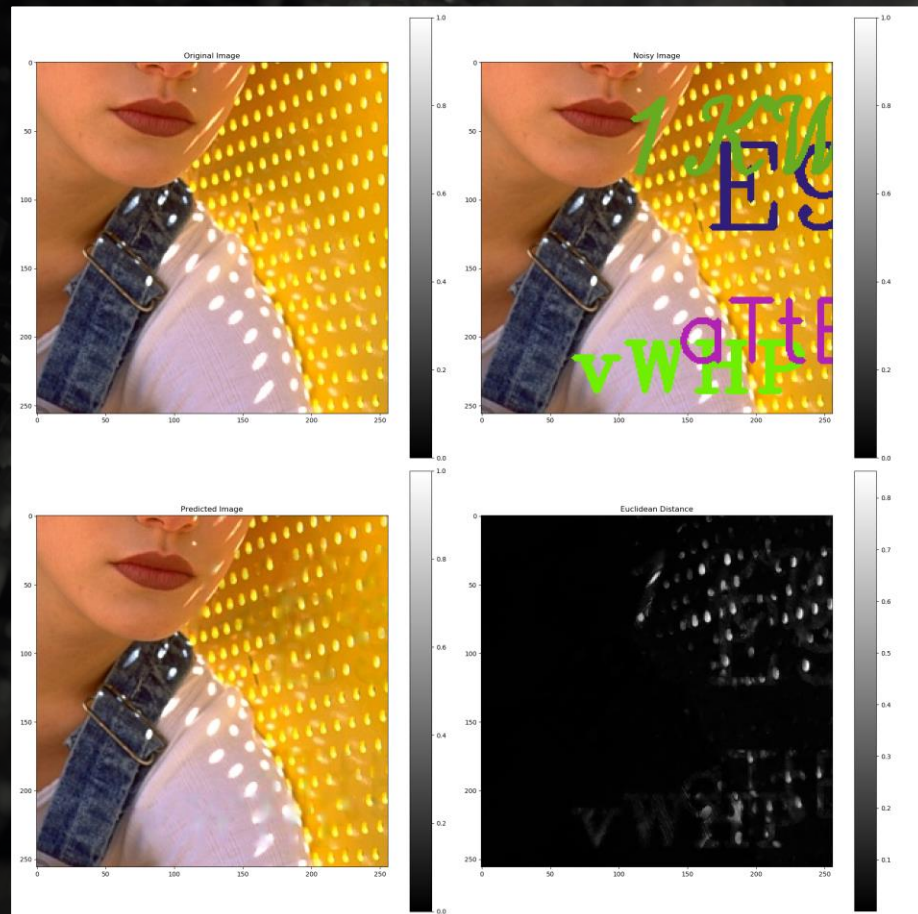


# Text Overlay Noise



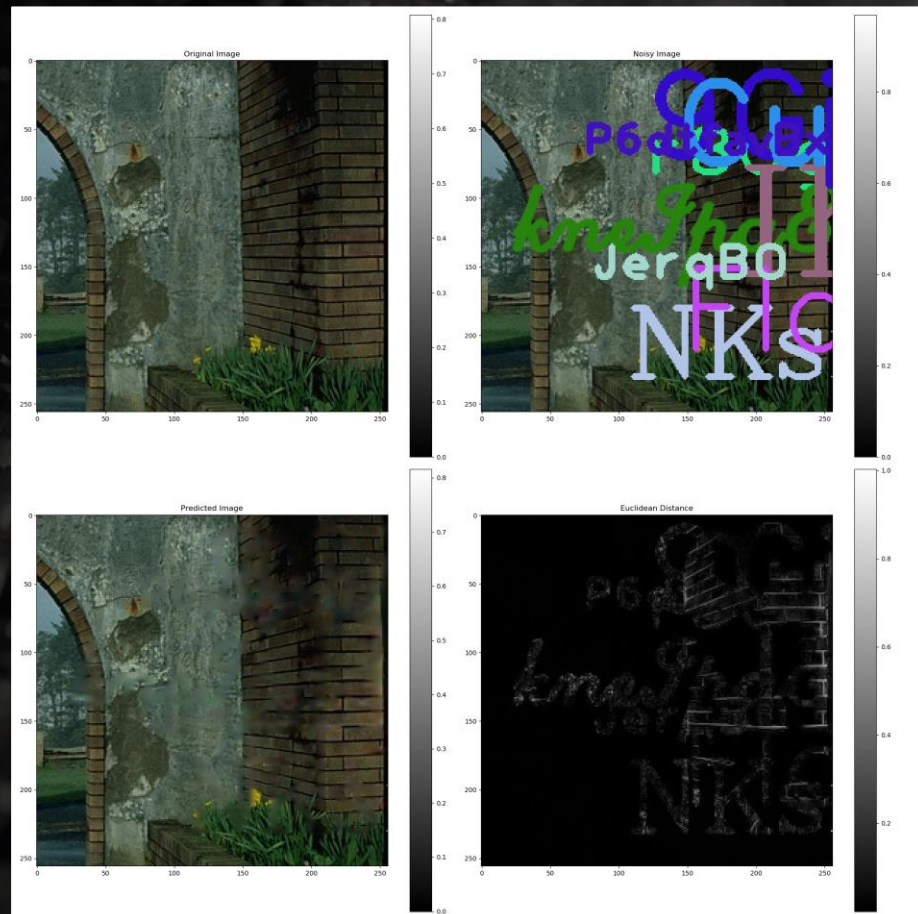


# Text Overlay Noise





# Text Overlay Noise





# Text Overlay Noise

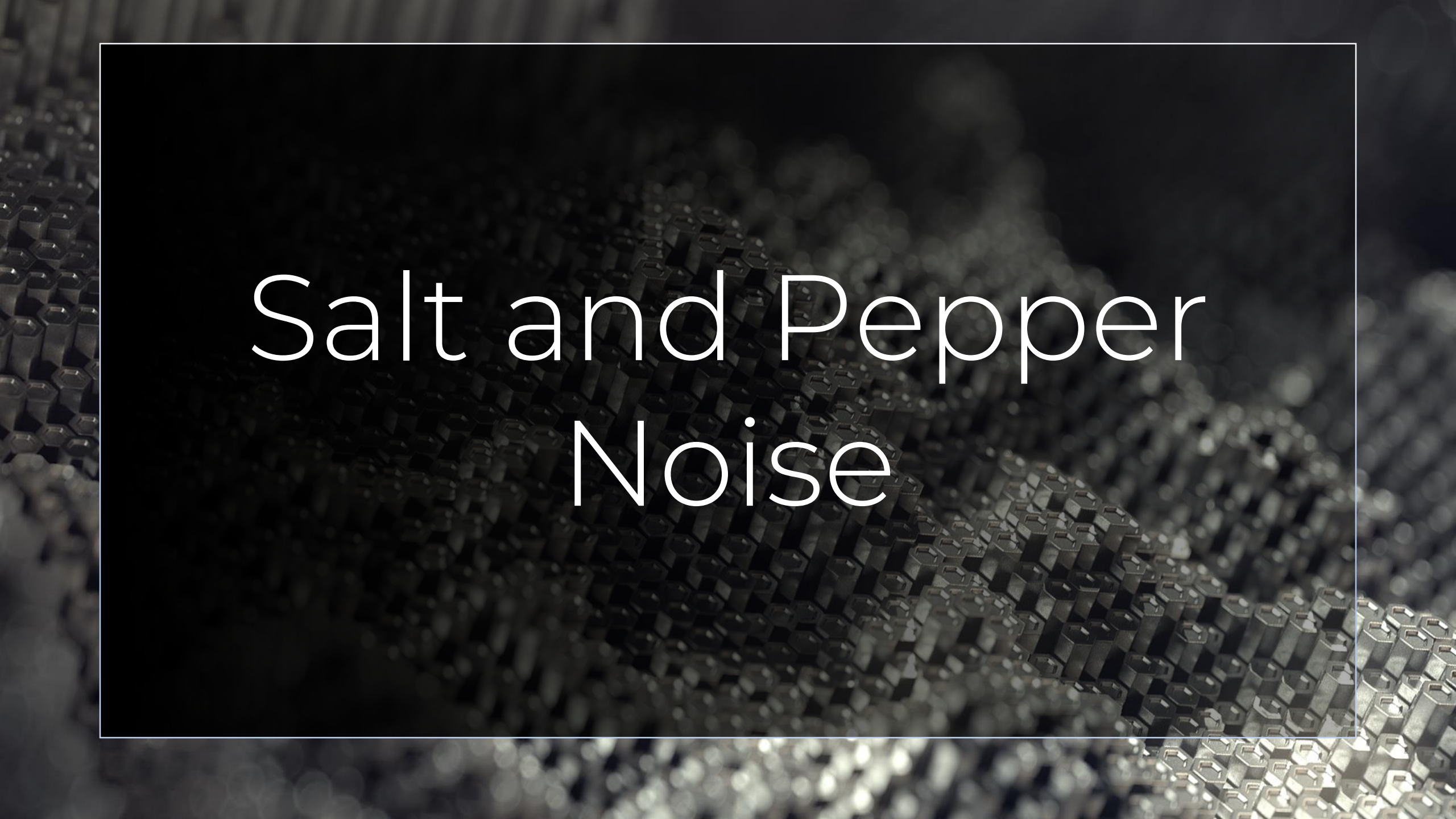






Putting it to TEST!





# Salt and Pepper Noise



# Salt and Pepper Noise

- $\Pr(\textit{Pixel} = \textit{BLACK}) = 0.05$
- $\Pr(\textit{Pixel} = \textit{WHITE}) = 0.05$
- $\Pr(\textit{Pixel} = \textit{ORIGINAL}) = 0.9$
- Loss Function:  $L_1$

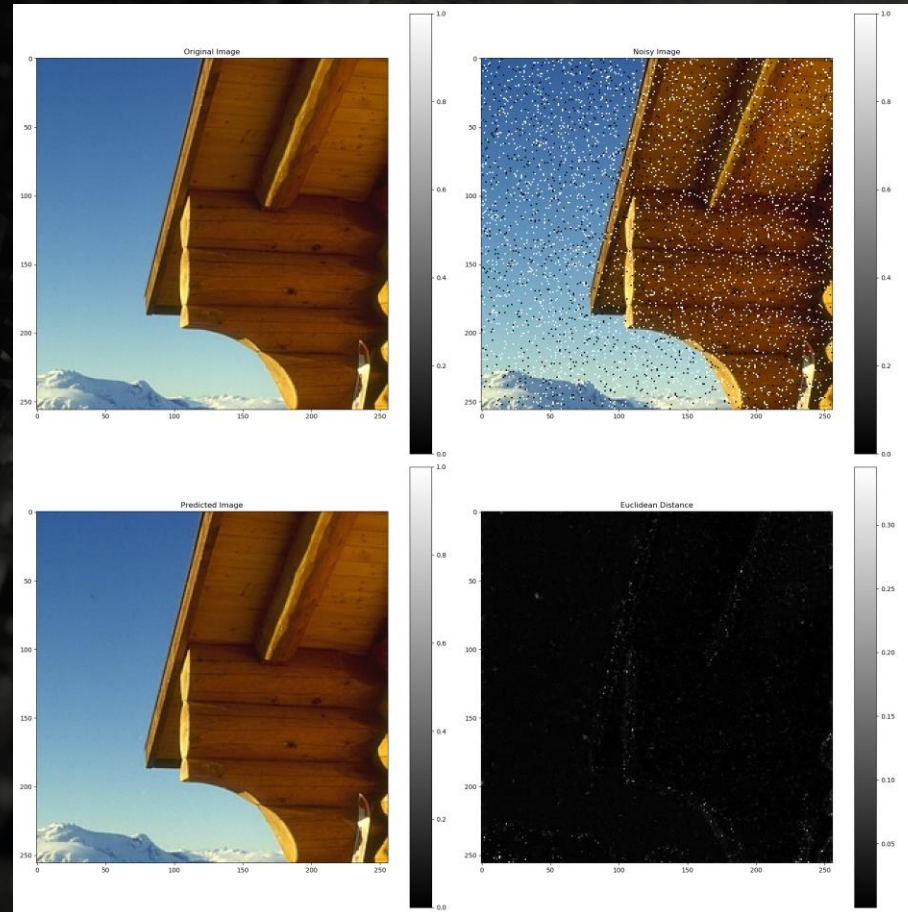


# Salt and Pepper Noise



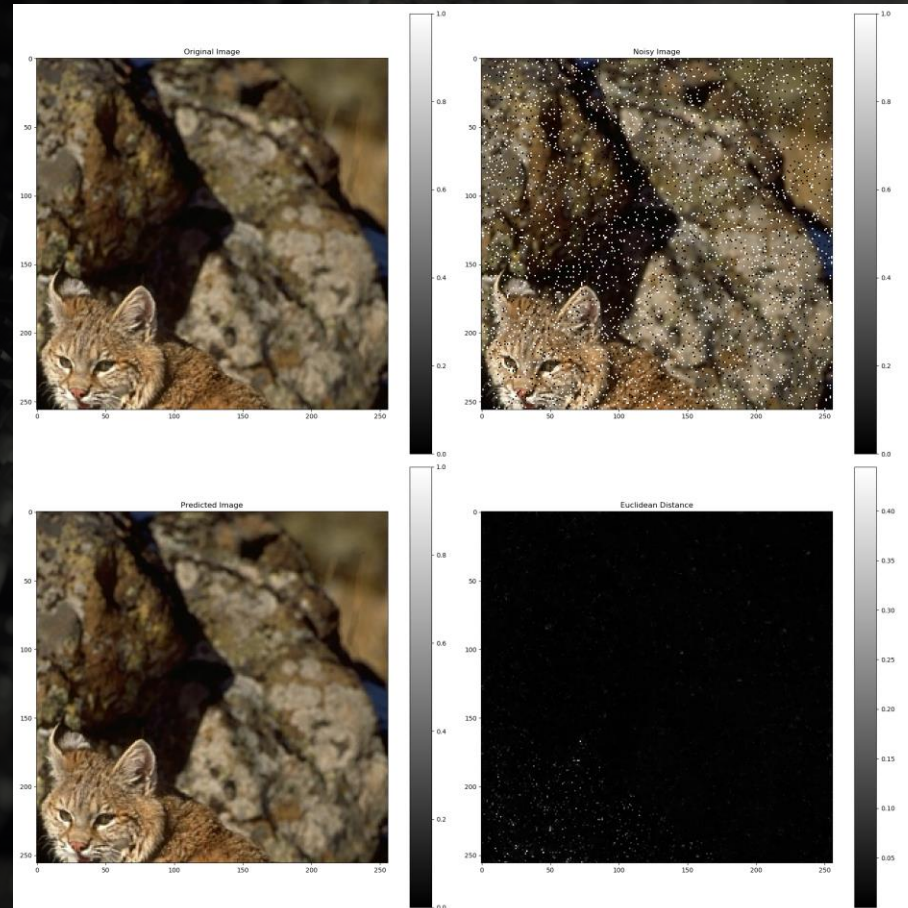


# Salt and Pepper Noise





# Salt and Pepper Noise



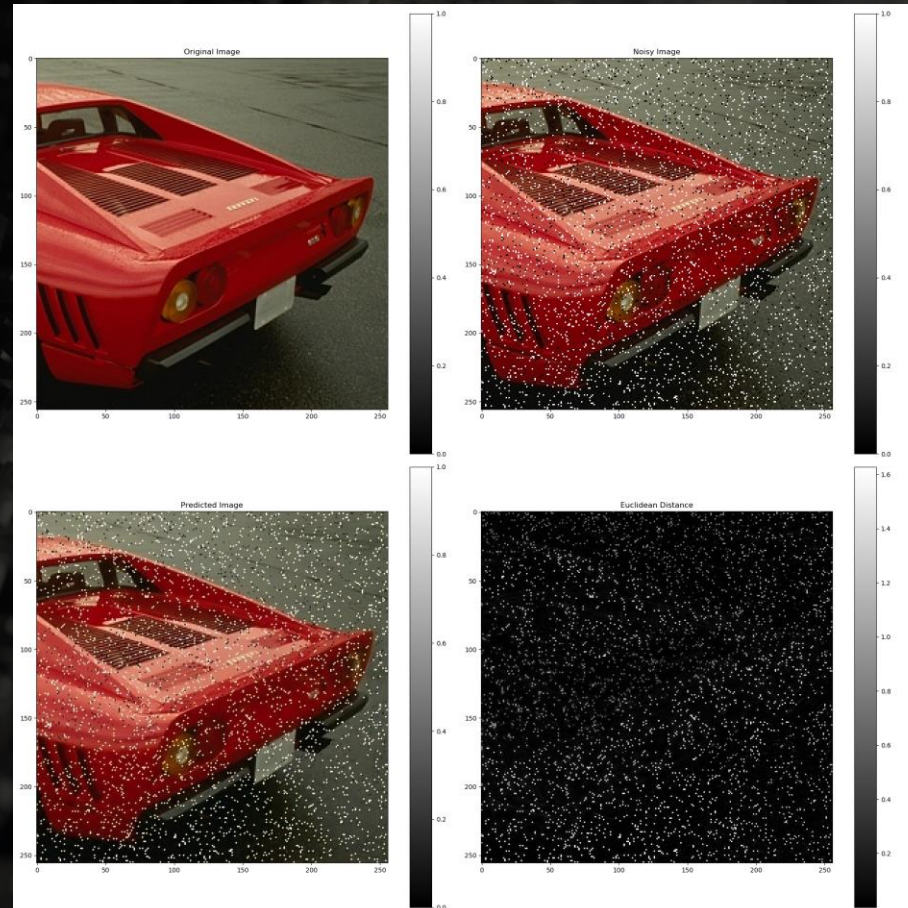


# Salt and Pepper Noise

- Verifying that Salt and Pepper shouldn't converge using  $L_2$  but only  $L_1$ .

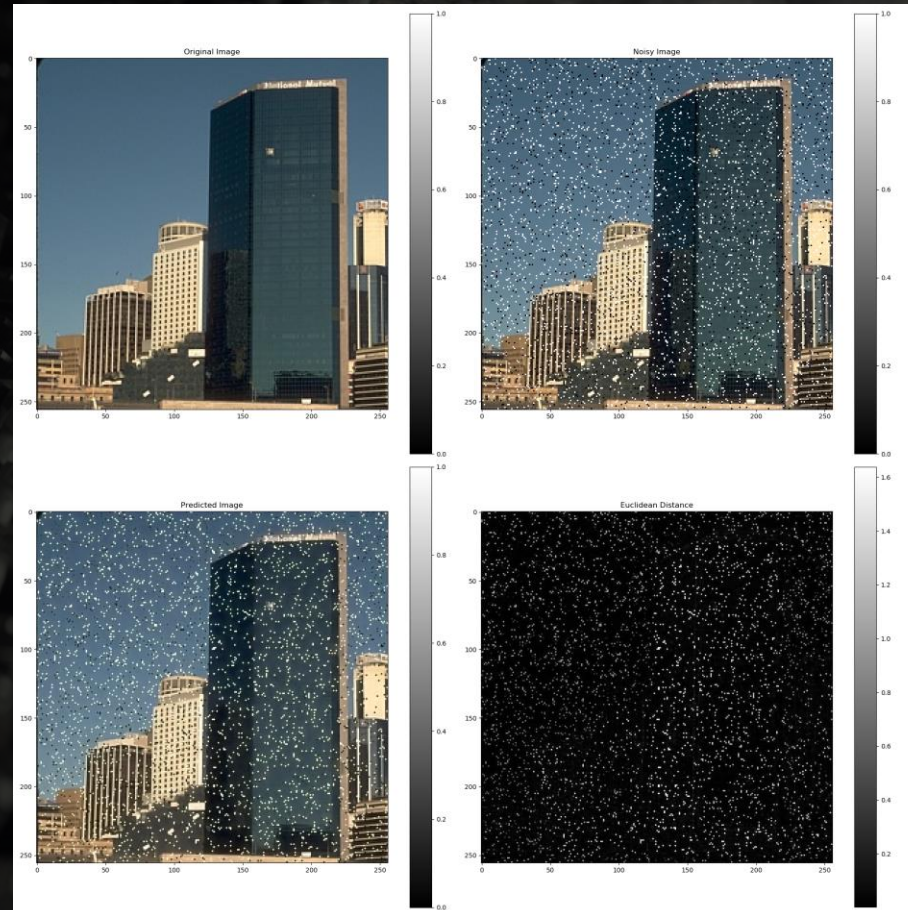


# Salt and Pepper Noise





# Salt and Pepper Noise







Is UNET Important?

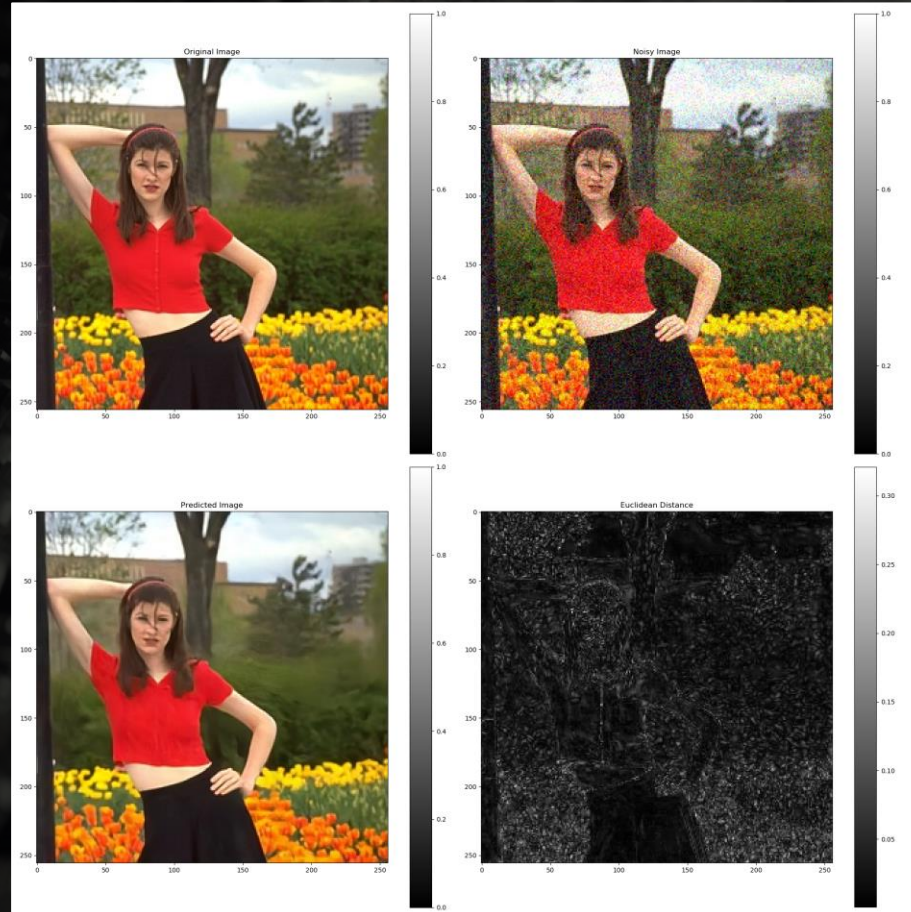


# Is UNET Important?

Seems like, from the experiments we ran

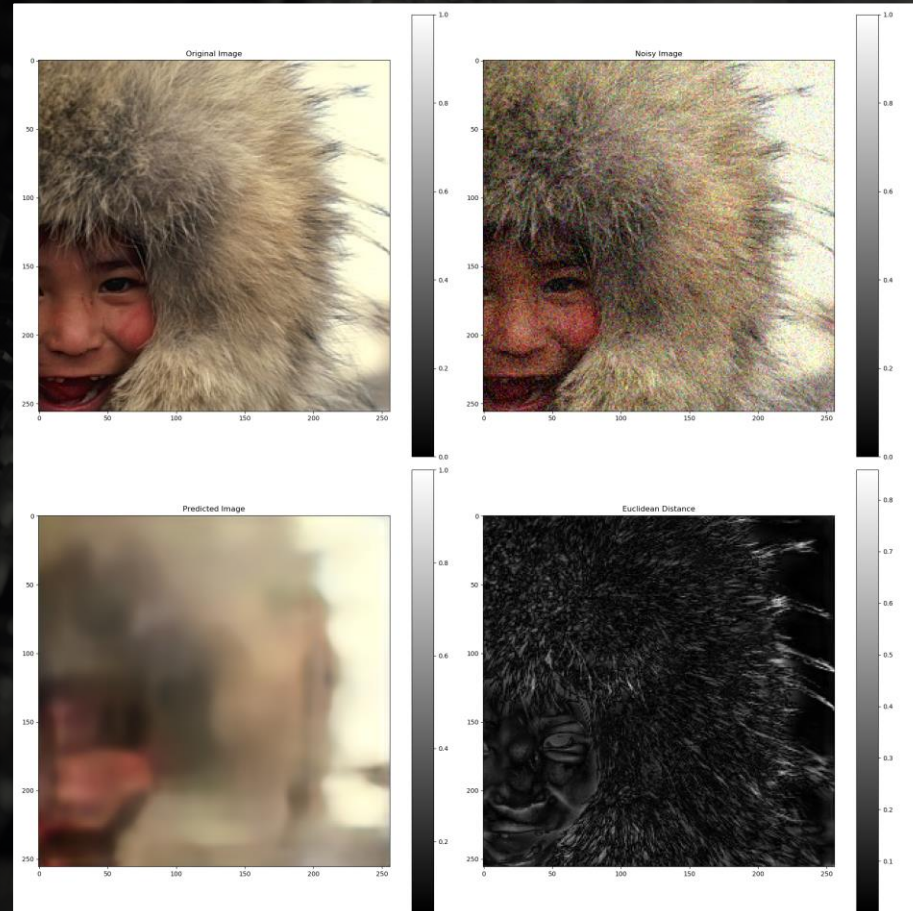


# UNET Performance after 1 epoch





# ED Performance after 1 epoch







Thank You