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# Wavelet Deep Neural Network for Stripe Noise Removal

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**ABSTRACT** The stripe noise effects severely degrade the image quality in infrared imaging systems. Existing destriping algorithms still struggle to balance noise suppression, detail preservation and real-time performance, which retards their application in spectral imaging and signal processing field. To solve this problem, an innovative wavelet deep neural network from the perspective of transform domain is presented in this paper, which takes the intrinsic characteristics of stripe noise and complementary information between the coefficients of different wavelet sub-bands into full consideration to accurately estimate the noise with lower computational load. In addition, a special directional regularizer is further defined to separate the scene details from stripe noise more thoroughly and recover the details more accurately. Extensive experiments on simulated and real data demonstrate that our proposed method outperforms several classical destriping methods on both of quantitative and qualitative assessments.

**INDEX TERMS** Neural networks, Image denoising, Infrared image sensors, Wavelet transforms

## I. INTRODUCTION

Infrared images have been widely used in applications such as remote sensing, medical diagnosis, visual tracking and IoT sensing [1-4]. Due to the restricts of fabrication process, the photoelectric response of detectors for the same irradiance may not be fully consistent, which results in fixed-pattern stripe noise superimposed on the observation and seriously decreases the sensitivity of the infrared imaging systems [5-7]. Hence, it is critical to remove the stripe noise and preserve the structures of the real scene simultaneously. The stripe noise degradation model can be formulated as

$$y(i, j) = x(i, j) + n(i, j) \quad (1)$$

where  $y(i, j)$ ,  $x(i, j)$  and  $n(i, j)$  respectively stand for the observation, the ideal response and the stripe noise of the  $(i, j)$ th detector.

In recent years, many single image destriping methods have been proposed under various frameworks. In general, these methods can be divided into three categories: prior-based methods, statistics-based methods and deep learning based methods [8, 9]. As for the prior-based methods, block-matching and 3D filtering (BM3D) [10], total variation (TV) [11], guided filter (GF) [12], non-local means (NLM) filter

[13] and low rank regularization [14] method employ the prior knowledge of the natural image to pursue better destriping results. However, these methods tend to eliminate the details and stripe noise indiscriminately, which leads to obvious blurring artifacts in the output images. Statistics-based methods, just like midway histogram equalization (MHE) method [15], introduce the redundant information between adjacent columns to ameliorate the stripe noise disturbing. But they only work well for slight stripe noise. At present, deep learning based methods are extensively studied in image processing applications, and demonstrate amazing improvement on performance. Motivated by the state-of-the-art performance of deep learning, Kuang et al. proposed a three-layer stripe noise removal convolution neural network (SNRCNN) that directly treats the destriping task as image denoising and super resolution [16] and leaves its own characteristics out of account, just for this reason, it is hard to remove the stripe noise thoroughly and retain the high frequency textures perfectly. In order to conquer this limitation, He et al. proposed DLSNUC model with enlarged receptive fields to seek better destriping results [17]. Xiao et al. combined the local and global information in CNN and proposed the so-called ICSRNN model to optimize the edges

preserving performance [18]. However, it is still struggling to handle the strong stripe noise. In summary, the existing deep learning based destriping methods only extract the features in spatial domain but ignore the abundant information contained in time-frequency domain, which severely limits the accuracy of stripe noise removal algorithm.

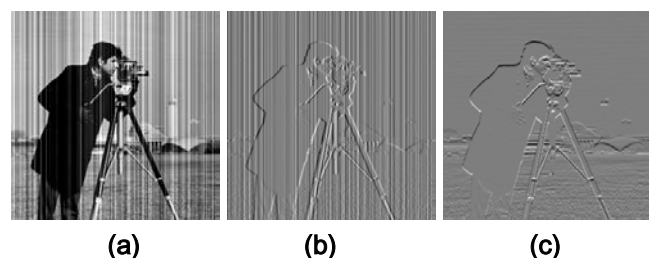
In the last decades, transform domain based image processing methods have been widely investigated [19, 20]. On this basis, Huang et al. proposed a super-resolution convolutional neural network (CNN) model to predict the missing details in wavelet domain [21]. Kang et al. characterized features via contourlet transformation, which yields outstanding performance in CT image denoising [22]. Inspired by these methods, we proposed an innovative strip noise removal wavelet deep neural network (SNRWDNN) model which exploits the special features involved in wavelet domain and utilizes the complementary information between sub-bands to perfectly remove stripe noise and retain image details. The main ideas and contributions of the paper are summarized as follows:

1. Introduce a deep neural network to directly learn the stripe noise features involved in wavelet domain, which contributes to precisely and adaptively estimate the noise strength and distribution.
2. Propose a directional regularizer to avoid the model producing irregular stripe and separate the scene details from stripe noise more accurately.
3. Utilize the wavelet decomposition to transform the input image into a series of quarter-sized coefficients, which significantly improves the computational efficiency and the destriping performance simultaneously.

The rest of this paper is organized as follows. In section 2, we analyze the property of strip noise in wavelet domain. Then the detail implementation of the proposed SNRWDNN model is presented in Section 3. To corroborate the effectiveness of the proposed method, both simulation and real data based experiments are described and analyzed in Section 4. Finally, we conclude the paper in Section 5.

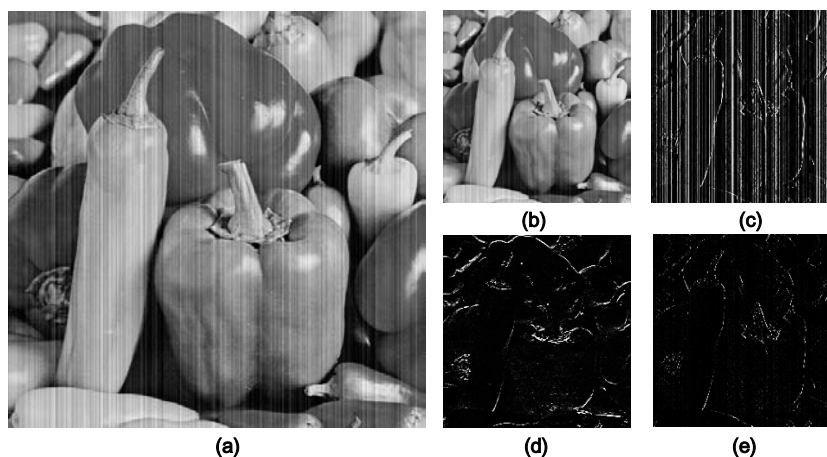
## II. PROPERTY ANALYSIS OF STRIPE NOISE

In order to estimate the stripe noise of the infrared image precisely, the key issue is to excavate the properties of the stripe components and depict them with a proper method. As mentioned in [23], the stripe noise has a significant directional property which conduces to separate the noise components and image details in the destriping process. Figure 1 shows the gradient of the stripe noise corrupted image in horizontal and vertical direction. From the results, we can find that the stripe noise shows dense response in horizontal gradient and seriously affects the image textures distributed along vertical direction. In contrast, the vertical gradient of the stripe component exhibits good smoothness without disturbing the image details. Based on the above analysis, it is feasible to remove the stripe noise and retain the structures of the original image from the directional gradient perspective.



**FIGURE 1.** Directional property of stripe noise. (a) Stripe noise corrupted image; (b) Horizontal gradient of corrupted image (c) Vertical gradient of corrupted image.

Haar Discrete Wavelet Transform (HDWT) [24] demonstrates the significant capability of extracting the high-frequency information in horizontal, vertical and diagonal directions as well as maintains the pattern structure in low-frequency sub-bands. In this paper, HDWT is employed to extract gradient information of the stripe noise and separate the scene details from stripe noise more thoroughly. Example results of HDWT are shown in Figure 2. It can be seen that the stripe noise shows an obvious response in approximation coefficients (cA) and horizontal coefficients (cH). In contrast,



**FIGURE 2.** The HDWT of the stripe noise corrupted image (a) Noise corrupted image; (b) Approximation coefficients (c) Horizontal coefficients (d) Vertical coefficients (e) Diagonal coefficients

vertical coefficients (cV) and diagonal coefficients (cD) mainly depict the details in the scene. In summary, all the complementary information contained in different sub-bands will contribute to remove the stripe noise and preserve image details efficiently.

### III. THE PROPOSED SRNWDNN MODEL

In this section, we will illustrate the detail structure of the proposed SRNWDNN model, and then further discuss the effectiveness of the special designed directional loss function for preserving textural details. Finally, the training strategy is described.

#### A. NETWORK ARCHITECTURE

The architecture of the proposed SRNWDNN is shown in Figure 3. Different from other existing deep learning based stripe noise removal methods, we treat the stripe noise removal as a transform coefficients prediction problem in wavelet domain. The SRNWDNN method consists of three steps: HDWT, wavelet coefficients prediction and Inverse Haar Discrete Wavelet Transform (IHDWT). Firstly, the HDWT is utilized to obtain the four sub-bands coefficients that reflect the intrinsic characteristics of stripe noise. Then these coefficients are concatenated as a single input tensor and fed into the wavelet coefficients prediction network to estimate the stripe component  $S$ , thereafter, the input tensor is skipingly connected with the estimated stripe component to perform noise cancellation and generate the destriped coefficients. It is worthy to note that the concatenation operation fuses the information in different sub-bands and keeps the consistency among them. Finally, the IHDWT is applied on the estimated coefficients to reconstruct the spatial domain destriped results. With this tactic, our proposed network can utilize the directional characteristics of the stripe to suppress the noise with less detail loss.

The wavelet coefficients prediction network consists of  $M$  convolutional layers with residual connection, in which all the convolutional filters share the same size of  $3 \times 3$  with a stride of 1. In addition, zero padding is adopted to make every feature map keep the same size with the input tensor.

The kernel number of each convolutional layer is set to 64 except the last layer, who outputs 4-channel strip component. Moreover, the outputs of the former convolution layers are fed into Rectified Linear Unit (ReLU) activation function to perform nonlinear mapping. Since the input and output of the SRNWDNN are very similar, we adopt the residual learning for more stable, fast and precise training.

The down sampling operations in the wavelet decomposition effectively enlarge the receptive field, which is beneficial to the restoration of details in the scene [25]. Moreover, the wavelet decomposition significantly reduces the computational complexity.

#### B. DIRECTIONAL WAVELET LOSS FUNCTION

The optimization targets of recent deep learning based image processing methods generally focus on minimizing the Mean Square Error (MSE) loss function [26]. In this paper, we follow the literature [21, 25] and introduce a wavelet MSE loss to implement the stripe noise removal task in wavelet domain. The wavelet MSE loss is defined as

$$L_w = \|cA - \overline{cA}\|_2^2 + \|cV - \overline{cV}\|_2^2 + \|cH - \overline{cH}\|_2^2 + \|cD - \overline{cD}\|_2^2 \quad (2)$$

where  $\|\cdot\|_2$  denotes the L2 norm, while  $cA$ ,  $cV$ ,  $cH$  and  $cD$  respectively stand for the approximation coefficients, horizon coefficients, vertical coefficients and diagonal coefficients of the ground truth image, whose corresponding estimations are indicated by  $\overline{cA}$ ,  $\overline{cV}$ ,  $\overline{cH}$ ,  $\overline{cD}$ .

From the local perspective, the intensity of pixels within a single stripe changes relatively in a narrow range, which means that the stripe possesses good smoothness in the along-stripe direction. In order to estimate the stripe noise more accurately, we describe the smoothness by minimizing the partial difference along the direction of estimated stripe component in stripe related sub-bands [27]. To do this, we construct the directional regularizer as

$$L_d = \|\nabla S_{cA}\|_2^2 + \|\nabla S_{cH}\|_2^2 \quad (3)$$

where  $\nabla$  denotes the partial difference operator along stripe direction.  $S_{cA}$  and  $S_{cH}$  stands for the stripe component of  $cA$

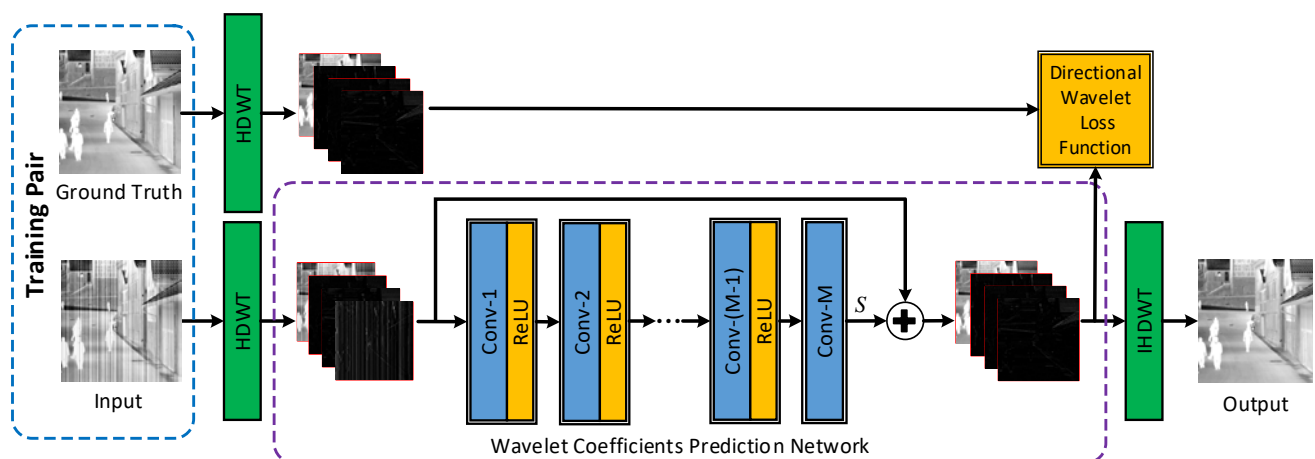


FIGURE 3. The network architecture of the proposed SRNWDNN method

and cH sub-bands, respectively.

Finally, the proposed directional wavelet loss function is defined as

$$Loss = L_w + \lambda \cdot L_d \quad (4)$$

where  $\lambda$  is a balance scalar to control the weight of the directional loss.

### C. TRAINING STRATEGY

The publicly available dataset BSDS500 [28] is used to train the proposed SNRWDNN model. We employ the data argumentation with rotation and flip to generate 230,000 patches of 64×64 sized images, and then corrupt them using stripe noise with mean 0 and standard deviation from 0 to 0.25 according to Equation (1) [29]. In addition, the test dataset called Set12 [30] is adopted to evaluate the performance of different destriping methods. It is worthy of note that Set12 is a widely used benchmark for most image denoising and restoration works and not included in the training dataset.

In the training phase, Keras package [31] was employed to implement the proposed SNRWDNN model. The depth  $M$  of SNRWDNN is set to 10 and the balance scalar  $\lambda$  in the loss function is set to 0.5. The adaptive moment estimation (ADAM) optimization method [32] is adopted to optimize our network. In addition, the batch size and weight decay is set to 128 and  $1 \times 10^{-6}$ , respectively. The learning rate is initially set to 0.001 and then decreased by the factor of 0.5 every 10 epochs. The maximum number of training epochs is set to 50. The training phase only takes about 2 hours on single NVidia 1080Ti GPU.

## IV. EXPERRIMENTS

In this section, we will firstly analyze the relationship between the SNRWDNN structure and the destriping performance promotion. Subsequently, the effectiveness of the proposed SNRWDNN method will be further verified and compared with the classical destriping methods on both of the artificially corrupted data and real noisy data.

### A. ANALYSIS OF THE NETWORK STRUCTURE

In order to determine the optimal structure for the proposed SNRWDNN model, the residual learning strategy, directional regularizer function and configuration of the input tensor will be meticulously discussed in this section.

#### 1) EFFECTIVENESS OF RESIDUAL LEARNING

To demonstrate the effectiveness of the residual learning strategy, we remove the residual connections [33] from the proposed SNRWDNN model and build a modified version with a structure similar to the SNRCNN model. Following that, the SNRWDNN models with and without residual connections are both employed to perform the same stripe noise removal task on the same test dataset.

The learning curves for each model regarding the PSNR on the benchmark are shown in Figure 4. It can be seen clearly that the performance of non-residual architecture fluctuates violently and converges more slowly. In contrast, the SNRWDNN model with residual connections converges more stably and swiftly. Moreover, the residual architecture achieves about 0.4dB higher PSNR over the non-residual architecture in the whole training process. In short, the residual learning strategy is powerful and effective for achieving more stable convergence and remarkable performance improvement.

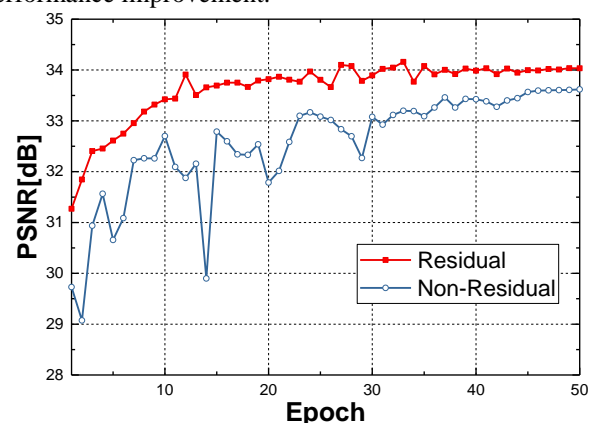


FIGURE 4. PSNR curves of the proposed SNRWDNN model with and without residual connections

#### 2) EFFECTIVENESS OF DIRECTIONAL REGULARIZER

In order to verify the effectiveness of the proposed directional regularizer, we respectively train two versions of SNRWDNN models by using the loss function with and without directional regularizer. The experiment is carried on several images corrupted by stripe noise with standard deviation 0.05 and 0.1, respectively. The PSNR results are summarized in Table I, in which the best results for each noise level are highlighted in bold. It can be seen that the SNRWDNN model trained with loss function involving directional regularizer shows a significant higher PSNR in

TABLE I  
PSNR RESULTS OF VARIOUS LOSS FUNCTION ON TEST IMAGES

| Images<br>Loss Function         | Cam.Man      | Pepper       | Starfish     | Butterfly    | Airplane     | Barbara      | Average      |
|---------------------------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|
| Noise level = 0.05              |              |              |              |              |              |              |              |
| With Directional Regularizer    | <b>35.67</b> | <b>33.02</b> | <b>34.66</b> | 34.03        | <b>31.80</b> | <b>34.52</b> | <b>33.95</b> |
| Without Directional Regularizer | 34.86        | 32.56        | 34.03        | <b>34.07</b> | 31.33        | 34.18        | 33.51        |
| Noise level = 0.1               |              |              |              |              |              |              |              |
| With Directional Regularizer    | <b>31.27</b> | <b>28.69</b> | <b>30.20</b> | <b>29.48</b> | <b>28.30</b> | 30.52        | <b>29.74</b> |
| Without Directional Regularizer | 30.63        | 28.01        | 30.15        | 29.31        | 28.07        | <b>30.55</b> | 29.46        |



most cases, while the negligible PSNR reduction occurs only once in each noise level. The reason lies in that the directional regularizer conducts to estimate the stripe noise more precisely and avoids removing scene details resemble the stripe noise.

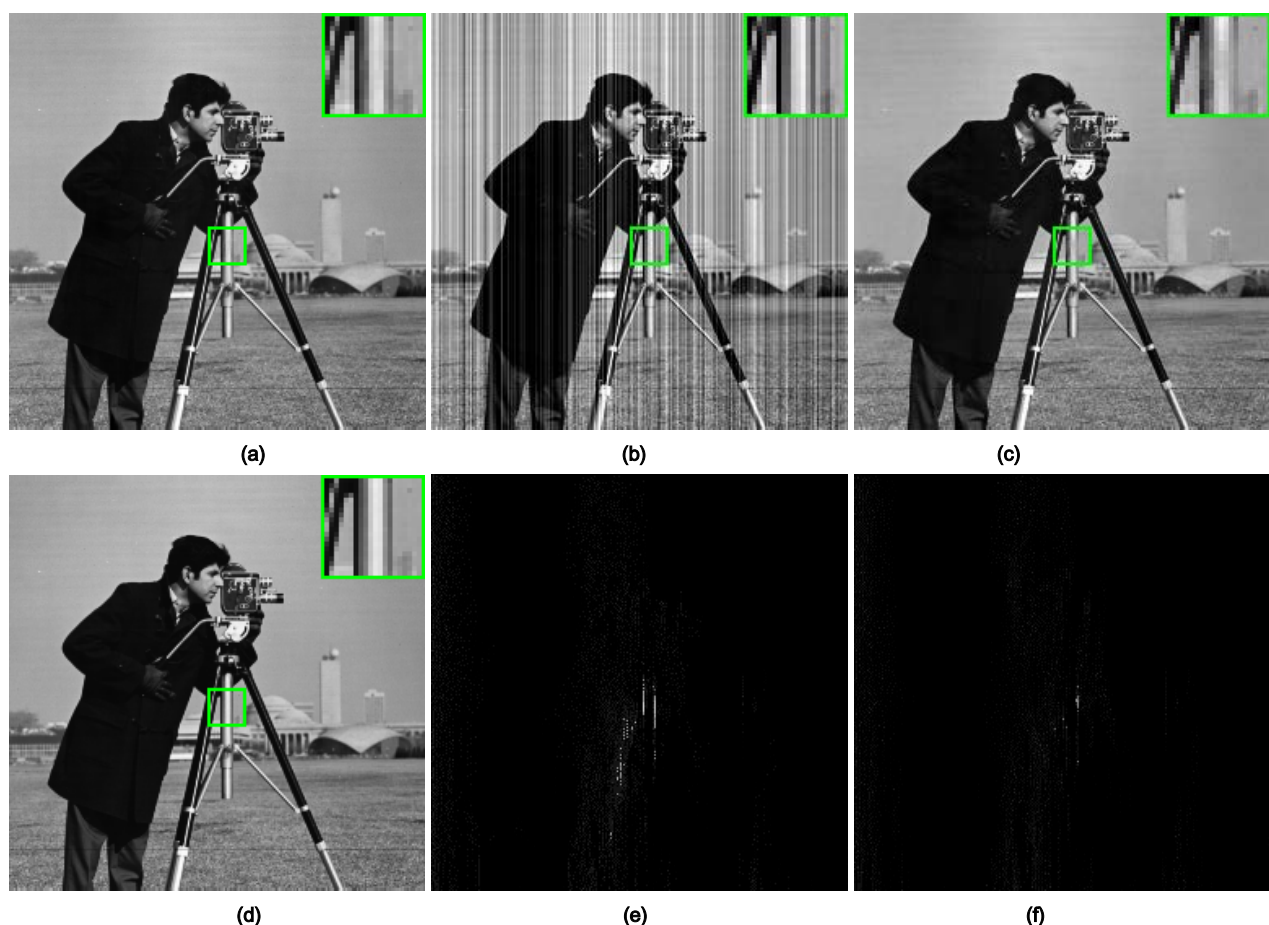
Figure 5 illustrates the visual effect comparison for the destriping results of abovementioned two loss functions. As can be seen from Figure 5 (c) and (d), both of the loss functions can efficiently remove the stripe noise. By observing more carefully, we can find the enlargement of the square region in Figure 5 (d) shows more sharp and clear vertical edge when compared with Figure 5 (c), which indicates the directional regularizer is beneficial to preserve the edges along the direction of stripe by separating the scene details from stripe noise more accurately. From the difference image between directional regularizer acting destriping results and original image shown in Figure 5 (f), we can observe few signs of residual. In contrast, the loss function without directional regularizer results in the difference image with obvious residual shown in Figure 5 (e). This simulation further proves the effectiveness of the proposed directional regularizer for detail preserving.

## 2) ANALYSIS OF COMPLEMENTARITY BETWEEN WAVELET SUB-BANDS

In order to evaluate the influence of the complementary information between the different wavelet sub-bands on destriping results, we train the proposed SNRWDNN model only using the stripe noise related sub-bands (cA and cH) and call it as stripe related model, and then employ all of the coefficients (cA, cV, cH and cD) to train the complete model. The destriping results of two models were shown in Figure 6. As can be seen, there exist minor difference for destriping results between these two models in visual effects. In order to show the difference more clearly, we show the mean cross-track curves in Figure 6(e). The horizontal axis denotes the column number and the vertical axis indicates the mean value of each column of the image. By comparison, we can find that the stripe related model fails to track the curve of original sample, which means the complete model is more adept in precisely removing the strip noise as well as preserving details by employing the complementary information between wavelet sub-bands.

## B. COMPARISON WITH CLASSICAL METHODS

In this section, we illustrate the quantitative and qualitative



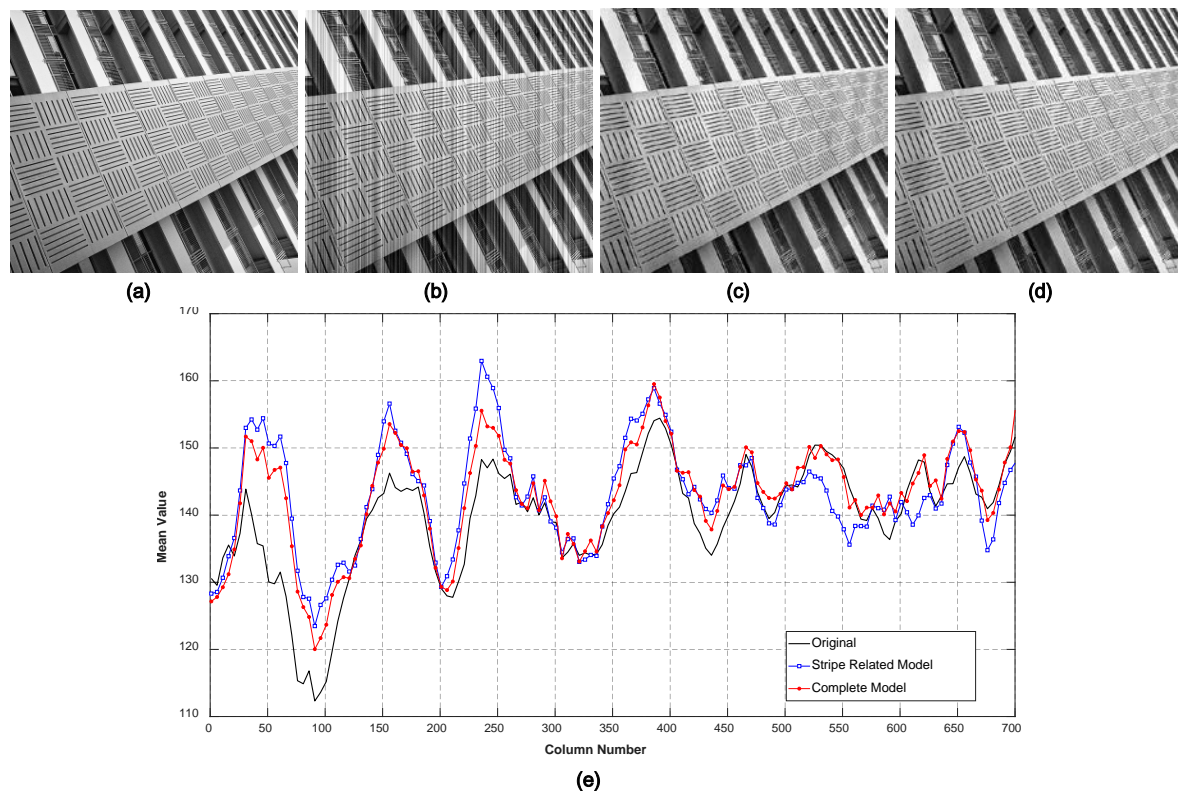
**FIGURE 5.** Destriping results of the proposed SNRWDNN model with and without directional regularizer. (a) Original image; (b) Corrupted image; (c) Destriping results without directional regularizer; (d) Destriping results with directional regularizer; (e) Difference image between (c) and (a); (f) Difference image between (d) and (a).

performance evaluation for the proposed SNRWDNN model. In the following experiments, two objective metrics of peak signal-to-noise ratio (PSNR) and structural similarity index (SSIM) [34] are employed to assess the destriping performance by comparing the proposed method with the following seven classical methods as:

- 1) Guided Filter (GF) method [12]
- 2) Non-local Mean Filter (NLM) method [13]
- 3) Midway Histogram Equalization (MHE) method [15]
- 4) Low-Rank Single-Image Decomposition (LRSID) model [14]
- 5) Stripe Noise Removal Convolution Neural Network (SNRCNN) method [16]
- 6) Deep Learning-based Stripe Nonuniformity Correction (DLSNUC) method [17]
- 7) Infrared image Stripe Noise Removal Network (ICSRN) method [18]

#### 1) SIMULATION WITH ARTIFICIALLY CORRUPTED DATA

In the simulation, the test dataset Set12 is adopted to evaluate the performance of different destriping methods. The mean PSNR and SSIM results of various methods are shown in Table II and the best results for each noise level are highlighted in bold. As can be seen, the deep learning based SNRCNN, DLSNUC and ICSRN provide more notable promotion in PSNR and SSIM than GF, NLM and MHE. However, LRSID achieves better results than SNRCNN, DLSNUC and ICSRN method due to the effective low-rank constraints. Significantly, our SNRWDNN model yields more remarkable improvement on both of PSNR and SSIM upon the recent SNRCNN, DLSNUC and ICSRN method. Moreover, the SSIM decreases gently with the noise strength sharply growing. The abovementioned outstanding results are benefited from the abundant complementary information



**FIGURE 6.** Destriping results of simulated stripe noise. (a) Original image; (b) Corrupted image; (c) Result of stripe related model; (d) Result of complete model; (e) Mean value comparison between the destriping results estimated by stripe related model and complete model.

TABLE II  
MEAN PSNR/SSIM RESULTS OF VARIOUS DESTIPING METHODS ON SET12.

| Noise Level | Corrupted Image | Destriping Results |              |              |              |              |              |              |                     |
|-------------|-----------------|--------------------|--------------|--------------|--------------|--------------|--------------|--------------|---------------------|
|             |                 | GF                 | NLM          | MHE          | LRSID        | SNRCNN       | DLSNUC       | ICSRN        | SNRWDNN             |
| 0.06        | 25.08/0.6023    | 27.36/0.8029       | 26.97/0.7782 | 27.86/0.8792 | 30.63/0.9426 | 28.13/0.9444 | 28.46/0.9502 | 28.73/0.9579 | <b>33.18/0.9878</b> |
| 0.1         | 20.74/0.4256    | 24.91/0.7043       | 24.48/0.6597 | 24.91/0.8122 | 29.42/0.9377 | 26.44/0.9286 | 26.56/0.9398 | 26.98/0.9466 | <b>30.07/0.9818</b> |
| 0.14        | 17.94/0.3211    | 23.05/0.6287       | 22.86/0.5725 | 22.45/0.7467 | 27.90/0.9273 | 24.79/0.9064 | 25.01/0.9179 | 25.26/0.9307 | <b>28.01/0.9761</b> |
| 0.18        | 15.92/0.2535    | 21.68/0.5874       | 21.37/0.5028 | 20.46/0.6804 | 26.23/0.9077 | 23.28/0.8770 | 23.45/0.8976 | 23.72/0.9108 | <b>26.43/0.9702</b> |
| 0.22        | 14.37/0.2066    | 20.71/0.5547       | 20.24/0.4453 | 18.77/0.6129 | 24.51/0.8735 | 21.93/0.8423 | 22.13/0.8729 | 22.36/0.8873 | <b>25.12/0.9638</b> |

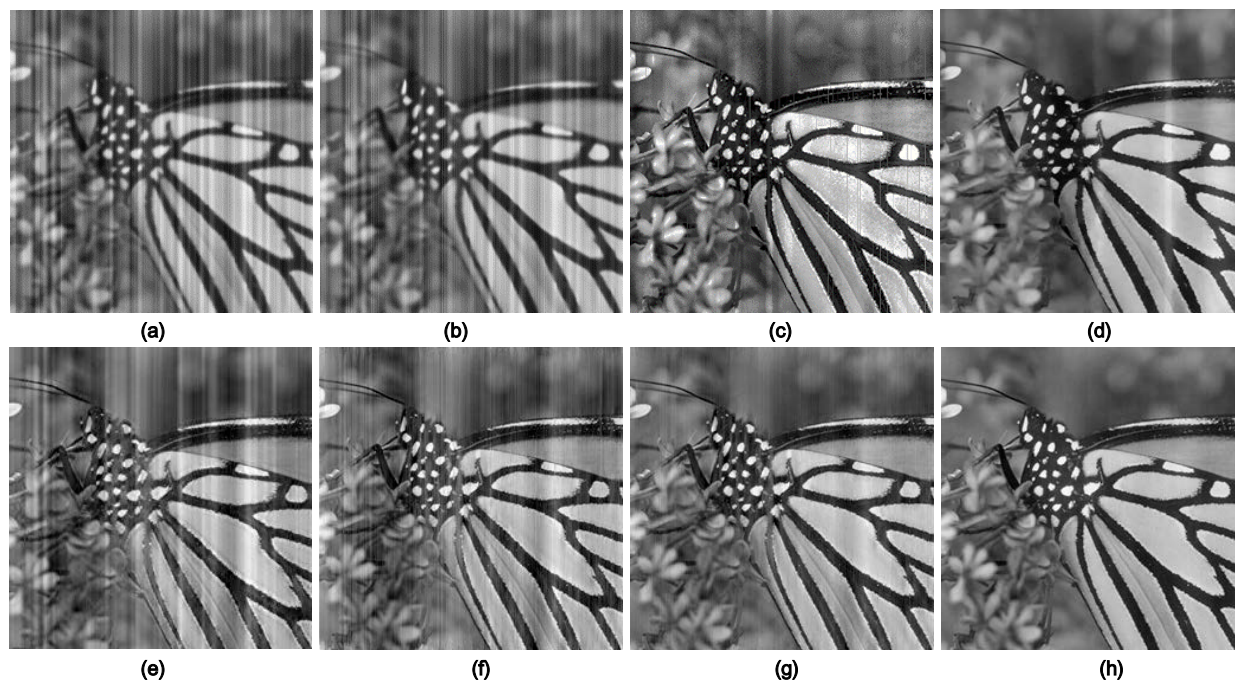


excavated by deep learning from wavelet sub-bands.

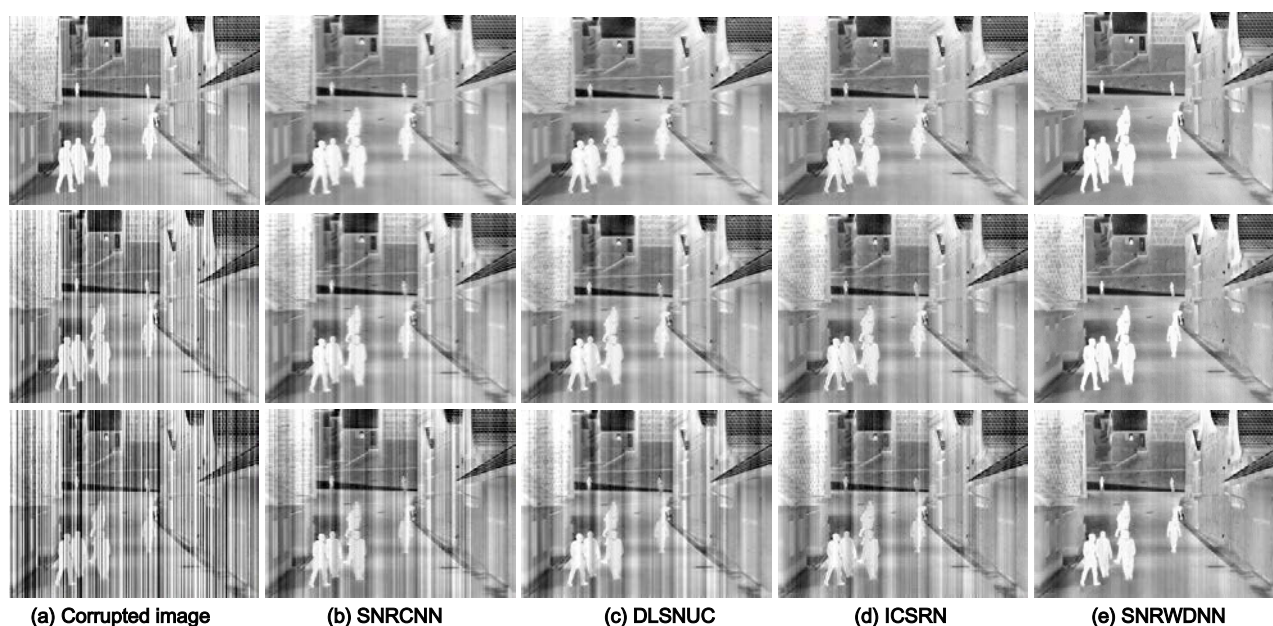
Figure 7 illustrates the visual effects of different destriping methods. It can be seen that GF and NLM smooth the image without making a distinction between noise and details. These mechanisms inevitably damage the image details and lead to heavy noise residue. The MHE method removes the stripe noise efficiently, but it suffers from obvious brightness distortion near image edges. Although the LRSID method preserves the image details and removes most of the stripe noise efficiently, it fails to address the strong stripe noise. The deep learning based SNRCNN, DLSNUC and ICSRNN

methods preserve most details but still struggle to suppress the stripe noise thoroughly. In contrast, the proposed SNRWDNN model not only removes almost all the stripe noise but also preserves the sharp details and yields visual pleasant results.

In order to further embody the stripe noise removal ability of the proposed method, we show the destriping results of various methods on different noise level in Figure 8. As can be seen, along with the increase of noise level, the SNRCNN, DLSNUC and ICSRNN produce a noticeable noise residual and structural detail damage. In contrast, the destriping result



**FIGURE 7.** Destriping results of the image “Butterfly” with noise level 0.14. (a) Results of GF; (b) Result of NLM; (c) Result of MHE; (d) Result of LRSID; (e) Result of SNRCNN; (f) Result of DLSNUC; (g) Result of ICSRNN; (h) Result of the proposed SNRWDNN



**FIGURE 8.** Destriping results of different methods on infrared image “Street” with noise level 0.06, 0.22 and 0.38 from top to bottom, respectively.

of the SNRWDNN is more close to the original image in human perception, which implies that the proposed method could effectively distinguish the noise components and original structure in the destriping process. It is worth noting that the noise level 0.38 is not included in the training phase, the results further prove the powerful destriping ability of the proposed SNRWDNN model.

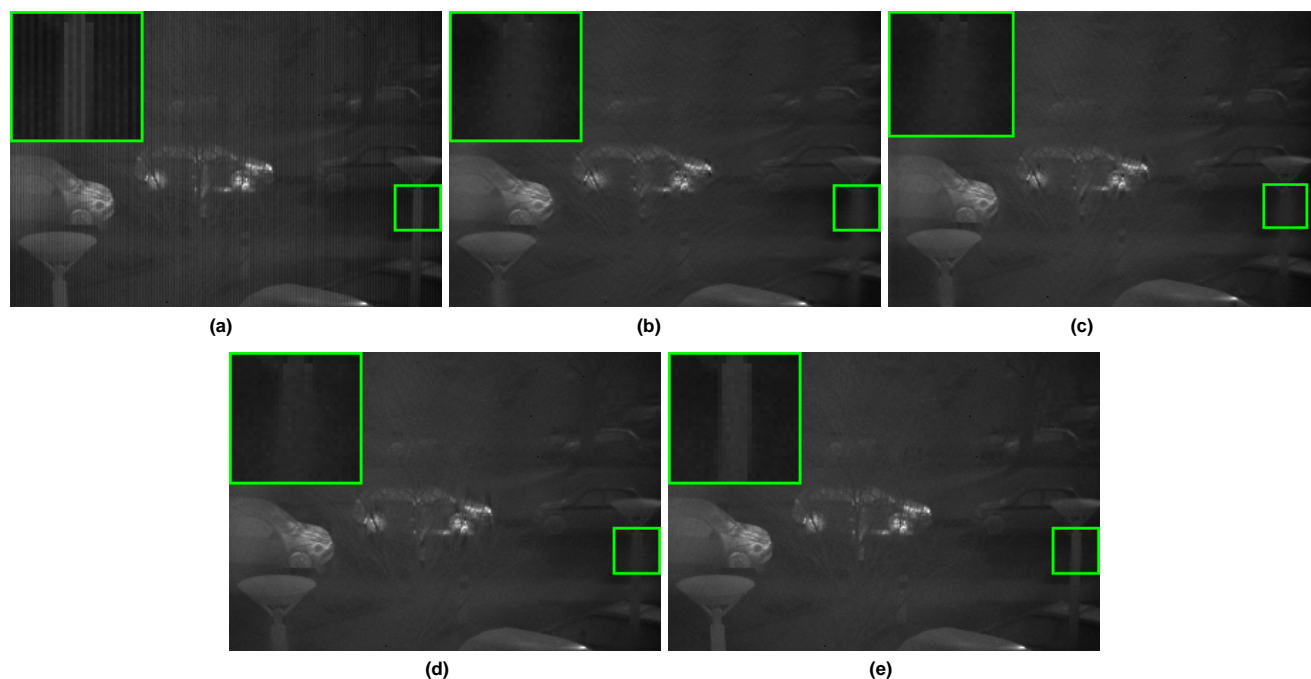
## 2) VALIDATIONS ON REAL INFRARED IMAGES

In order to validate the effectiveness of the proposed method in practical application, we assess the performance of the SNRWDNN model on real noisy image captured by infrared cameras. The visual effects of various destriping methods are shown in Figure 9. In view of the prior based methods and MHE method are hardly to achieve balanced and satisfied results in destriping task, we only implement the comparison of the deep learning based methods in this experiment. The destriping results of SNRCNN, DLSNUC, ICSRN and SNRWDNN are shown in Figure 9 (b)-(e), respectively. It is clear that SNRCNN, DLSNUC and ICSRN can effectively suppress the thin and dense stripe noise. However, the SNRCNN method generates very notable over smooth results in vertical textures area, which is due to the weak expression ability of the too shallow network. The DLSNUC and ICSRN avoid serious over smooth artifacts by enlarging the receptive field and increasing the depth of the network, but even then, they still damage the image details visibly. In contrast, the proposed SNRWDNN method learns the features in wavelet domain and fully considers the directional property of stripe noise, which leads to the best restoration quality.

In addition, we further implement visual effect comparison on Mars Orbiter satellite collecting infrared image corrupted by strong stripe noise [35]. The results of various destriping methods are shown in Figure 10. As can be seen, the SNRCNN, DLSNUC and ICSRN still suffer from the noise residue artifacts in varying extent, which are marked out with red box. In contrast, the proposed SNRWDNN method more thoroughly suppresses the stripe noise without destroying the intrinsic structure of the image, which yields more sharp and clear details of the Mars surface. In conclusion, the proposed SNRWDNN model also exhibits the most prominent performance in real-world scenarios.

## 3) RUNTIME COMPAROSION

Deep learning based methods generally consume a large amount of computation to exchange for outstanding performance, which limits the popularization and application of these methods in real-time systems. To completely illustrate the running speed of the proposed method, we perform the simulated experiment on images with various sizes and list the runtime in Table III. It can be seen that the SNRCNN achieves the best result which is resulted from its shallow network architecture. Although the DLSNUC method employs pooling operation to reduce the computational load, it is still slower than the proposed SNRWDNN method. The ICSRN is the most time-consuming method for the huge network parameters. In contrast, the proposed SNRWDNN method achieves a high processing speed close to the shallow SNRCNN model. The reason lies in that SNRWDNN method perform the time-consuming convolutional operation in parallel for multi-



**FIGURE 9.** Destriping results of various methods for the infrared image of streetscape. (a) Raw infrared image (b) Result of SNRCNN (c) Result of DLSNUC (d) Result of ICSRN (e) Results of the proposed SNRWDNN



TABLE III  
RUNTIME (MS) OF VARIOUS DESTRIPIING METHODS ON DIFFERENT IMAGE

| Image Size | SNRCNN | DLSNUC | ICSRN | SNRWDNN |
|------------|--------|--------|-------|---------|
| 320×220    | 2.99   | 4.99   | 14.95 | 3.99    |
| 256×256    | 3.98   | 5.41   | 15.96 | 4.98    |
| 384×288    | 4.99   | 6.99   | 22.93 | 5.98    |
| 512×512    | 10.09  | 15.99  | 49.98 | 10.96   |

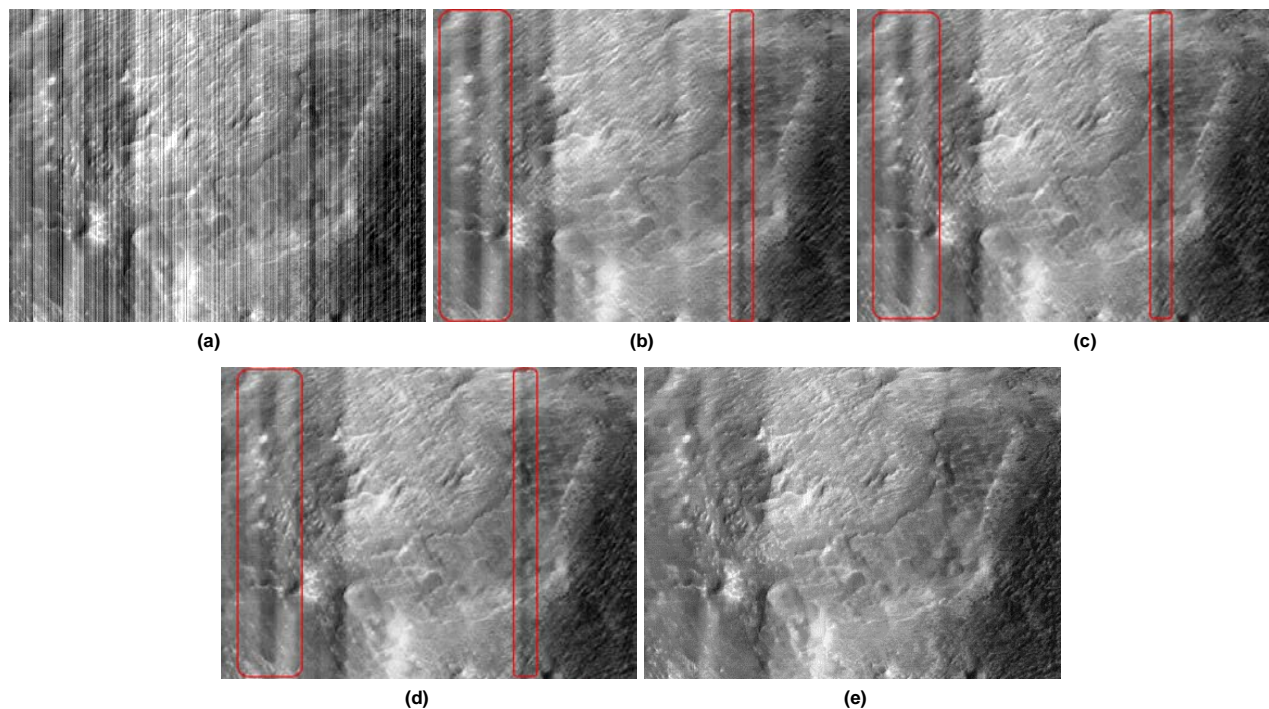


FIGURE 10. Destriping results of various methods for the infrared image of Mars surface. (a) Raw infrared image (b) Result of SNRCNN (c) Result of DLSNUC (d) Result of ICSRN (e) Result of the proposed SNRWDNN

channel quarter-sized coefficients which significantly reduce the computational complexity.

In summary, compared with traditional GF, NLM, MHE and LRSID method, the proposed SNRWDNN consumes huge hardware resources to gain amazing performance promotion. On the other hand, the proposed method has more promising time efficiency and higher performance than the deep learning based SNRCNN, DLSNUC and ICSRN method, which makes it closer to the realization of real-time processing on terminal equipment.

## V. CONCLUSIONS

In this paper, we proposed an innovative SNRWDNN model for stripe noise removal. Different from the existing destriping methods, the SNRWDNN method utilizes the HDWT to depict the directional property of stripe components and employs the complementary information between different sub-bands to predict the noise strength and distribution. Moreover, the special designed directional regularizer function is proposed to separate the scene details from stripe noise and prevent irregular stripe in estimation.

Experimental results indicate that our method yields outstanding destriping precision and achieves amazing visual effect for human vision perception. We contend that wavelets analysis provides a time-frequency representation reflecting the intrinsic characteristics of images more comprehensively and simplifies the mapping to be learned. In view of this, it is promising to embed the framework of proposed wavelet deep neural network (WDNN) as the pre-procedure to promote the performance of image classification [36] and signal processing [37-39].

In spite of the superior performance achieved by the proposed method, it still suffers from the drawbacks of relatively large computation requirement and detail loss under strong noise level.

In future work, we will optimize our model to reduce the computational load by employing the recent proposed depth wise separable convolution [40] and apply our approach to hardware implementation for better real-time performance with smaller power consumption. In addition, the more advanced wavelet functions, such as shearlets [41], will be introduced into our destriping model to excavate structural

information in more depth and separate the stripe noise and details more thoroughly.

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