

TEAM: WE LOVE DEADLINES

Deblurring Image Using SVD

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Skoltech: Numerical Linear Algebra 2022

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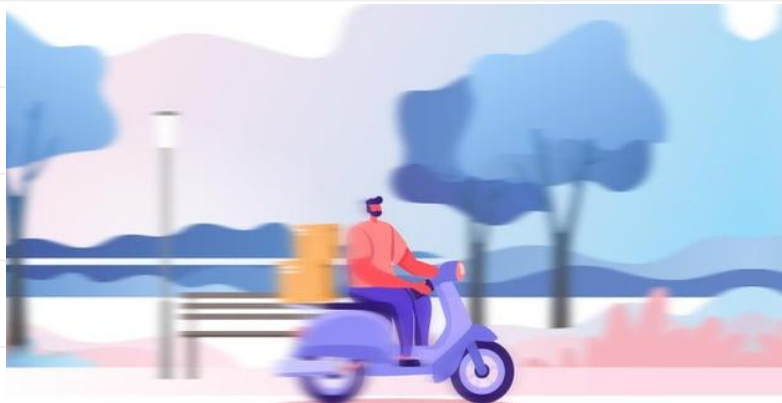


Results

PROBLEM STATEMENT



Problem Statement



Blurred images can occur when taking a picture with an out-of-focus lens or when snapping pictures a moving object with an **excessively long exposure time**. Blur occurs mathematically when pixel values from the original uncontaminated image are replaced by weighted averages of values from nearby pixels.

METHODOLOGY



Blurring Images by Toeplitz matrices

In digital image processing, an image is presented by a 2-D array. We blur the image matrix by **multiplication by Toeplitz Matrix**, since it represents convolution with blurring kernel

$$T = \begin{pmatrix} s_0 & s_1 & \cdots & s_{n-1} \\ s_{-1} & s_0 & \ddots & \vdots \\ \vdots & \ddots & \ddots & \vdots \\ s_{-(m-1)} & s_{-(m-2)} & \cdots & s_{-(m-n+1)} \end{pmatrix}$$

At this stage the image is fully restorable since the transformation is non-degenerate.

Blurring Images by Toeplitz matrices

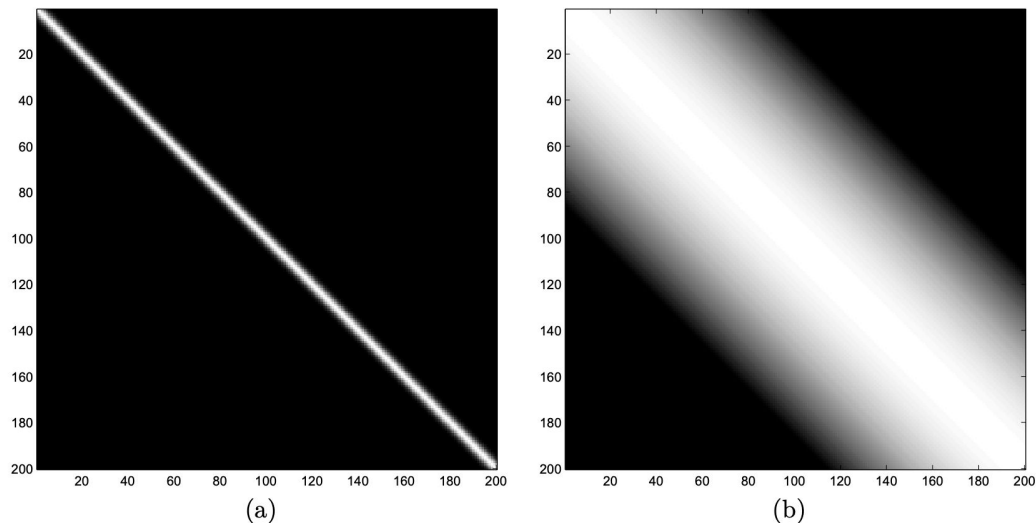


Figure1 : (a) Image of a blurring matrix with the gray-level proportional to the size of the entries, (b) image of the same blurring matrix the gray-level proportional to the logarithm of the size of the entries.

Two-dimensional signals:

We consider **deblurring of gray-scale images**. Let X represent an image. Then the blurred image can be represented by

$$Y = T_1 X T_2.$$

Where the symmetric matrix $T \in \mathbb{R}^{256 \times 256}$ is the blurring operator in the corresponding dimension

Let the available image also contaminated by noise. We represent the noise by the matrix $E \in \mathbb{R}^{256 \times 256}$ **with normally distributed random entries with zero mean**. The available blur and noise contaminated image is given by

$$Z = T X T + E.$$

Our goal is to find such an algorithm that restores the image if the error is non-zero. Simple inverting of matrices won't work since error can become large.

Two-dimensional signals:

Let T_k be the rank- k approximation of T obtained by setting all but first k singular values to zero. Consider the approximations

$$X_k = T_k^\dagger Z T_k^\dagger, \quad k = 1, 2, \dots$$

They can be computed fairly easily by computing the SVD of T .

We remark that color images can be deblurred in the same manner as gray-scale images. For each pixel three “channels” are provided to represent the colors red, green and blue.

Structure Similarity Index:

The structural similarity index(SSIM) metric extract 3 key features from an image:

- Luminance
- Contrast
- Structure

The **comparison between the two images** is performed on the basis of these 3 features.

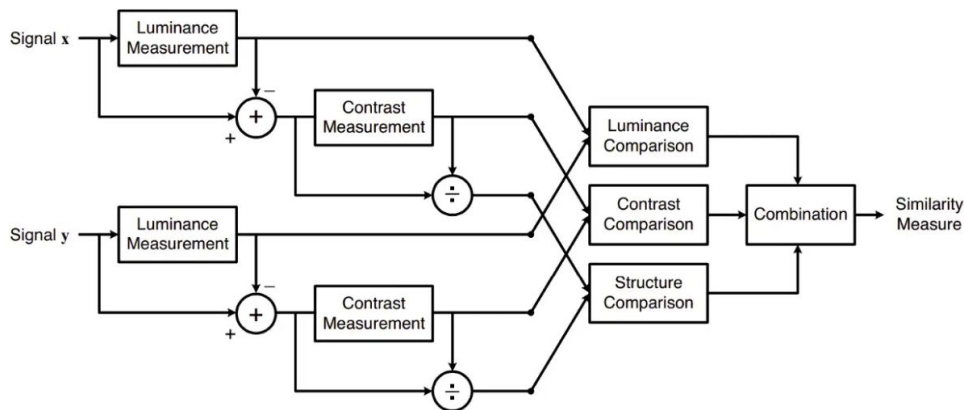


Figure 2 : Shows the arrangement and flow of the structural similarity from an image: Signal Y refer to the reference and sample images.

RESULTS

A thick, hand-drawn style blue horizontal line is positioned directly below the word 'RESULTS', spanning approximately two-thirds of the width of the text.

Result with images size 256:

Original

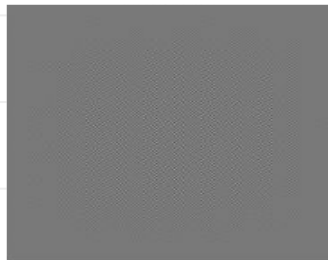
Noisy_blur

Full rank

Truncate_svd

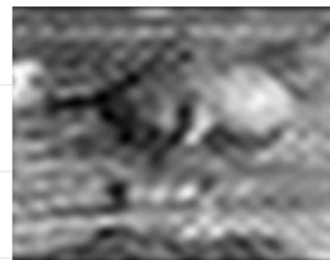
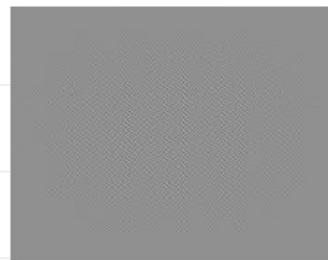
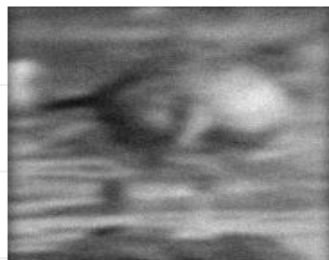
SSIM

Shiba



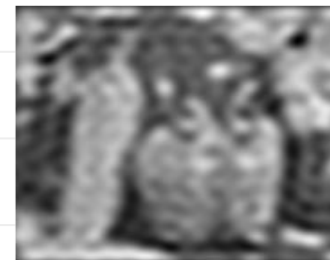
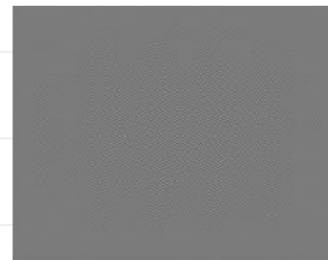
0.2828

Goose












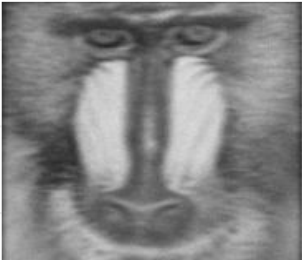


0.3077

Peppers

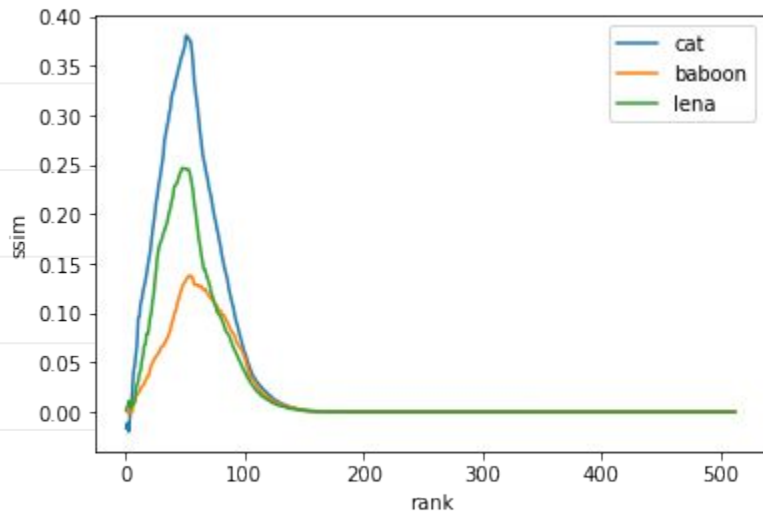


0.3283

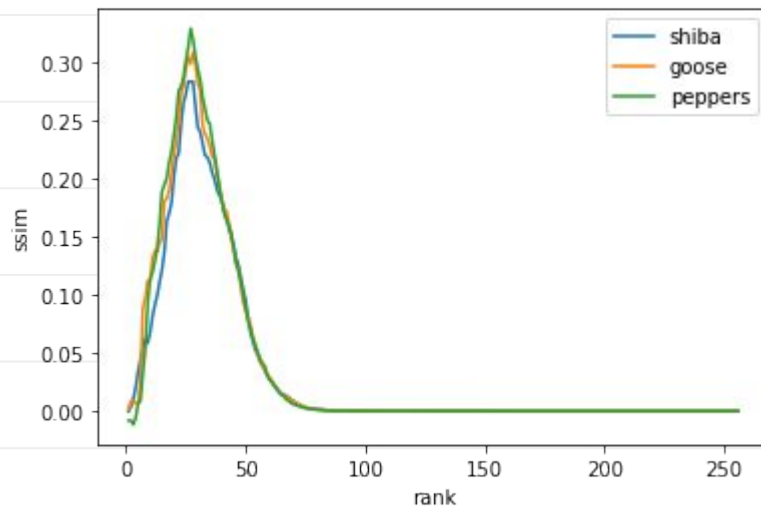
Result with images size 512:

	Original	Noisy_blur	Full rank	Truncate_svd	SSIM
Cat					0.3804
Lena					0.1380
Baboon					0.2466

Comparing with SSIM:

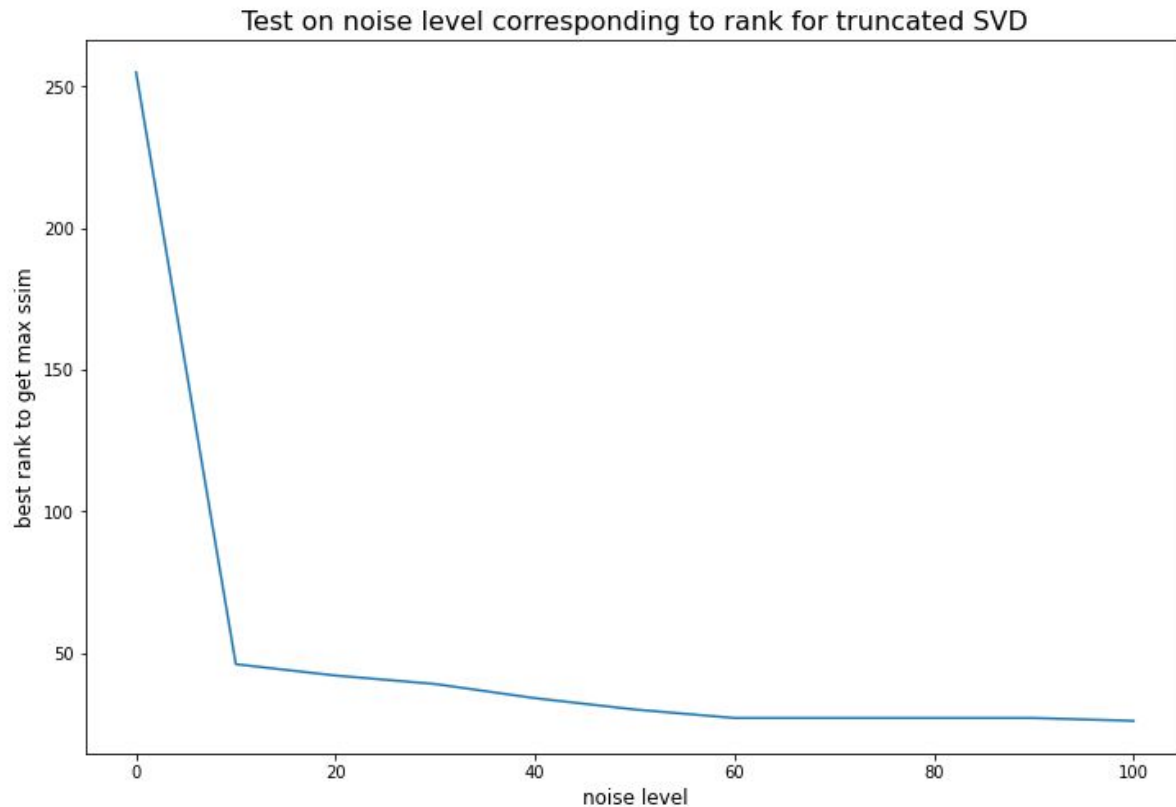


shiba: best ssim = 0.2827895072322408 at truncated rank = 25
goose: best ssim = 0.307735842568979 at truncated rank = 27
peppers: best ssim = 0.32831531883154524 at truncated rank = 26

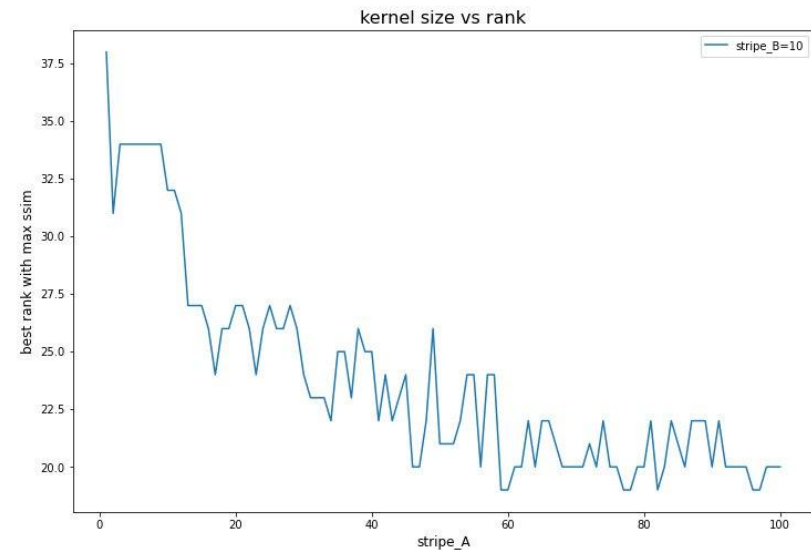
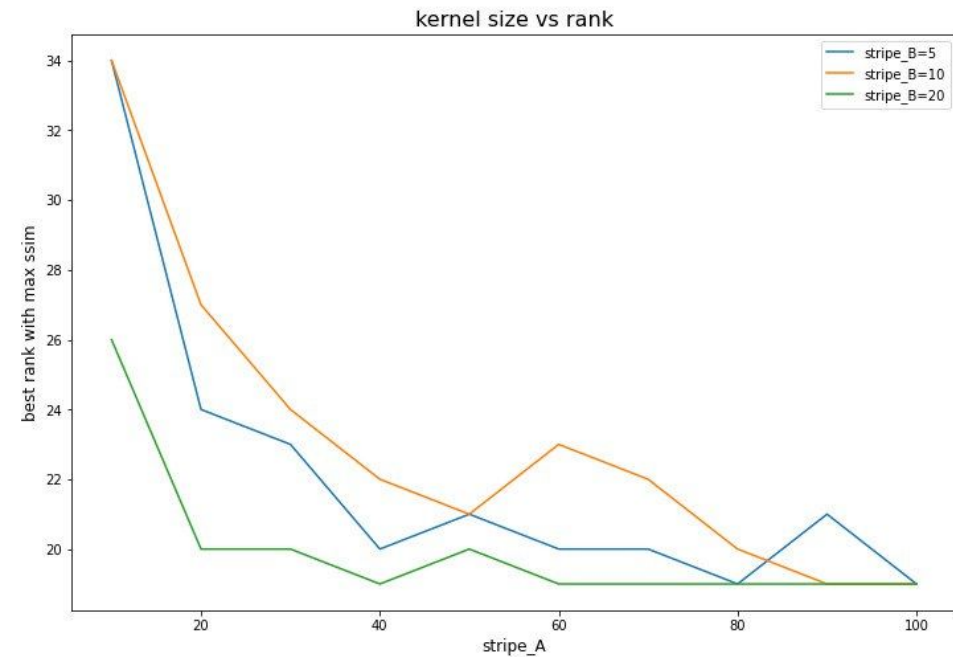


cat: best ssim = 0.38041476769184923 at truncated rank = 50
baboon: best ssim = 0.1380380031258109 at truncated rank = 53
lena: best ssim = 0.24656765862833527 at truncated rank = 47

Corresponding with rank:



Toeplitz size and restoration rank:



Result with RGB image:

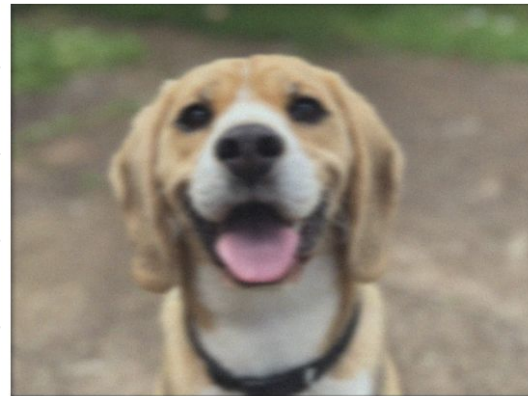
Original image



Initial blurred image



Noise in blur



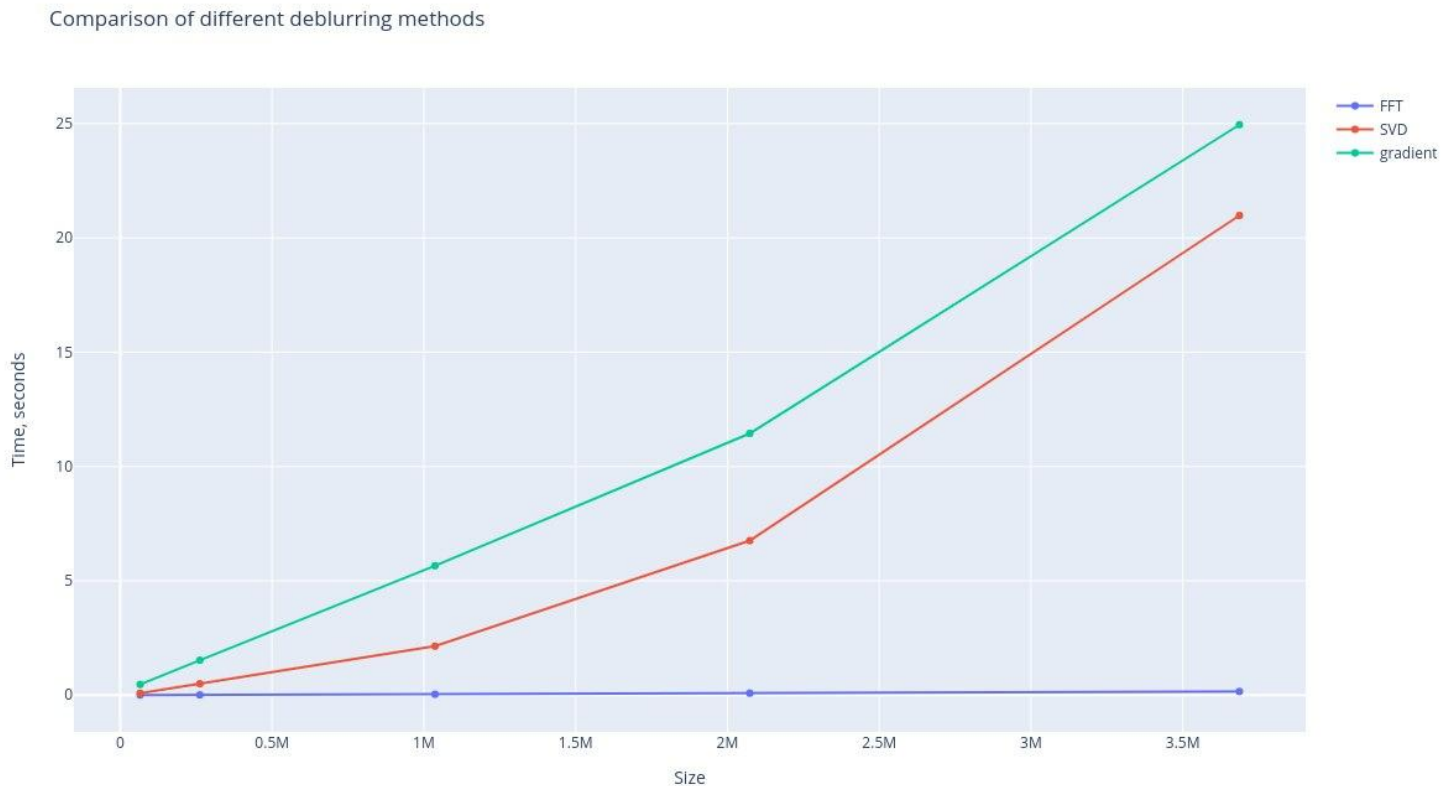
Restoration without rank truncation



Restoration with rank truncation



Comparison of algorithms:

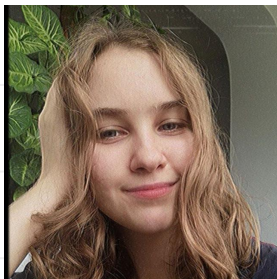


THANK YOU

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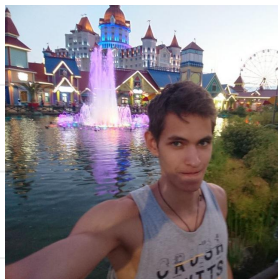
TEAM CONTRIBUTION!

Anastasia
Gavrish



- RGB generalization

Artem
Chuprov



- Efficiency experiments

Bari
Khairullin



- coordination

Sudarut
Kasemsuk



- presentation

Waralak
Pariwatphan



- rank-SSIM experiments