Statistical Image Restoration via the Ising Model

Martin Charles Kandes^{1,2} *

¹ Computational Science Research Center, San Diego State University, San Diego, California
² Department of Physics, San Diego State University, San Diego, California

Abstract

We present preliminary numerical results on a statistical mechanics approach to image restoration using the well-known Ising model. Both binary and grayscale image restoration are considered by employing the binary (or spin-1/2) Ising model in two and three dimensions, respectively. Using the Metropolis algorithm, we examine how external bias fields, nearest-neighbor interactions, and the lattice temperature impact the image restoration process. We find that the binary Ising model in both two and three dimensions can be useful for statistical image restoration when the lattice temperature is well below the critical temperature required for the onset of spontaneous magnetization in the field-free limit. In the case of binary image restoration, it is observed that nearest-neighbor interactions can play a significant role in the restoration process. However, for grayscale image restoration, their role is less clear and more complex to decipher. In general, we find that a quasi-two-dimensional Ising model is more suited for this task. In all cases, as expected, the quality of the restored image relies heavily upon the requirement to generate an accurate approximation of the original image from the degraded one. Despite the limited success of the preliminary results presented here, we argue that the generalized framework of the binary Ising model as it relates to the image restoration process is both quite unique and merits further study.

Keywords: image restoration, image degradation, image denoising, ising model, statistical mechanics

1 Introduction

The general problem of image restoration is to reconstruct the original, uncorrupted image of a scence given only the information available in a noisy, degraded version of the image. In general, all image restoration techniques rely on some a priori knowledge of the general statistical properties of images and how the various sources of noise may distort the pixels of an image when present.

The problem of statistical image restoration is two-fold. First, these methods often rely heavily on generating an accurate approximation of the original image using only information available in the degrade one. This is typically the most challenging aspect of these methods due to the astronomical number of the possible pixel configurations. The second issue is somewhat more tractable. Here, one must identify the type of noise that is degrading the image and estimate the magnitude of it's effect on the original image's pixels. When there exists a well-known model to describe a particular type of noise that is present in an image, the problem of denoising can be rather straightforward. However, if this task proves to be difficult, simple assumptions about the basic properties of images are often

used instead. One such assumption commonly used is the assumption of smoothness in real world images. For example, consider an isolated white pixel located among a set of black ones. Statistically, this configuration is likely to have been caused by noise rather than to have existed in the original image and it should be suppressed. This set of local interactions and correlations among the neighboring pixels in an image is the basis for the use of spin-lattice models to attack the problem of statistical image restoration.

In recent years, spin-lattice-based models have been applied to the problem of statistical image restoration with some success [Tanaka 2002]. These models include the chiral Potts model [Carlucci and Inoue 1999] and the Q-Ising model [Inoue 2001; Inoue and Carlucci 2001; Tanaka et al. 2003], both of which are borrowed from the study of spin glasses in statistical mechanics. The mathematical justification for applying these advanced spin-lattice models to the image restoration process and how they are intended to operate on noisy images is deeply rooted in the theory of Bayesian statistics. A formal discussion of these advanced models is far beyond the scope of this work and we mention them here only to serve as motivation for the work to be presented here.

In this paper, we present preliminary numerical results on a similar statistical mechanics approach to image restoration using the well-known Ising model. Both binary and grayscale image restoration are considered by employing the binary (or spin-1/2) Ising model in two and three dimensions, respectively. Using the Metropolis algorithm, we examine how external bias fields, nearest-neighbor interactions, and the lattice temperature impact the image restoration process.

2 Ising Model

The Ising model is a mathematical model originally developed to simulate the physical and structural properties of ferromagnetic materials. Invented in 1925 by the physicist Ernst Ising [Ising 1925], this model has become a principal archetype in the field of statistical mechanics for studying the physics of phase transitions and critical phenomena. This popularity is largely derived from the fact that analytic techniques can be used to yield exact solutions of the Ising model in both one and two dimensions under certain conditions [Pathria 1996]. Additionally, the generalized framework of Ising model, in which interacting pairs of discrete objects may be used to exhibit macroscopic, collective behavior, has led it to be applied to a rich and diverse set of other types of problems over the years, including the study of lattice gases, binary alloys, neuron interactions, and, of course, image restoration.

In the two-dimensional square-lattice Ising model, we consider a finite set of discrete variables knowns as spins arranged over a regular square-lattice (see Figure 1). Associated with each lattice site is a spin variable S_{ij} , where the indicies on the spin variable represent it's location on the two-dimensional lattice. For the binary Ising model, each spin variable may only assume a value of either +1 or -1. If $S_{ij}=+1$, the ijth lattice site is said to have spin up, while if $S_{ij}=-1$, then it is said to have spin down. When the spins on the lattice are allowed interact with one another, nearest-neighbor interaction schemes (see Figure 1) are typically used to approximate their effects on the configuration of the spin-lattice.

^{*}e-mail: mkandes@sciences.sdsu.edu

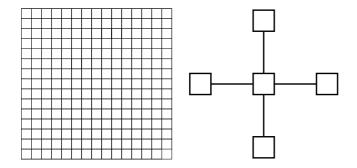


Figure 1: (Left) A 15×15 regular square-lattice in two dimensions. The so-called lattice sites are located at the interestion points of the grid lines. Associated with eace lattice site is a single spin variable. When the interactions between spins on the lattice are first-order nearest-neighbor interactions, the grid lines connecting the lattice sites accurately depict this interaction scheme across the entire lattice. (Right) First-order nearest-neighbor interactions in two dimensions. A spin, centrally located on a lattice site, is coupled only to it's nearest horizontal and vertical neighbors.

The total energy of the spin-lattice for a given configuration of spins is defined by

$$E = -\sum_{ij} \mu_{ij} H_{ij} S_{ij} - \sum_{\langle ijkl \rangle} J_{ijkl} S_{ij} S_{kl}, \tag{1}$$

where μ_{ij} is a coupling constant that sets the interaction strength between an individual spin and an externally applied magnetic field, H_{ij} , that may be acting on the system. J_{ijkl} is a coupling constant that sets the interaction strengths between locally coupled spins. The brackets $\langle \rangle$ over the sum of spin-spin interactions is used to designate that it extends only over nearest-neighbor pairs of spins. For each pair of spins, if $J_{ijkl}>0$, then the spin-spin interaction is called ferromagnetic. If $J_{ijkl}<0$, the interaction is referred to as antiferromagnetic. When $J_{ijkl}=0$, there is no interaction between the two spins.

In the context of statistical mechanics, the principal problem that must be solved for the Ising model is to find the ground state spinlattice configuration, i.e. to find the lowest energy configuration of the lattice at a specific inverse lattice temperature, β , given some initial spin-lattice configuration $\{S_{ij}\}\$, the sets of coupling constants $\{\mu_{ij}\}\$ and $\{J_{ijkl}\}\$, and an externally applied magnetic field $\{H_{ij}\}$. Notice that when the interactions between two spins are ferromagnetic, it is energetically favorable for the spins to be aligned with one another. In fact, when all of the spin-spin interactions in the lattice are ferromagnetic, we find that above a certain critical inverse lattice temperature, β_c , the spin-lattice undergoes a so-called phase transition. Here, the ground state spin-lattice stablizes and large, locally connected regions of the lattice begin to align with one another due to collective interactions arising from the long range correlations between the spins. In the absence of an externally applied magnetic field, i.e. $\{H_{ij} = 0\}$, this cooperative phenomenon is known as spontaneous magnetization. Hoever, more importantly, this collective alignment of different regions of the lattice is the precise property we aim to exploit in the binary and grayscale image restoration process. Thus, we expect to the image restoration process to occur for inverse lattice temperatures well above this critical temperature.

Computing the ground state spin-lattice configuration is typically a non-trivial task. Like the large number problem of pixel configurations in statistical image restoration, the number of possible configurations for the spin-lattice is rather daunting to consider. To efficiently sample the configuration space and find an approximate ground state of the spin-lattice, we use the so-called Metropolis Monte Carlo algorithm [Metropolis et al.]. The algorithm is as follows: (1) Choose a spin on the lattice at random. (2) Flip the spin. Spin up goes to spin down. Spin down goes to spin up. (3) Compute the energy difference between the previous configuration of the spin-lattice and the new configuration, that is compute

$$\Delta E = E' - E,\tag{2}$$

where E' is the energy of the new lattice configuration and E is the energy of the previous lattice configuration. (4) If $\Delta E \leq 0$, then keep the new, lower energy spin-lattice configuration. (5) If $\Delta E \geq 0$, then draw a random number R between 0 and 1. (6) Accept the new spin-lattice configuration if and only if

$$R \le e^{-\beta \Delta E}. (3)$$

(7) Otherwise, keep the old spin-lattice configuration and repeat the process for the next randomly chosen spin. The key idea behind the Metropolis algorithm is that as we randomly walk through the spin-lattice configuration space, we systematically reject the majority of steps that increase the energy of the lattice configuration, allowing a relatively quick convergence to the ground state solution. In Appendix B, the FORTRAN source code of the programs written to find the approximate ground state configurations of the two- and three-dimensional Ising models via the Metroplois algorithm are given.

In the context of binary image restoration, we propose to use the two-dimensional binary Ising model as follows. Consider only unit interactions on the lattice, such that the sets of coupling constants are $\{\mu_{ij} = 1\}$ and $\{J_{ijkl} = 1\}$, and let the degraded binary image be the initial configuration of the spin-lattice $\{S_{ij}\}$. We then set the externally applied magnetic field term, $\{H_{ij}\}\$, to be some approximation of the original image obtained by other means. By using the approximated original image as the external bias field, it follows that it is energtically favorable for the spins of the degraded image to become aligned with this approximated original image. Via spinspin interactions, the information in the approximated bias field can then also be distributed in a correlated way among the spins on the lattice. It is our hope that these interactions will compensate for the undoubtably imperfect approximation of the original image. The final restored image is the approximated ground state spin-lattice configuration found using the Metropolis algorithm.

For grayscale images, the restoration process proposed is similar. However, instead of using the two-dimensional Ising model, we employ the three-dimensional binary Ising model to couple together the eight two-dimensional bit-planes that represent the pixels of the grayscale image.

3 Numerical Results

For the numerical results on binary and grayscale image restoration using the two- and three-dimensional binary Ising model presented here, the emphasis was to study the general mechanics of the image restoration process and the resulting qualitative features of the restored images. As such, we have not focused on how to construct an efficient and accurate approximation of the original image from the degraded ones to be used as the external bias field. Instead, we consider only the two extremum cases when the external bias field is taken to be the exact, original binary or grayscale image and when the external bias field is taken to be the degraded image itself. The idea for using the degraded image as the external bias field assumes that a large fraction of the pixels are uncorrupted and thus retain some information about the original image the spin-spin interactions may use in the restoration process.

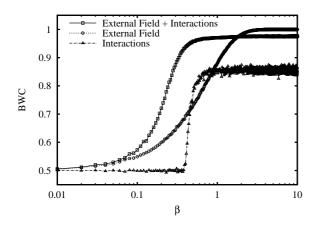


Figure 2: Binary image restoration of the degraded binary image of Lena ($\sigma^2 = 0.1$) versus the inverse lattice temperature. In this case, the original binary image of Lena was used as the external bias field. Hence, the near perfect image reconstruction under certain conditions when the bias field is applied.

The degraded images to be restored were generated by applying varying degrees of gaussian noise to an original grayscale image as measured by the gaussian noise variance, σ^2 . To generate the noisy binary images, the degraded grayscale images were then converted to binary format using a threshold function on the grayscale pixel values. The MATLAB scripts written to prepare the degraded binary and grayscale images are available in Appendix A.

The quality of each restored binary or grayscale image was measured by computing a bitwise correlation (BWC) between the bit sequences of the restored and original image, i.e.

$$BWC = \frac{Number\ of\ bits\ that\ are\ the\ same}{Total\ number\ of\ bits} \tag{4}$$

The FORTRAN program written to compute this bitwise comparison between bit sequences is available in Appendix B.

3.1 Binary Image Restoration

Figure 1 shows the quality of binary image restoration obtained via the two-dimensionl Ising model for different values of the inverse lattice temperature, β . Three different types restoration were considered: (1) when an external bias field is applied and spin-spin interactions are present; (2) when o nly an external bias field is applied, i.e. when there are no spin-spin interactions on the lattice; and (3) when only spin-spin interactions are present, i.e. when no external bais field is applied. As expected, we find that the quality of the restored image increases considerably above the critical inverse temperature required for the onset of spontaneous magnetization. Furthermore, we see that even when no external field is applied and only spin-spin interactions are considered, a large fraction of the bits realign themselves with those of the original image.

Figure 2 shows the quality of binary image restoration that is obtained at an inverse temperature of $\beta=1$ for varying degrees of noise degraded images when both an external bias field and spin-spin interactions are used in the restoration process. Here, we see that when the original image is used as the external bias field (OB), near perfect image restoration is possible for all levels of noise degraded images. In constrast, when the noisy, degraded image is used as the external bias field (NB), the restoration is always less than perfect, with the quality of the restored image decreasing with

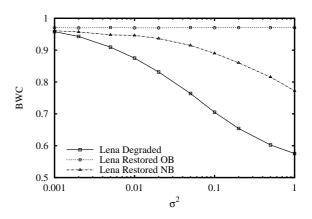


Figure 3: Binary image restoration of the degraded binary images of Lena at an inverse lattice temerature of $\beta=1$ versus the magnitude of the gaussian noise variance, σ^2 , applied to create the degraded images. The solid line and open squares are the measured quality of the degraded images of Lena with respect to the original image. The dotted line and open circles are the measured quality of the restored images generated by using the original binary image as the external bias field. The dashed-dotted line and the open triangles are measured quality of the restored images generated by using the degraded images as the external bias fields. Note that both the external bias field and spin-spin interactions were used in the restoration process.

increasing noise level. However, even in this case, the quality of the restored images with respect to the original image are greater than that of the degraded ones.

In Figure 3, the qualitative features of the binary image restoration process are depicted in several sample images. Notice that even under the ideal case when the original binary image is used as the external bias field, the image restoration is not perfect. This is likey due to an averaging out effect arising from the interactions, casuing the high frequency components in the image to be lost.

3.2 Grayscale Image Restoration

Figure 5 shows the quality of grayscale image restoration obtained via the three-dimensional and quasi-two-dimensional Ising models for different values of the inverse lattice temperature. By eliminating the inter-bit-plane spin coupling, we found that the quasi-two-dimensional significantly improves the overall quality of the image restoration process. However, neither obtain near perfect image reconstruction when interactions are taken into consideration, even when the original image is used as the external bias field. This problem arises primarily from the significant degradation of the lower bit-planes in the image due the noise. Only when there are no spin interactions on the lattice due we obtain near perfect image reconstruction under these ideal conditions. Of course, however, this mode of restoration is of little practical use.

Figure 6 shows the quality of the grayscale image restoration obtained via the three-dimensional and quasi-two-dimensional Ising models at an inverse temperature of $\beta=1$ for varying degrees of noise degraded images when both an external bias field and spin-spin interactions are used in the restoration process. Here, in both cases, the limiting ceiling placed on the quality of image restoration due to the degradation in the lower bit-planes is quite obvious. Even in these limits, we find the quality of grayscale image restoration is rather poor compared to the results for binary image



Figure 4: Binary image restoration of Lena via the two-dimensional Ising model. (Upper Left) Original binary image of Lena. (Upper Right) Degraded binary image of Lena ($\sigma^2 = 1$). (Lower Left) Restored image of Lena using the original binary image of Lena as the external bias field. (Lower Right) Restored image of Lena using the degraded image of Lena as the external bias field.

restoration above. In Figure 7 and 8, the qualitative features of the grayscale image restoration process for the three-dimensional and quasi-two-dimensional Ising models are depicted in several sample images.

4 Conclusion

Despite the limited success of the preliminary results presented here, we argue that the generalized framework of the binary Ising model as it relates to the image restoration process is both quite unique and merits further study. All in all, We have really only considered a relatively basic, straightforward approch to using the Ising model. It is likely that this process can be significantly improved by considering not only simple techniques such as preconditioning the degraded image with smoothing filters, but also through more advanced, complex methods that exploit non-uniform spin-field and spin-spin coupling schemes. In addition, it is quite possible that many of the issues observed in the simple approches we have considered are fixed by using higher-order nearest-neighbor interactions. Whatever the case may be, these advanced coupling schemes and higher-order nearest-neighbor interactions would undoubtably carry over to higher dimensional binary Ising models that may be useful for color image restoration. Of course, however, all such speculations require further numerical and theoretical study.

Acknowledgements

Thanks Dr. Morris! It was great semester. I hope you have a good holiday.

References

CARLUCCI, D. M., AND INOUE, J.-I. 1999. Image restoration

- using the chiral Potts spin glass. Phys. Rev. E 60, 3, 2547–2553.
- CHANDLER, D. 1987. *Introduction to Modern Statistical Mechanics*. Oxford University Press, Inc.
- HUANG, K. 1987. Statistical Mechanics, Second ed. John Wiley and Sons, Inc.
- INOUE, J.-I., AND CARLUCCI, D. M. 2001. Image restoration using the Q-Ising spin glass. *Phys. Rev. E* 64, 036121.
- INOUE, J.-I. 2001. Application of the quantum spin glass theory to image restoration. *Phys. Rev. E* 63, 046114.
- ISING, E. 1925. Beitrag zur Theorie des Ferro-und Paramgnetismus. Z. Phys. 31, 253.
- METROPOLIS, N., ROSENBLUTH, A. W., TELLER, A. H., AND TELLER, E. Equation of State Calculations by Fast Computing Machines. *J. Chem. Phys.*.
- PATHRIA, R. K. 1996. *Statistical Mechanics*, Second ed. Elsevier Butterworth-Heinemann.
- TANAKA, K., INOUE, J.-I., AND TITTERINGTON, D. M. 2003. Probabilistic image processing by means for the Bethe approximation for the Q-Ising model. *J. Phys. A* 36, 11023–11035.
- TANAKA, K. 2002. Statistical-mechanical approach to image processing. *J. Phys. A* 35, R81–R150.

Appendix A: MATLAB M-Files

```
% Math 336 - Image Processing - Final Project
           This MATLAB script is used for generating the noisy binary image data in
           a format suitable to be read-in by the FORTRAN program ising 2.x
           Marty Kandes
Computational Science Research Center / Department of Physics
          San Diego State University
        % Fall 2008
                                                                        % Clear MATLAB workspace.
% Read image from graphics file.
% Resize image.
% Convert image to double.
% Renormalize image's grayscale.
         clear all; close all; clc;
        clear all; close all; clc;
f = imread('lena.jpg');
f = imresize(f,[256,256]);
f = im2double(f);
f = mat2gray(f);
       variance = 0.001;

n = immoise(f,'gaussian',mean,variance);

b = im2bw(n,graythresh(n));

imwrite(b,'lenagn0001.png','png');

[M N] = size(b);

fid = fopen('lenagn0001.dat','w');

for J = 1:N

for I = 1:M

fprintf/f;a....
                                                                           Convert image to binary.
Write image to graphics file.
Get dimensions of binary image.
Open file to write out data.
                     fprintf(fid,'%li \n',b(I,J));
                                                                        % Write binary image data to file.
              end;
        end;
          k Math 336 - Image Processing - Final Project
          This MATLAB script is used for reading in the binary image data from the
           output of the FORTRAN program ising2.x to construct the restored binary
         % image.
           Marty Kandes
Computational Science Research Center / Department of Physics
San Diego State University
         % Fall 2008
        clear all; close all; clc;
M = 256; N = 256;
                                                                  % Clear MATLAB workspace.
                                                                  % Clear Marians workspace.
% Set image dimensions.
% Load binary image data.
% Initialize loop counter.
       for J = 1:N

for J = 1:N

for I = 1:M

K = K +
        load lenarestored.dat;
K = 0;
                     b(I,J) = lenarestored(K,1); % Read binary image data into array b.
              end;
         imwrite(b,'lenarestored.png','png'); % Write image to graphics file.
           Math 336 - Image Processing - Final Project
          This MATLAB script is used for generating binary bit plane data of a noisy grayscale image in a format suitable to be read-in by the FORTRAN
56
57
           program ising3.x.
        % Marty Kandes
% Computational Science Research Center / Department of Physics
```

```
DO J = 1, NPIY
DO I = 1, NPIX
READ(FILENUM,*) B(I,J)
 63
              % Fall 2008
                                                                                                                                                                                                                                                                                                                            binary image to be restored.
Convert 0 bits to -1.
 64
              clear all; close all; clc;
f = imread('lena.jpg');
f = imresize(f,[256,256]);
 65
                                                                                                          % Clear MATLAB workspace
                                                                                                                                                                                                                                               IF (B(I,J) == 0) THEN
B(I,J) = -1
                                                                                                                                                                                                        52
53
54
55
56
57
                                                                                                          Read image from graphics file.
Resize image.
 66
67
68
69
70
71
                                                                                                                                                                                                                                          ENDDO
                                                                                                               Set noise mean.
Set noise varian
                                                                                                                                                                                                                                  ENDDO
ENDDO
FILENUM = FILENUM + 1
             n = imnoise(f,'gaussian',mean,variance);
imwrite(n,'lenagn0001.png','png');
n = double(n);
                                                                                                                                                                                                                                                                                                                         ! Increment file number.
                                                                                                              Add noise to image.
                                                                                                              Write image to graphics file.
                                                                                                                                                                                                        58
 72
73
                                                                                                          % Convert image to double.
                                                                                                                                                                                                        59
                                                                                                                                                                                                                                  !H = 0
                                                                                                                                                                                                                                                                                                                          ! Uncomment for no ext field.
              [M,N] = size(n); P = 8;
                                                                                                           % Set num bit planes and dims.
                                                                                                                                                                                                        60
             [M,N] = size(n): P = 8;
b = zeros(M,N,P);
b(:,:,1) = logical(mod(n,2));
b(:,:,2) = logical(mod(floor(n/2),2));
b(:,:,3) = logical(mod(floor(n/4),2));
b(:,:,4) = logical(mod(floor(n/8),2));
b(:,:,5) = logical(mod(floor(n/16,2));
b(:,:,6) = logical(mod(floor(n/16,2));
                                                                                                                                                                                                                                                                                                                         ! Loop over inv temps.
! Compute current inv temp.
! Seed random number generator.
! Init spin lattice to orig im.
! Loop over num MC iterations.
                                                                                                          % See Hum Dit planes and dims.
% Preallocate bit plane array.
% Compute bit planes. Level 1. LSB.
% Level 2.
                                                                                                                                                                                                                                  DO J = 1, NINV
BETA = FLOAT(J)*DELTAB
CALL RANDOM_SEED()
                                                                                                                                                                                                        61
62
63
64
65
                                                                                                                                                                                                                                         S = B
DO I = 1, NITS
                                                                                                          % Level
                                                                                                                                                                                                                                               I = 1, NTTS
CALL RANDOM_NUMBER(X)
CALL RANDOM_NUMBER(Y)
CALL RANDOM_NUMBER(ETA)
U = CEILING(FLOAT(NPIX)*X)
V = CEILING(FLOAT(NPIY)*Y)
DELTAE = H(U,V)
TELLING | NUMBER | NUMBE
                                                                                                                                                                                                                                                                                                                            Loop over num Mc Iterations.
Random X spin coordinate.
Random number between 0 & 1.
Integer X spin coordinate.
Integer Y spin coordinate.
Compute difference in the
 79
80
                                                                                                          % Level
                                                                                                                                                                                                        66
67
                                                                                                          % Level 6.
             b(:,:,6) = logical(mod(floor(n/32),2));
b(:,:,7) = logical(mod(floor(n/64),2));
b(:,:,8) = logical(mod(floor(n/128),2));
fid = fopen('lenagn0001.dat','w');
for K = 1:P
for J = 1:N
 81
82
83
84
85
                                                                                                                                                                                                         68
69
70
71
                                                                                                              Level 8. MSB.
                                                                                                              Open file to write out data.
                                                                                                                                                                                                                                               IF (U.NE.1) THEN
DELTAE = DELTAE + S(U-1,V)
                                                                                                                                                                                                         72
                                                                                                                                                                                                                                                                                                                            configuration energy of the spin lattice if we were to
                               for I = 1:M
 86
87
                                                                                                                                                                                                        73
74
                                      fprintf(fid,'%li \n',b(I,J,K)); % Write bit plane data to file.
d; % LSBP to MSBP.
                                                                                                                                                                                                                                                ENDIF
                                                                                                                                                                                                                                                                                                                             flip the current spin under
                                                                                                                                                                                                                                                TF (II.NE.NPTX) THEN
 88
                                end;
                                                                                                                                                                                                        75
                                                                                                                                                                                                                                                                                                                             consideration. Here, we use
                                                                                                                                                                                                                                                      DELTAE = DELTAE + S(U+1,V)
                       end;
                                                                                                                                                                                                                                                                                                                            non-periodic boundary
                                                                                                                                                                                                                                               ENDIF

IF (V.NE.1) THEN

DELTAE = DELTAE + S(U,V-1)
                                                                                                                                                                                                                                                                                                                              conditions.
              and:
               status = fclose(fid);
               % ===========
% Math 336 - Image Processing - Final Project
                                                                                                                                                                                                                                                                                                                             Comment out these if
                                                                                                                                                                                                                                                                                                                            statements to consider Ising model without local
                                                                                                                                                                                                                                               IF (V.NE.NPIY) THEN
DELTAE = DELTAE + S(U,V+1)
 94
95
              ^{\circ} This MATLAB script is used for reading in the binary bit plane data of a ^{\circ} output by the FORTRAN program ising3.x to construct the restored image.
                                                                                                                                                                                                                                                                                                                            interactions.
                                                                                                                                                                                                        83
84
85
86
87
                                                                                                                                                                                                                                                ENDIF
96
97
98
99
100
                                                                                                                                                                                                                                               ENDIF
DELTAE = 2*S(U,V)*DELTAE
If (DELTAE.LE.0) THEN
   S(U,V) = -S(U,V)
ELSEIF ((-BETA*FLOAT(DELTAE)).LT
                                                                                                                                                                                                                                                                                                                          !
! Final energy difference.
! Use Metropolis algorithm
! to decide if we flip the
.LOG(ETA)) THEN ! current spin
              % Computational Science ....
% San Diego State University
                  Computational Science Research Center / Department of Physics
                                                                                                                                                                                                                                                      S(U,V) = S(U,V)
101
                                                                                                                                                                                                        88
                                                                                                                                                                                                                                                                                                                            under consideration or keep
                                                                                                                                                                                                                                               ELSE
102
                                                                                                                                                                                                                                                                                                                            it's present state.
                                                                                                % Clear MATLAB workspace.
% Set num bit planes and dims.
% Preallocate bit plane array.
% Load bit planes.
% Initialize loop counter.

              clear all; close all; clc;
M = 256; N = 256; P = 8;
103
                                                                                                                                                                                                                                                       S(II.V) = -S(II.V)
             M = 256; N = 256; P - 0.
b = zeros(M,N,P);
load lenarestored.dat;
                                                                                                                                                                                                                                       ENDIP

ENDIPODIO

DO V = 1, NPIY

DO U = 1, NPIX

IF (S(U,V) == -1) THEN

S(U,V) = 0

THEN

S(U,V) S(U,V)
                                                                                                                                                                                                                                               ENDIF
            105
106
107
108
109
                                                                                                                                                                                                                                                                                                                           Convert -1 bits to 0 bits.
Need 0 bits for image file.
110
111
                                                                                                                                                                                                        98
                                                                                                                                                                                                                                                       WRITE(FILENUM.*) S(U.V)
                                                                                                                                                                                                                                                                                                                           Write restored image to file.
                                        b(I,J,K) = lenarestored(L,1); % Read bit plane data into array.
112
                                                                                                                                                                                                                                               ENDDO
113
                                                                                                                                                                                                                                         FNDDO
                                                                                                  % Compute restored image from bit planes
              :1,03,3))+b(:,:,2))+b(:,:,1));
116
                                                                                                                                                                                                                                  DEALLOCATE(B,H,S)
                                                                                                                                                                                                                                                                                                                        ! Deallocate arrays.
117
                                                                                                                                                                                                       104
118
                                                                                                                                                                                                       105
                                                                                                                                                                                                       106
                                                                                                                                                                                                                                  STOP
   Appendix B: FORTRAN Source Code
                                                                                                                                                                                                                         Math 336 - Image Processing - Final Project
                                                                                                                                                                                                                         Grayscale Image Restoration using the 3D Ising Model
                                                                                                                                                                                                       111
                                                                                                                                                                                                       112
                  Math 336 - Image Processing - Final Project
                                                                                                                                                                                                       113
                                                                                                                                                                                                                         Marty Kandes
                                                                                                                                                                                                                         Computational Science Research Center / Department of Physics
San Diego State University
Fall 2008
                                                                                                                                                                                                       114
                  Binary Image Restoration using the 2D Ising Model
                                                                                                                                                                                                       115
116
117
118
                  Marty Kandes
                  Computational Science Research Center / Department of Physics
San Diego State University
Fall 2008
                                                                                                                                                                                                                                  PROGRAM ISING3
                                                                                                                                                                                                       119
                                                                                                                                                                                                                                  IMPLICIT NONE
                                                                                                                                                                                                       120
                                                                                                                                                                                                                                  INTEGER, PARAMETER :: NITS = 52428800 ! Num Monte Carlo iterations.
INTEGER, PARAMETER :: NINV = 1000 ! Num inverse temps.
INTEGER, PARAMETER :: NPIX = 256 ! Num pixels in X.
INTEGER, PARAMETER :: NPIY = 256 ! Num pixels in Y.
INTEGER, PARAMETER :: NPIY = 256 ! Num pixels in Y.
INTEGER, PARAMETER :: NPIY = 8 ! Num bit planes.
                                                                                                                                                                                                       121
                           PROGRAM ISING2
                                                                                                                                                                                                       122
123
124
125
                           IMPLICIT NONE
 13
                           INTEGER, PARAMETER :: NITS = 6553600 ! Num Monte Carlo iterations.
INTEGER, PARAMETER :: NITW = 1000 ! Num inverse temps.
INTEGER, PARAMETER :: NPIX = 256 ! Num pixels in X.
INTEGER, PARAMETER :: NPIY = 256 ! Num pixels in Y.
                                                                                                                                                                                                       126
                                                                                                                                                                                                                                  INTEGER :: FILENUM
                                                                                                                                                                                                                                                                                                                         ! Input / output file number(s).
                                                                                                                                                                                                       127
                                                                                                                                                                                                                                   INTEGER :: I, J, K
INTEGER :: U, V, W
INTEGER :: DELTAE
                                                                                                                                                                                                                                                                                                                         ! Loop counters.
! Integer spin coordinates.
! Energy diff in spin configs.
                                                                                                                                                                                                       128
129
                            INTEGER :: FILENUM
                                                                                                                 ! Input / output file number(s).
                                                                                                                                                                                                       130
                           INTEGER :: I, J
INTEGER :: U, V
INTEGER :: DELTAE
                                                                                                                 ! Loop counters.
! Integer spin coordinates.
! Energy diff in spin configs.
 20
21
                                                                                                                                                                                                       131
                                                                                                                                                                                                                                  INTEGER, ALLOCATABLE :: B(:,:,:)
INTEGER, ALLOCATABLE :: H(:,:,:)
INTEGER, ALLOCATABLE :: S(:,:,:)
                                                                                                                                                                                                       132
133
134
 22
                                                                                                                                                                                                                                                                                                                         ! External magnetic field.
! Spin lattice / restore image.
 23
24
25
26
27
28
                           INTEGER, ALLOCATABLE :: B(:,:)
INTEGER, ALLOCATABLE :: H(:,:)
INTEGER, ALLOCATABLE :: S(:,:)
                                                                                                                 ! Original binary image.
! External magnetic field.
! Spin lattice / restore image.
                                                                                                                                                                                                       135
                                                                                                                                                                                                       136
                                                                                                                                                                                                                                  REAL, PARAMETER :: DELTAB = 0.01E0
                                                                                                                                                                                                                                                                                                                       ! Diff between inverse temps.
                                                                                                                                                                                                       137
                                                                                                                                                                                                                                  REAL :: X, Y, Z
REAL :: BETA
REAL :: ETA
                                                                                                                                                                                                       138
                                                                                                                                                                                                                                                                                                                         ! Real spin coordinates.
                           REAL, PARAMETER :: DELTAB = 0.01E0
                                                                                                                                                                                                                                                                                                                         : Real Spin Coordinates.
! Inverse temperature.
! Random number between 0 & 1.
                                                                                                                ! Diff between inverse temps.
 29
30
                           REAL :: X, Y
REAL :: BETA
REAL :: ETA
                                                                                                                 | Real spin coordinates
                                                                                                                 ! Inverse temperature.
! Random number between 0 & 1.
 31
32
33
34
35
                                                                                                                                                                                                                                  FILENUM = 998
                                                                                                                                                                                                                                                                                                                        ! Initialize file number(s).
                                                                                                                                                                                                       142
                                                                                                                                                                                                       143
                                                                                                                                                                                                                                                                                                                        ! Allocate arrays. Orig image.
! External field.
! Spin lattice / rest image.
                                                                                                                                                                                                       144
                                                                                                                                                                                                                                  ALLOCATE(B(NPIX.NPIY.NBPZ))
                           FILENUM = 998
                                                                                                                 ! Initialize file number(s).
                                                                                                                                                                                                       145
                                                                                                                                                                                                                                  ALLOCATE(H(NPIX,NPIY,NBPZ))
ALLOCATE(S(NPIX,NPIY,NBPZ))
                                                                                                                                                                                                       146
147
148
149
 36
37
                           ALLOCATE(B(NPIX,NPIY))
                                                                                                                 ! Allocate arrays. Orig image.
! External field.
                                                                                                                                                                                                                                  DO K = 1, NBPZ
DO J = 1, NPIY
DO I = 1, NPIX
                           ALLOCATE(H(NPIX,NPIY))
 38
39
40
41
42
43
                          DO J = 1, NPIY

DO I = 1, NPIX

READ(FILENUM,*) H(I,J)

IF (H(I,J) == 0) THEN

H(I,J) = -1
                                                                                                                 ! Read in external field.
                                                                                                                                                                                                       150
                                                                                                                                                                                                                                                     READ(FILENUM,*) H(I,J,K)

IF (H(I,J,K) == 0) THEN

H(I,J,K) = -1
                                                                                                                                                                                                       151
                                                                                                                                                                                                                                                                                                                            Read in external field.
                                                                                                                                                                                                                                                                                                                            Convert 0 bits to -1.
Need -1 bits for cals.
                                                                                                                     Convert 0 bits to -1.
                                                                                                                                                                                                       153
154
155
156
157
                                                                                                                    Need -1 bits for calculations.
                                                                                                                                                                                                                                                      ENDIF
                                        ENDIF
 44
 45
                                 ENDDO
                                                                                                                                                                                                                                         ENDDO
                           ENDDO
                                                                                                                                                                                                                                  ENDDO
                            FILENUM = FILENUM + 1
                                                                                                                 ! Increment file number.
                                                                                                                                                                                                                                  FILENUM = FILENUM + 1
                                                                                                                                                                                                                                                                                                                         ! Increment file number.
```

Read in original, noisy

% San Diego State University

```
DO J = 1, NPIY
 159
                              DO K = 1, NBPZ

DO J = 1, NPIY

DO I = 1, NPIX

READ(FILENUM,*) B(I,J,K)

IF (B(I,J,K) == 0) THEN

B(I,J,K) = -1

ENDIF
PNIDOC
 160
                                                                                                                                                                                                                             270
271
                                                                                                                                                                                                                                                                           DO I = 1, NPIX
                                                                                                                                   Read in original, noisy
                                                                                                                                                                                                                                                                                  READ(FILENUM,*) IM(I,J,K)
 161
                                                                                                                                                                                                                                                                                                                                                            ! Read in original image data.
                                                                                                                                   binary image to restore
Convert 0 bits to -1.
                                                                                                                                                                                                                                                                           ENDDO
 162
163
164
165
166
167
                                                                                                                                                                                                                             272
273
274
275
276
277
278
                                                                                                                                                                                                                                                                    ENDDO
                                                                                                                                                                                                                                                            ENDDO
FILENUM = FILENUM + 1
                                                                                                                                                                                                                                                                                                                                                            ! Increment file number.
                                              ENDDO
                                                                                                                                                                                                                                                            DO L = 1, NSEQ
                                      ENDDO
                                                                                                                                                                                                                                                                                                                                                               Initialize bit count
 168
                                                                                                                                                                                                                                                                    BITCOUNT = 0
                                                                                                                                                                                                                                                                  BITCOUNT = 0 ! Initialize bit count.

BETA = FLOAT(L)*DELTAB ! Compute current inv tem

DO K = 1, NBPZ !

DO J = 1, NPIY !

DO I = 1, NPIX !

READ(FILENUM,*) RE(I,J,K) ! Read restored image(s).
 169
                               ENDDO
                                                                                                                                                                                                                             279
                                                                                                                                                                                                                                                                                                                                                               Compute current inv temp.
 170
                               FILENUM = FILENUM + 1
                                                                                                                               ! Increment file number.
                                                                                                                                                                                                                             280
                                                                                                                                                                                                                             281
282
283
284
285
 171
172
173
174
                                                                                                                                 ! Uncomment for no ext field.
                               DO J = 1, NINV
BETA = FLOAT(J)*DELTAB
CALL RANDOM_SEED()
                                                                                                                                   Loop over inv temps
                                                                                                                                                                                                                                                                                   ENDDO
                                                                                                                                  Loop over inv temps.
Compute current inv temp.
Seed random number generator.
Init spin lattice to orig im.
Loop over num MC iterations.
Random X spin coordinate.
Random Y spin coordinate.
Random number between 0 & 1.
Integer X spin coordinate.
                                                                                                                                                                                                                                                                 ENDDO
ENDDO
DO K = 1, NBPZ
DO J = 1, NPIY
DO I = 1, NPIY

IF (RE(I,J,K) == IM(I,J,K)) THEN
BITCOUNT = BITCOUNT + 1 ! Num bits same.

"NDIF

!
!
!
! Frac of bits se
                                                                                                                                                                                                                                                                           ENDDO
 175
 176
                                                                                                                                                                                                                             286
 177
                                        S = B
                                                                                                                                                                                                                             287
                                       S = B
DO I = 1, NITS
 178
                                                                                                                                                                                                                             288
289
290
291
292
293
                                              T = 1, NITS

CALL RANDOM_NUMBER(X)

CALL RANDOM_NUMBER(Y)

CALL RANDOM_NUMBER(Z)
 179
180
181
 182
                                               CALL RANDOM_NUMBER(ETA)
                                                                                                                                   Namoom number between 0 & Integer X spin coordinate. Integer Y spin coordinate. Integer Z spin coordinate. Compute difference in the configuration energy of the spin lattice if we were to flip the current spin understoned the consideration. Here, we use
                                              U = CEILING(FLOAT(NPIX)*X)
V = CEILING(FLOAT(NPIY)*Y)
W = CEILING(FLOAT(NBPZ)*Z)
 183
 184
                                                                                                                                                                                                                             294
295
 185
                                                                                                                                                                                                                                                                                                                                                             ! Frac of bits same.
                                             W = CEILING(FLOAT(NBPZ)*Z)

DELTAE = H(U,V,W)

IF (U.NE.1) THEN

DELTAE = DELTAE + S(U-1,V,W)

ENDIF

IF (U.NE.NPIX) THEN

DELTAE = DELTAE + S(U+1,V,W)
                                                                                                                                                                                                                                                                    WRITE(6,*) BETA, FLOAT(BITCOUNT)/FLOAT(NPIX*NPIY*NBBZ)
FILENUM = FILENUM + 1 ! Increment file number.
 186
187
188
189
190
                                                                                                                                                                                                                             296
297
298
299
300
                                                                                                                                                                                                                                                            DEALLOCATE (IM, RE)
                                                                                                                                    consideration. Here, we use
                                                                                                                                   non-periodic boundary conditions.
 191
                                                                                                                                                                                                                             301
 192
                                              ENDIF
                                                                                                                                                                                                                             302
                                                                                                                                                                                                                                                            STOP
                                              ENDIF

IF (V.NE.1) THEN

DELTAE = DELTAE + S(U,V-1,W)
                                                                                                                                                                                                                             303
304
305
306
307
 193
194
195
196
197
                                                                                                                                   Comment out these if statements to consider Ising model without interactions.
                                              ENDIF

IF (V.NE.NPIY) THEN

DELTAE = DELTAE + S(U,V+1,W)
                                                                                                                                                                                                                                                  Math 336 - Image Processing - Final Project
                                                                                                                                                                                                                                                  Applys a median binary filter to either binary or grayscale image date to build an approximate external field, h_{\{i\}} or h_{\{i\}k}, for use in the Ising image restoration process. Note that for the case of grayscale image data, filtering is not applied between different bit planes.
                                              ENDIF
 198
                                                                                                                                                                                                                             308
                                              IF (W.NE.1) THEN
DELTAE = DELTAE + S(U,V,W-1)
 199
                                                                                                                                                                                                                             309
 200
                                                                                                                                                                                                                             310
311
312
313
314
315
 201
                                              ENDIE
202
203
204
205
                                              IF (W.NE.NBPZ) THEN
DELTAE = DELTAE + S(U,V,W+1)
                                                                                                                                                                                                                                                  Marty Kandes
Computational Science Research Center / Department of Physics
San Diego State University
Fall 2008
                                              ENDIF
DELTAE = 2*S(U,V,W)*DELTAE
                                                                                                                                    Final energy differen
                                              | SUBJECT | SUBJ
 206
                                                                                                                                                                                                                             316
 207
                                                                                                                                                                                                                             317
                                                                                                                                                                                                                                                            PROGRAM BINMEDIAN
208
                                                                                                                                                                                                                             318
                                                                                                                                                                                                                                                            IMPLICIT NONE
                                                                                                                                   under consideration or k
it's present state.
 209
                                                      S(U,V,W) = S(U,V,W)
                                                                                                                                                                                                                             319
320
321
322
323
324
210
211
212
                                                                                                                                                                                                                                                            INTEGER, PARAMETER :: NPIX = 256
INTEGER, PARAMETER :: NPIY = 256
INTEGER, PARAMETER :: NBPZ = 8
                                                                                                                                                                                                                                                                                                                                                      ! Num pixels in X.
! Num pixels in Y.
! Num bit planes.
                                              ELSE
                                              S(U,V,W) = -S(U,V,W)
ENDIF
                                    ENDO
DO W = 1, NBPZ
DO V = 1, NPIY
DO U = 1, NPIX
TF (S(U,V,W)
213
214
                                                                                                                                                                                                                                                            INTEGER :: I, J, K, L
                                                                                                                                                                                                                                                                                                                                                       ! Loop count
215
                                                                                                                                                                                                                             325
                                                                                                                                                                                                                                                            INTEGER :: MEDIAN
                                                                                                                                                                                                                                                                                                                                                       ! Median count.
216
                                                                                                                                                                                                                             326
217
218
219
                                                             U = 1, NPIX

IF (S(U,V,W) == -1) THEN

S(U,V,W) = 0

ENDIF
                                                                                                                                   Convert -1 bits to 0 bits.
Need 0 bits for image file
                                                                                                                                                                                                                                                            INTEGER, ALLOCATABLE :: NI(:,:,:)
INTEGER, ALLOCATABLE :: MF(:,:,:)
                                                                                                                                                                                                                                                                                                                                                       ! Noisy image.
! Median filtered image
                                                                                                                                                                                                                             327
328
329
330
331
                                                              WRITE(FILENUM,*) S(U,V,W)
                                                                                                                                   Write restored image out.
                                                                                                                                                                                                                                                                                                                                                           Allocate arrays. Orig image. Median filtered image.
 220
221
                                                     ENDDO
                                                                                                                                                                                                                                                            ALLOCATE(MF(NPIX,NPIY,NBPZ))
                                                                                                                                                                                                                                                          DO K = 1, NBPZ
DO J = 1, NPIY
DO I = 1, NPIX
READ(5,*) NI(I,J,K)
                                              ENDDO
                                                                                                                                                                                                                             332
 223
                                       ENDDO
                                                                                                                                                                                                                             333
                                       FILENUM = FILENUM + 1
 224
                                                                                                                                  Increment file number.
                                                                                                                                                                                                                             334
335
336
337
338
339
225
226
227
228
                               ENDDO
                                                                                                                                                                                                                                                                                                                                                           Read in original image data.
                                                                                                                                                                                                                                                                    ENDDO
                                                                                                                                                                                                                                                            ENDDO
229
230
                               STOP
                               END
                                                                                                                                                                                                                             340
                                                                                                                                                                                                                                                           231
                                                                                                                                                                                                                             341
342
343
344
345
346
347
                     Math 336 - Image Processing - Final Project
                     Bitwise image comparison between original, uncorrupted image and the restored Ising images. Computes either the binary or grayscale degradation-restoration coefficient. i.e. NBPZ = 1 for C_{BDR} and
 235
 236
 237
                     NBPZ = 8 for C {GDR}.
 238
                                                                                                                                                                                                                             348
349
 239
                     Marty Kandes
                     Computational Science Research Center / Department of Physics
San Diego State University
Fall 2008
 240
                                                                                                                                                                                                                             350
351
352
353
354
355
 241
                                                                                                                                                                                                                                                                                   FLSE
                                                                                                                                                                                                                                                                                  MF(I,J,K) = 0
ENDIF
                               PROGRAM BITCHECK
 244
                                                                                                                                                                                                                                                                           ENDDO
                                                                                                                                                                                                                                                                           MF(NPIX,J,K) = NI(NPIX,J,K)
245
                               IMPLICIT NONE
246
                                                                                                                                                                                                                             356
                                                                                                                                                                                                                                                                    ENDDO
                               INTEGER, PARAMETER :: NSEQ = 1000
INTEGER, PARAMETER :: NPIX = 256
INTEGER, PARAMETER :: NPIY = 256
INTEGER, PARAMETER :: NEPZ = 1
                                                                                                                              ! Num bit sequences / images.
! Num pixels in X.
! Num pixels in Y.
! Num bit planes.
                                                                                                                                                                                                                                                                    DO I = 1, NPIX
247
                                                                                                                                                                                                                             357
358
359
360
361
362
248
                                                                                                                                                                                                                                                                           MF(I,NPIY,K) = NI(I,NPIY,K)
 249
250
251
                                                                                                                                                                                                                                                                    ENDDO
                                                                                                                                                                                                                                                           DO K = 1, NBPZ

DO J = 1, NPIY

DO I = 1, NPIX

WRITE(6,*) MF(I,J,K)
                               INTEGER :: I, J, K, L
252
                                                                                                                               ! Loop count.
253
                               INTEGER :: FILENUM
INTEGER :: BITCOUNT
                                                                                                                                   Input file number(s).
                                                                                                                                                                                                                             363
254
                                                                                                                               ! Similar bit count
                                                                                                                                                                                                                             364
                                                                                                                                                                                                                                                                                                                                                          Write filtered image data.
                                                                                                                                                                                                                             365
366
367
368
369
370
 255
256
257
258
                               INTEGER, ALLOCATABLE :: IM(:,:,:)
INTEGER, ALLOCATABLE :: RE(:,:,:)
                                                                                                                              ! Original image bit sequence
! Restored image bit sequence
                                                                                                                             ! Diff between inv temps.
                               REAL, PARAMETER :: DELTAB = 0.01E0
 259
                                                                                                                                                                                                                                                            DEALLOCATE(NI,MF)
 260
                                                                                                                                                                                                                                                                                                                                                       ! Deallocate arrays.
                               REAL :: BETA
 261
                                                                                                                              ! Inverse temperature.
                                                                                                                                                                                                                             371
                                                                                                                                                                                                                             372
373
374
 262
                                                                                                                                                                                                                                                            STOP
 263
                               FILENUM = 999
                                                                                                                              ! Initialize file numbers.
                               ALLOCATE(IM(NPIX,NPIY,NBPZ))
ALLOCATE(RE(NPIX,NPIY,NBPZ))
                                                                                                                               ! Allocate arrays. Orig image. ! Restored image(s).
 267
```

DO K = 1, NBPZ

268

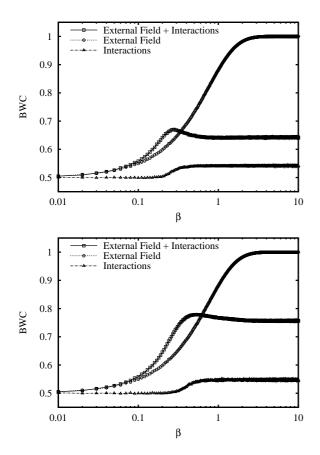


Figure 5: (Top) Grayscale image restoration of the degraded grayscale image of Lena ($\sigma^2=1$) versus the inverse lattice temperature using the three-dimensional Ising model. In this case, original grayscale image of Lena was used as the external bias field. (Bottom) Grayscale image restoration of the degraded grayscale image of Lena ($\sigma^2=1$) versus inverse lattice temperature using the quasitwo-dimensional Ising model. Again, the original grayscale image of Lena was used here as the external bias field.

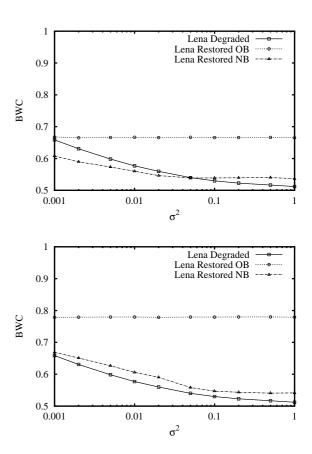


Figure 6: (Top) Grayscale image restoration of the degraded grayscale images of Lena at an inverse temperature of $\beta=1$ versus the magnitude of the gaussian noise variance, σ^2 , using the three-dimensional Ising model. (Bottom) Grayscale image restoration of the degraded grayscale images of Lena at an inverse temperature of $\beta=1$ versus the magnitude of the gaussian noise variance using the quasi-two-dimensional Ising model. In both cases, the solid lines and open squares are the measured quality of the degraded images of Lena with respect to the original image. The dotted lines and open circles are the measured quality of the restored images generated by using the original grayscale image as the external bias field. The dashed-dotted lines and the open triangles are the measured quality of the restored images generated by using the degraded images as the external bias field. Note that both the external bias fiel and spin-spin interactions were used in the restoration process.

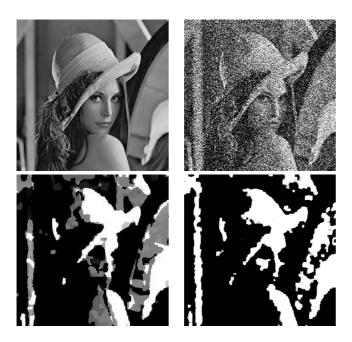


Figure 7: Grayscale image restoration of Lena via the three-dimensional Ising model. (Upper Left) Original grayscale image of Lena. (Upper Right) Degraded grayscale image of Lena ($\sigma^2 = 1$). (Lower Left) Restored image of Lena using the original grayscale image of Lena as the external bias field. (Lower Right) Restored image of Lena using the degraded image of Lena as the external bias field.



Figure 8: Grayscale image restoration of Lena via the quasi-two-dimensional Ising model. (Upper Left) Original grayscale image of Lena. (Upper Right) Degraded grayscale image of Lena ($\sigma=1$). (Lower Left) Restored image of Lena using the original grayscale image of Lena as the external bias field. (Lower Right) Restored image of Lena using the degraded image of Lena as the external bias field.