

# Lab2 Super Resolution

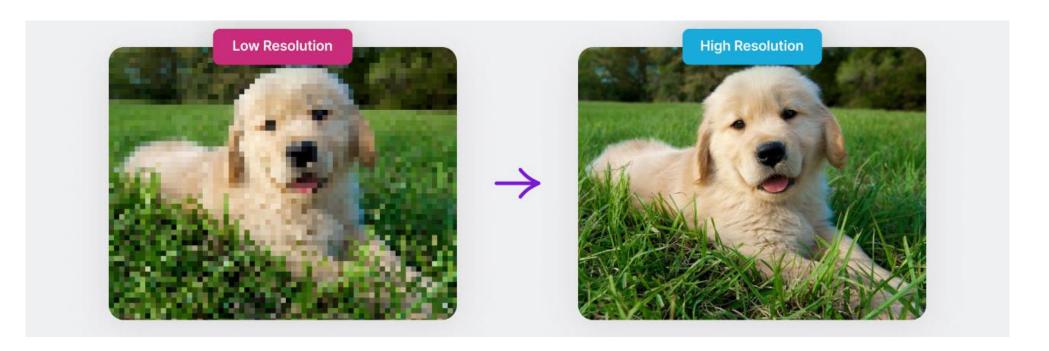
## Pytorch tutorial

- Official tutorial
  - https://pytorch.org/tutorials/
- 莫凡
  - https://mofanpy.com/tutorials/machine-learning/torch/
- AssemblyAI PyTorch Crash Course
  - https://www.youtube.com/watch?v=OlenNRt2bjg

You can only use pytorch in this Lab!!

### Super Resolution

- Super Resolution is a technique in computer vision aimed at increasing the resolution of an image, i.e., enhancing the quality of a low-resolution (LR) image to generate a high-resolution (HR) image.
- Applications: NVIDIA DLSS/AMD FSR, Medical Imaging, ...



#### Dataset

- Super Resolution
- image size = (High resolution)256\*256;(Low resolution) 64\*64
- Training: 288 Validation: 72 Testing: 40







#### Task1 of this lab

- In "Lab2\_SRResNet.ipynb"
  - Build SRResNet by yourself

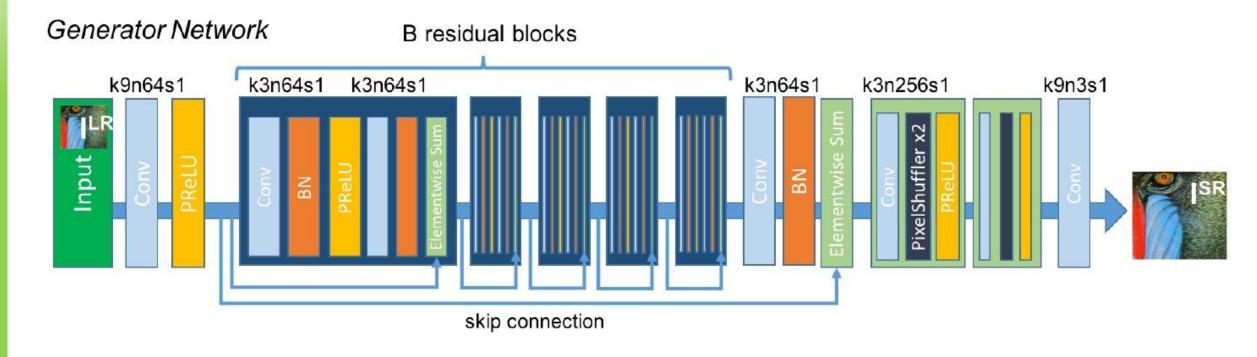
(You can't call the model directly with a command)

Achieve at least 21 dB PSNR on testing data

(put the screenshot in your report)

#### SRResNet

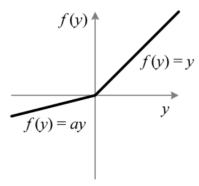
- SRResNet is inspired by the ResNet architecture and uses residual blocks for superresolution tasks. It contains multiple residual blocks similar to those in ResNet, along with upsampling layers to enhance the resolution of input images.
- We use B = 16 in this lab.



#### SRResNet

• PReLU(Parametric Rectified Linear Unit) is an activation function that extends the popular ReLU (Rectified Linear Unit) by making the negative slope a learned parameter rather than a constant. In PReLU, for negative inputs, the function is defined as:

$$f(x) = egin{cases} x & ext{if } x \geq 0 \ a \cdot x & ext{if } x < 0 \end{cases}$$



 Where a is a learnable parameter, allowing the model to adapt the slope of the negative part during training, providing more flexibility in learning complex patterns.

#### Task1 of this lab

Finish the blank part.

```
criterion = nn.MSELoss()
optimizer =
# num epochs : You can try 10~15 at first.
num epochs =
psnr best = 0.0
for epoch in range(num epochs):
    # Training phase
    running loss = 0.0
    for data in train loader:
        low img, high_img = data['low_img'], data['high_img']
        # Please finish the "Training phase" code here.
    # Validation phase
    model.eval() # Set the model to evaluation mode
    val loss = 0
    psnr total = 0
    with torch.no grad():
        for lr imgs, hr imgs in val loader:
            lr imgs, hr imgs = data['low img'].to(device), data['high img'].to(device)
            # Forward pass for validation
            # Please finish the "Validation phase" code here.
            # Calculate PSNR for validation images
            psnr total += calculate psnr(outputs, hr imgs)
```

#### Task2 of this lab

#### In Task2

- Do your best to improve the quality of the photos
- Calling different models with pretrained weight is allowed
- Basically any methods you learn are allowed
- Achieve at least 23 dB PSNR on testing data (put the screenshot in your report)

#### Report

#### Write a report

- Required
  - Screenshot of task-1 (PSNR on testing data >= 21 dB)
  - Screenshot of task-2 (PSNR on testing data >= 23 dB)
  - In task-2
    - What model do you choose ?
    - The advantage of chosen model.
  - Explain what is PixelShuffle.
  - Explain what is PSNR and discuss why it is not the only metric used for evaluating super-resolution. And give some other metrics that provide different perspectives on image quality.
  - Anything you do to improve the quality of the output photos.
  - You can discuss any challenges you faced.

#### Score

- PSNR on testing data in Task 1 >= 21 dB (30%)
- PSNR on testing data in Task 2 >= 23 dB (30%)
- Report (30%)
- Performance rank for Task-1 (10%)
  - Ranked based on PSNR on testing data in Task 1

Please do not plagiarize (0 points will be calculated if caught)

#### Reminder

- Submit Deadline: 2 week (2024/10/7 11:59 PM)
- Upload 3 files to new e3
  - Lab02\_SRResNet.ipynb
  - model.pth (of Task1)
  - StudentID\_report.pdf (example: 311555555\_report.pdf)

# Supplement: SRResNet

- paper
  - https://arxiv.org/abs/1609.04802



# HAVE FUN!!!