BSD100 Set5 Set14 Urban100 Manga109 Algorithm Scale **PSNR SSIM PSNR SSIM PSNR SSIM PSNR** SSIM **PSNR SSIM** 0.789 **Bicubic** 28.42 0.810 26.10 0.704 25.96 0.669 23.64 0.659 25.15 30.30 0.859 27.43 0.752 26.82 0.710 24.34 0.720 27.02 0.850

0.765

0.754

0.772

0.788

0.789

0.792

0.789

0.568

0.597

0.600

0.593

0.622

0.640

0.655

0.642

0.638

0.598

0.631

0.639

0.421

0.641

27.05

26.91

27.32

27.71

27.77

27.85

27.82

23.67

24.20

24.20

24.13

24.59

24.80

25.05

24.93

24.99

21.73

22.62

22.69

18.01

22.72

BSD100

0.719

0.712

0.728

0.742

0.744

0.745

0.743

0.547

0.568

0.569

0.565

0.587

0.596

0.608

0.602

0.604

0.477

0.506

0.511

0.281

0.512

24.89

24.53

25.21

26.64

26.82

27.03

27.06

21.24

21.37

21.36

21.29

21.88

22.47

23.22

23.04

23.04

18.92

19.96

20.20

15.42

20.39

Urban100

0.744

0.724

0.756

0.803

0.809

0.815

0.811

0.516

0.545

0.550

0.543

0.583

0.620

0.652

0.647

0.641

0.434

0.481

0.496

0.262

0.515

28.12

27.66

29.09

31.02

31.22

31.66

31.79

21.68

22.39

22.59

22.37

23.60

24.58

25.58

25.24

25.29

19.10

20.62

20.88

17.41

21.25

Manga 109

0.872

0.858

0.890

0.915

0.917

0.920

0.921

0.647

0.680

0.688

0.682

0.742

0.778

0.809

0.802

0.802

0.568

0.635

0.656

0.428

0.673

Table 3. Quantitative evaluation of state-of-the-art SR approaches, including PSNR and SSIM for scale 4×, 8× and 16×. Red indicates

Bicubic
A+ [23]
CRFSR [33]
SRCNN [8]
LapSRN [17] 4×

EDSR [19]

RCAN [31]

ESRGAN [28]

ABPN(Ours)

Bicubic

A + [23]

CRFSR [33]

SRCNN [8]

LapSRN [17]

EDSR [19]

RCAN [31]

HBPN [20]

ABPN(Ours)

Bicubic

EDSR [19]

RCAN [31] ESRGAN [28]

ABPN(Ours)

the best and blue indicates the second best results.

31.10

30.49

31.54

32.46

32.63

32.73

32.69

24.39

25.52

26.07

25.33

26.15

26.97

27.47

27.17

27.25

26.81

DIV8K val

 $8 \times$

16×

0.871

0.862

0.885

0.897

0.900

0.901

0.900

0.657

0.692

0.732

0.689

0.738

0.775

0.791

0.785

0.786

0.68

27.87

27.61

28.19

28.80

28.87

28.99

28.94

23.19

23.98

23.97

23.85

24.42

24.94

25.40

24.96

25.08

22.867

24.13

24.30

19.09

24.38

DIV2K val