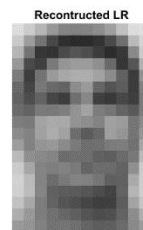
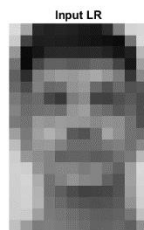


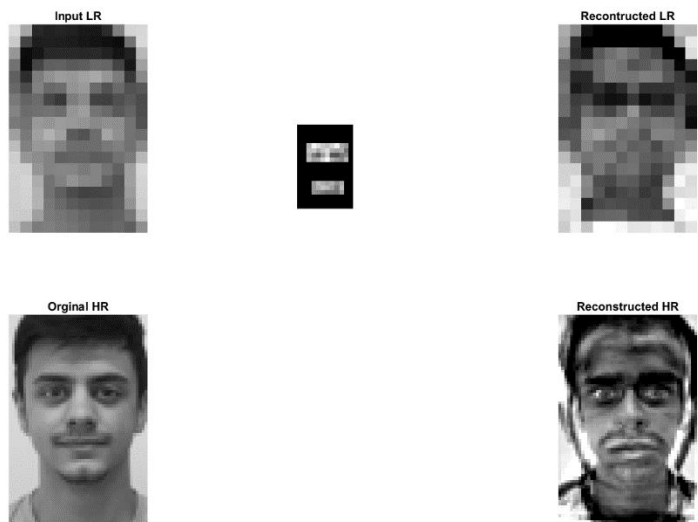
Single input :

	<i>Factor</i>	<i>PSNR</i>	<i>IBPSNR (eye lip fac =4)</i>
1.	<i>Eye=1 Lips=1</i>	<i>18.0977</i>	<i>29.1934</i>
2.	<i>Eye=1.5 Lips=1.5</i>	<i>11.7850</i>	<i>28.7284</i>
3.	<i>Eye=2 Lips=2</i>	<i>17.0470</i>	<i>30.1061</i>
4.	<i>Eye=2.5 Lips=2.5</i>	<i>13.5650</i>	<i>25.7816</i>
5.	<i>Eye=5 Lips=5</i>	<i>18.3030</i>	<i>29.6040</i>

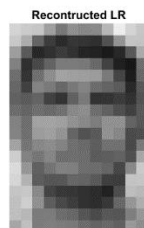
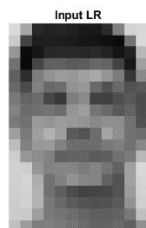


1:

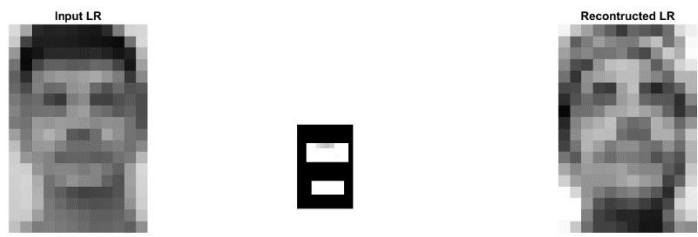
2:



3:



4:



5:



Multiple input :

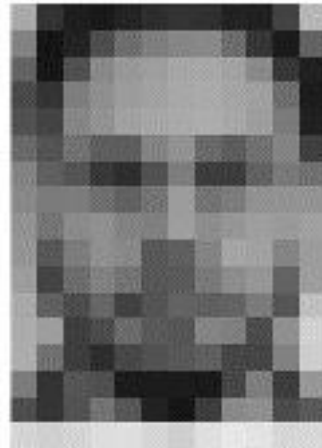
PSNR =

10.6811

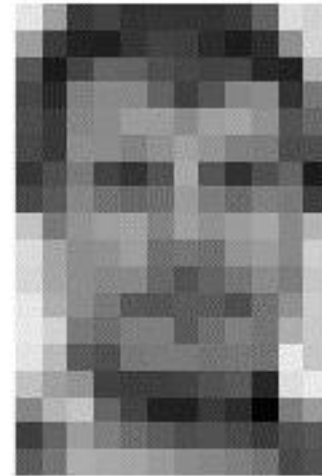
IBPSNR =

100.5119

Input LR



Reconstructed LR



Reconstructed HR



Original HR



LR left inp

⌊

⌊

LR up inp

⌊

⌊

LR front inp

⌊

⌊

LR down inp

⌊

⌊

LR right inp

⌊

⌊

paper method left

⌊

⌊

paper method up

⌊

⌊

paper method front

⌊

⌊

paper method down

⌊

⌊

paper method right

⌊

⌊

propose1 left

⌊

⌊

propose1 up

⌊

⌊

propose1 front

⌊

⌊

propose1 down

⌊

⌊

propose1 right

⌊

⌊

propose2 front

=

LR down inp



Multiple down



original HR down



LR left inp



Multiple left



original HR left



LR front inp



Multiple front



original HR front



LR right inp



Multiple right



original HR right



LR up inp



Multiple up



original HR up



Multiple left Multiple front Multiple down Multiple right



LR down in Ziang Mas method from pose2 front original HR front



=



reconstructed

Ziang Mas left Skeleton Ziang Mas front Skeleton Ziang Mas down Skeleton Ziang Mas right Skeleton



LR down proposed Skeleton LR front proposed Skeleton LR down proposed Skeleton LR right proposed Skeleton



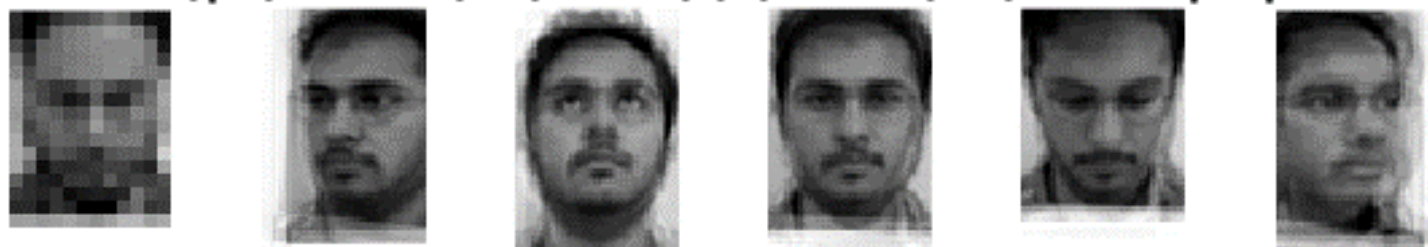
HR left Skeleton HR front Skeleton HR down Skeleton HR right Skeleton



Zhang Mas Zhang Mas Zhang Mas Zhang Mas Zhang Mas method right



LR down improve1 left improve1 improve1 improve1 down improve1 right



original HR left original HR original HR original HR original HR right



LR right inp



LR up inp



LR down inp Single input Multiple input Proposed input original HR



original HR Skeleton



LR front inp



LR left inp

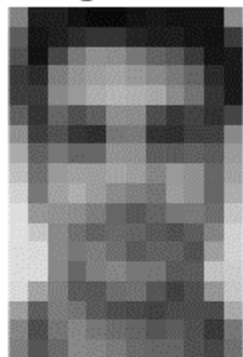


Nearest neighbour :

	<i>Factor</i>	<i>PSNR</i>	<i>IBPSNR</i> (<i>eye & lip</i> <i>factor =4</i>)	<i>testclass</i>	<i>testangle</i>	<i>findClass</i>	<i>findeAngle</i>
1	<i>Eye=1</i> <i>Lips=1</i>	16.8071	26.1867	5	5	30	5
1	<i>Eye=4</i> <i>Lips=4</i>	16.8071	26.1867	5	5	30	5
2	<i>Eye=1</i> <i>Lips=1</i>	17.1814	27.5983	10	5	15	5
2	<i>Eye=4</i> <i>Lips=4</i>	17.1814	27.5983	10	5	15	5
3	<i>Eye=1</i> <i>Lips=1</i>	17.1426	28.7994	15	5	3	5
3	<i>Eye=4</i> <i>Lips=4</i>	16.9718	28.0773	15	5	2	5
4	<i>Eye=1</i> <i>Lips=1</i>	14.5141	31.0086	20	2	29	2
4	<i>Eye=4</i> <i>Lips=4</i>	14.5141	31.0086	20	2	29	2

5	<i>Eye=1 Lips=1</i>	14.9645	29.8494	25	4	2	4
5	<i>Eye=4 Lips=4</i>	15.2846	31.0534	25	4	18	4

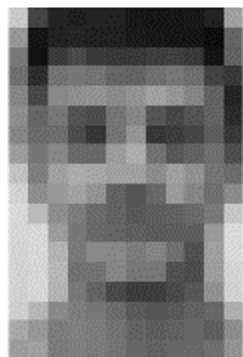
Orginal LR



Orginal HR



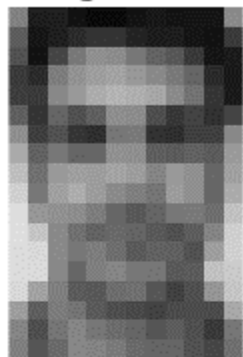
Find LR



Find HR



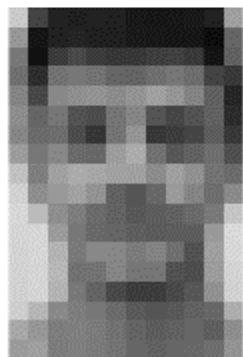
Orginal LR



Orginal HR



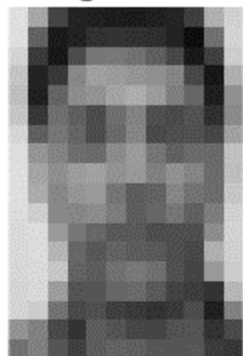
Find LR



Find HR



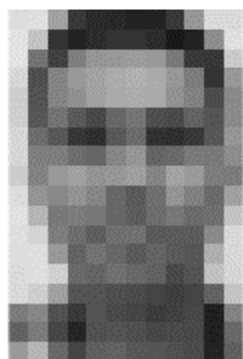
Orginal LR



Orginal HR



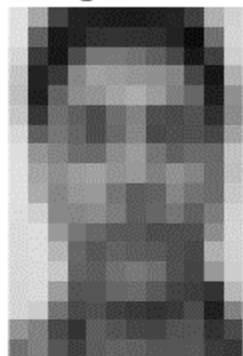
Find LR



Find HR



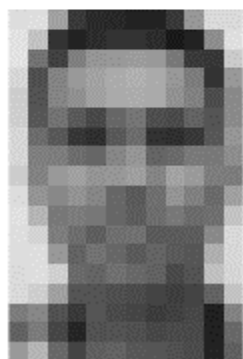
Orginal LR



Orginal HR



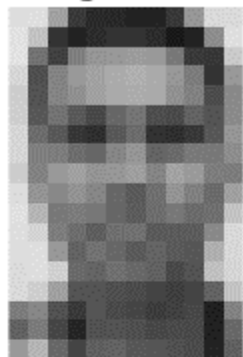
Find LR



Find HR



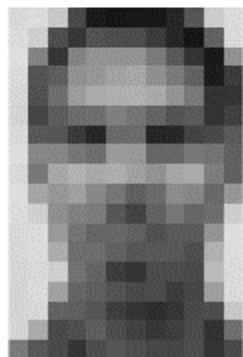
Orginal LR



Orginal HR



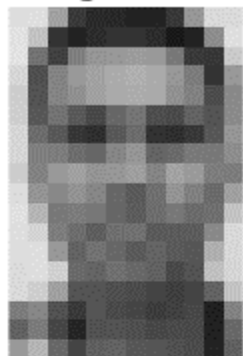
Find LR



Find HR



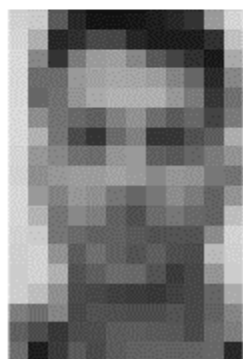
Orginal LR



Orginal HR



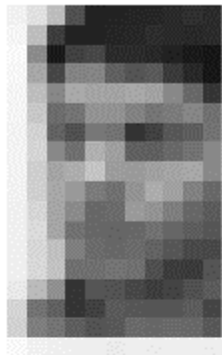
Find LR



Find HR



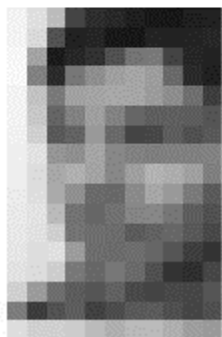
Original LR



Original HR



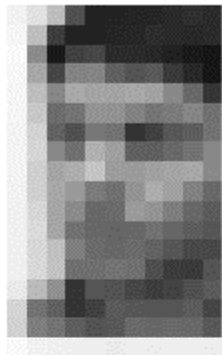
Find LR



Find HR



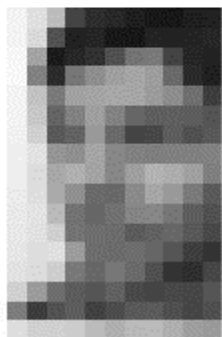
Original LR



Original HR



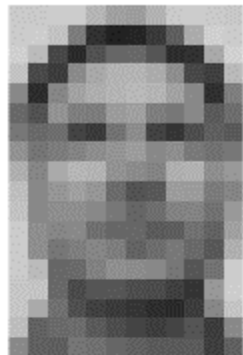
Find LR



Find HR



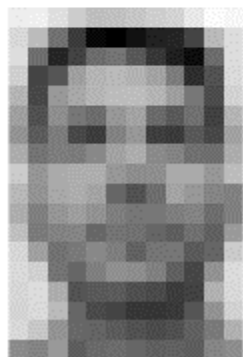
Orginal LR



Orginal HR



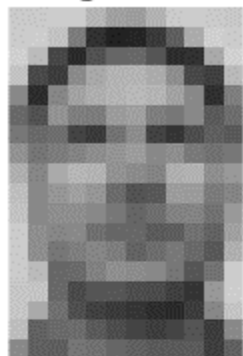
Find LR



Find HR



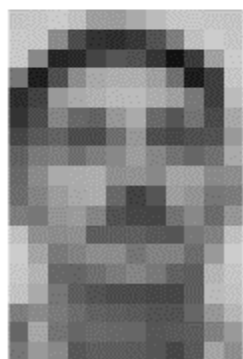
Orginal LR



Orginal HR



Find LR



Find HR

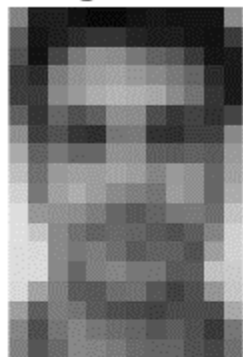


Mahal Nearest neighbour :

	<i>Factor</i>	<i>PSNR</i>	<i>IBPSNR</i> (<i>eye & lip</i> <i>factor =4</i>)	<i>testclass</i>	<i>testangle</i>	<i>findClass</i>	<i>findeAngle</i>
1	<i>Eye=1</i> <i>Lips=1</i>	11.1747	27.3274	5	5	46	3
1	<i>Eye=4</i> <i>Lips=4</i>	14.8925	35.6423	5	5	61	3
2	<i>Eye=1</i> <i>Lips=1</i>	10.1447	28.7993	10	5	47	3
2	<i>Eye=4</i> <i>Lips=4</i>	12.5165	33.5603	10	5	61	3
3	<i>Eye=1</i> <i>Lips=1</i>	10.2974	27.0483	15	5	55	3
3	<i>Eye=4</i> <i>Lips=4</i>	12.1137	36.1261	15	5	61	3
4	<i>Eye=1</i> <i>Lips=1</i>	12.1348	27.9669	20	2	36	2
4	<i>Eye=4</i> <i>Lips=4</i>	12.6233	26.2614	20	2	55	3

5	<i>Eye=1</i> <i>Lips=1</i>	10.0725	26.3648	25	4	55	3
5	<i>Eye=4</i> <i>Lips=4</i>	10.0725	26.3648	25	4	55	3

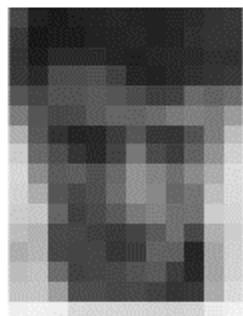
Orginal LR



Orginal HR



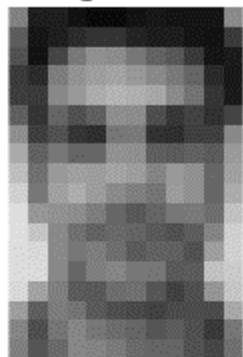
Find LR



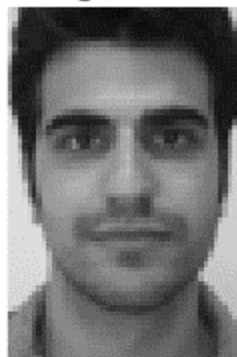
Find HR



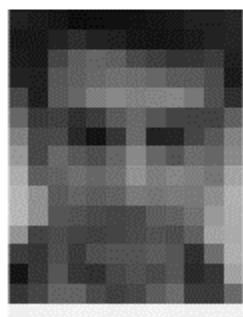
Orginal LR



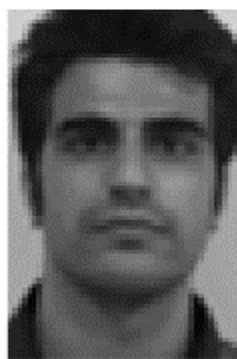
Orginal HR



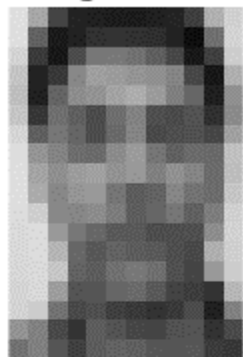
Find LR



Find HR



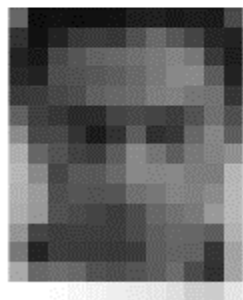
Original LR



Original HR



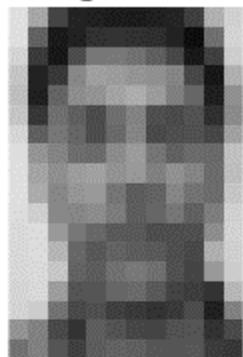
Find LR



Find HR



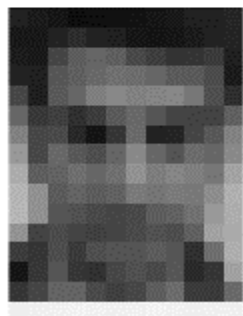
Orginal LR



Orginal HR



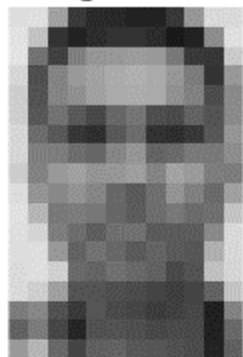
Find LR



Find HR



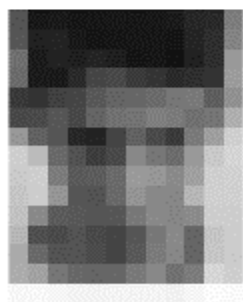
Orginal LR



Orginal HR



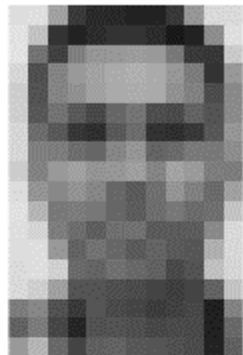
Find LR



Find HR



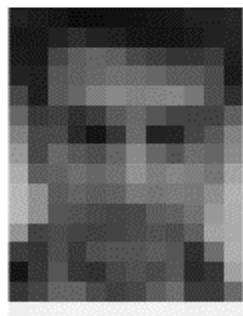
Orginal LR



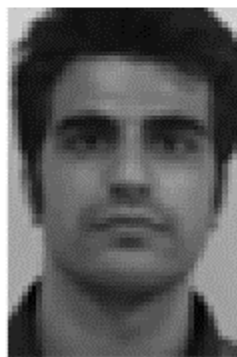
Orginal HR



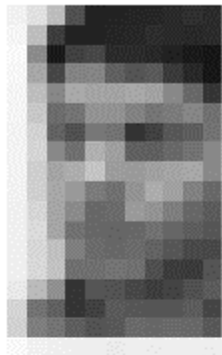
Find LR



Find HR



Original LR



Original HR



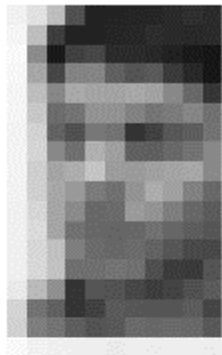
Find LR



Find HR



Original LR



Original HR



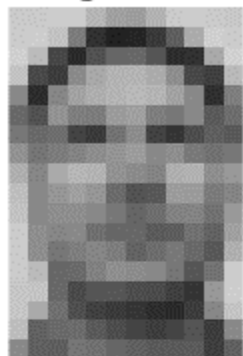
Find LR



Find HR



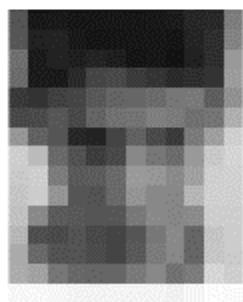
Orginal LR



Orginal HR



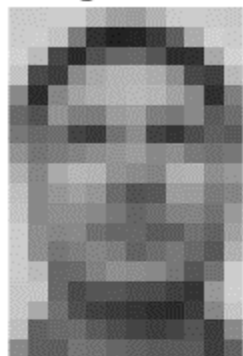
Find LR



Find HR



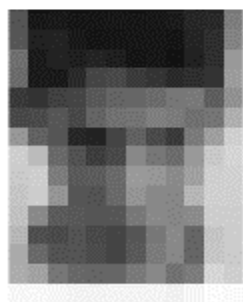
Orginal LR



Orginal HR



Find LR



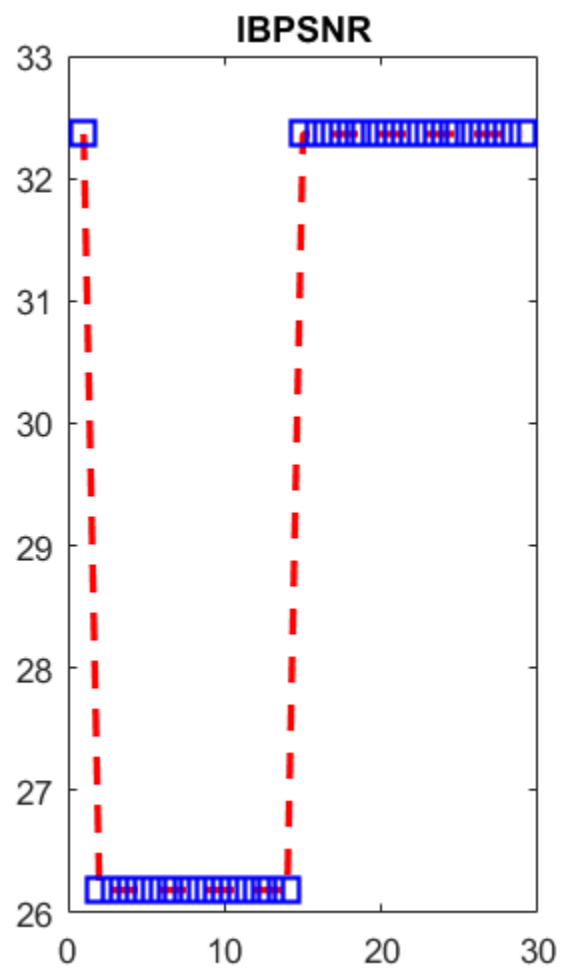
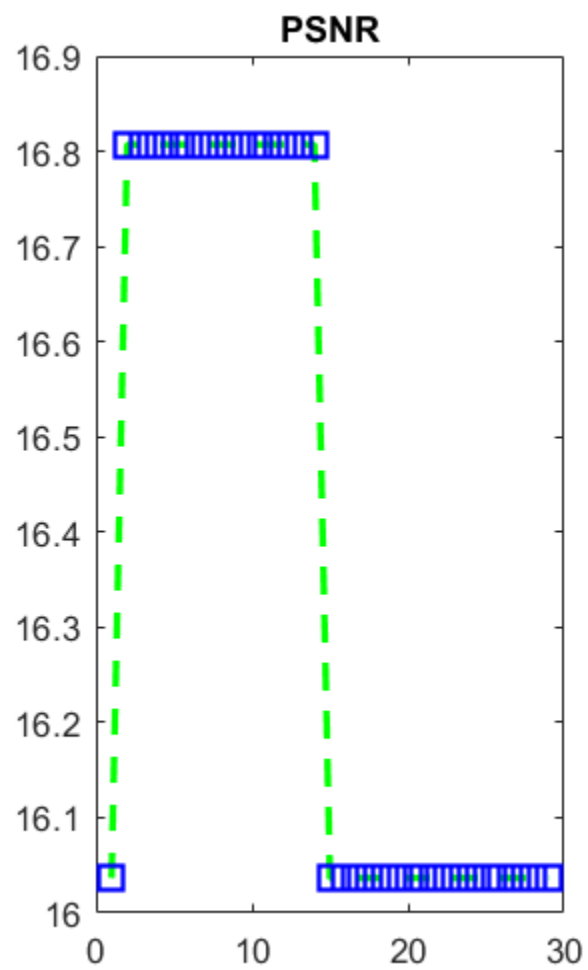
Find HR



K N N

	<i>Factor</i>	<i>PSNR</i>	<i>IBPSNR (eye & lip factor =4)</i>	<i>testclass</i>	<i>testangle</i>	<i>M</i>	<i>findClass</i>
1	<i>Eye=1 Lips=1</i>	16.0367	32.3629	5	5	20	17
1	<i>Eye=4 Lips=4</i>	16.0367	32.3629	5	5	26	17
2	<i>Eye=1 Lips=1</i>	17.1814	27.5983	10	5	26	
2	<i>Eye=4 Lips=4</i>	17.1814	27.5983	10	5	26	15
3	<i>Eye=1 Lips=1</i>	17.1426	28.7994	15	5	5	3
3	<i>Eye=4 Lips=4</i>	17.1426	28.7994	15	5	5	2
4	<i>Eye=1 Lips=1</i>	14.5141	31.0086	20	2	5	29
4	<i>Eye=4 Lips=4</i>	14.5141	31.0086	20	2	5	29

5	<i>Eye=1 Lips=1</i>	14.9645	29.8494	25	4	5	2
5	<i>Eye=4 Lips=4</i>	15.2846	31.0534	25	4	5	18



Original LR Original HR



Find LR



Find HR



Find HR



Find HR

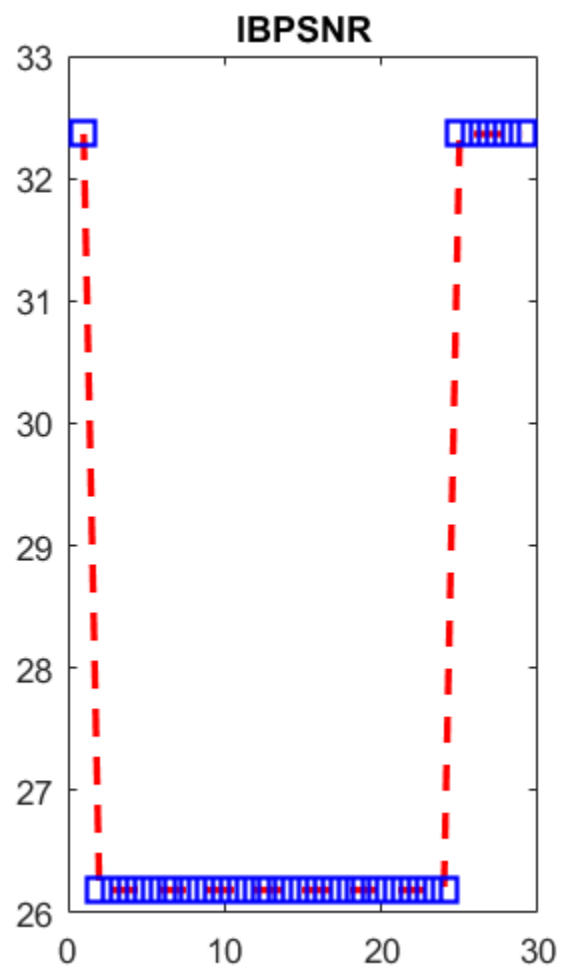
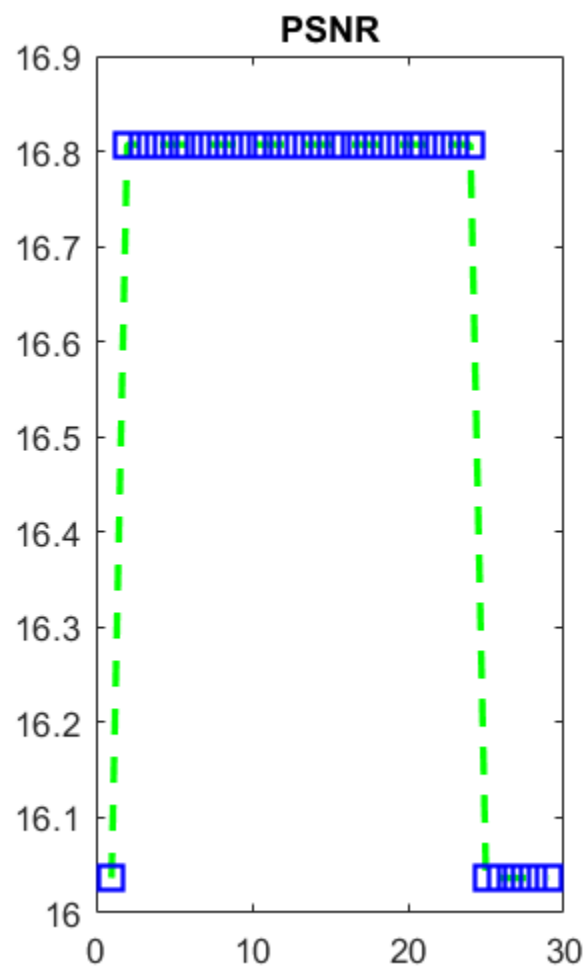


Find HR



Find HR





Original LR



Original HR



Find LR



Find HR



Find HR



Find HR

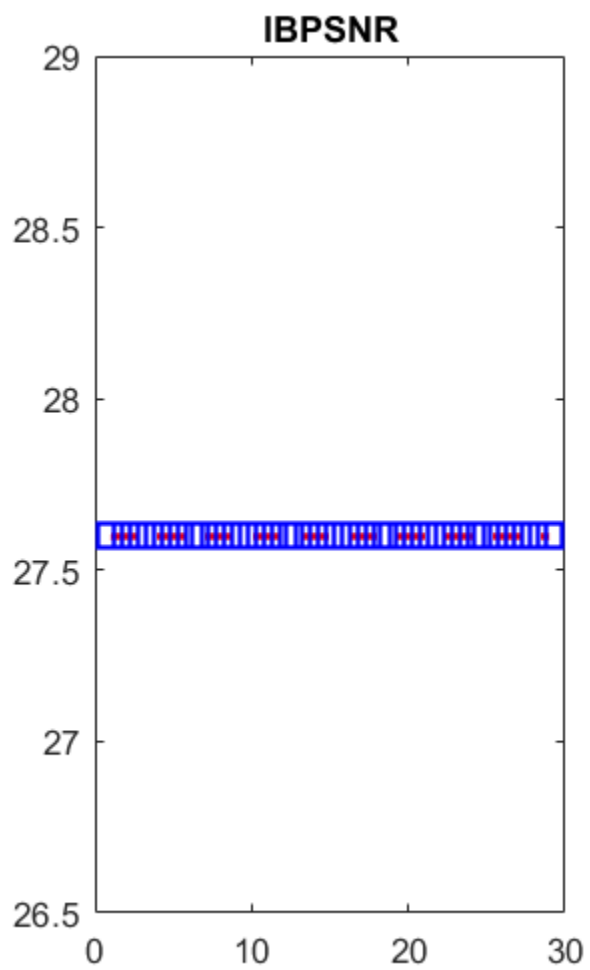
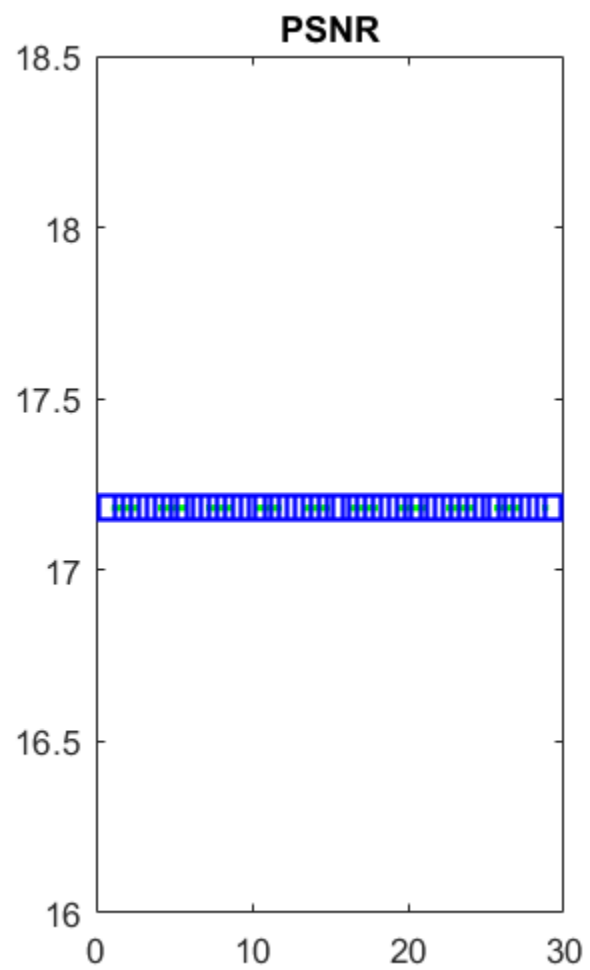


Find HR



Find HR





Original LR**Original HR**



Find LR



Find HR



Find HR



Find HR

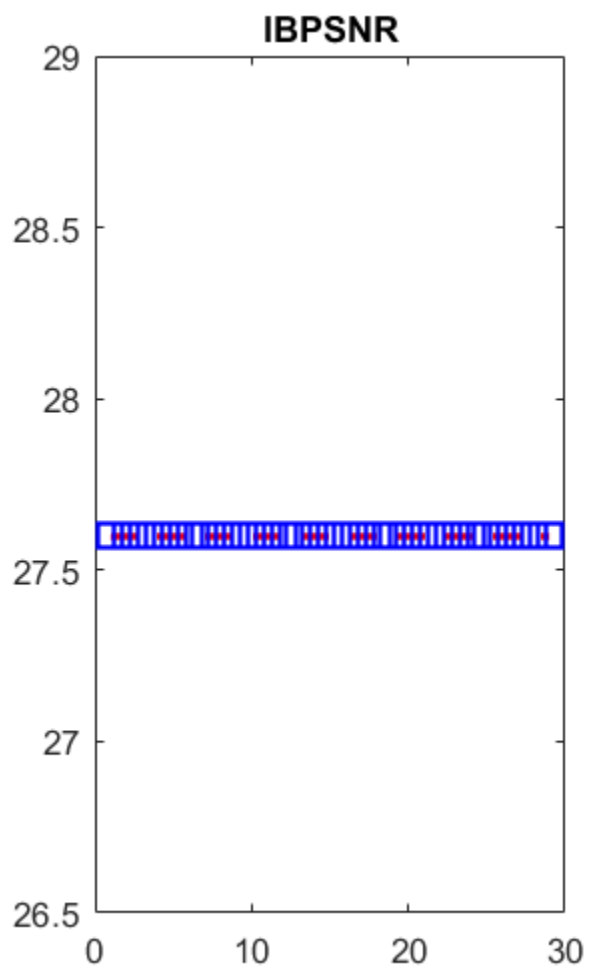
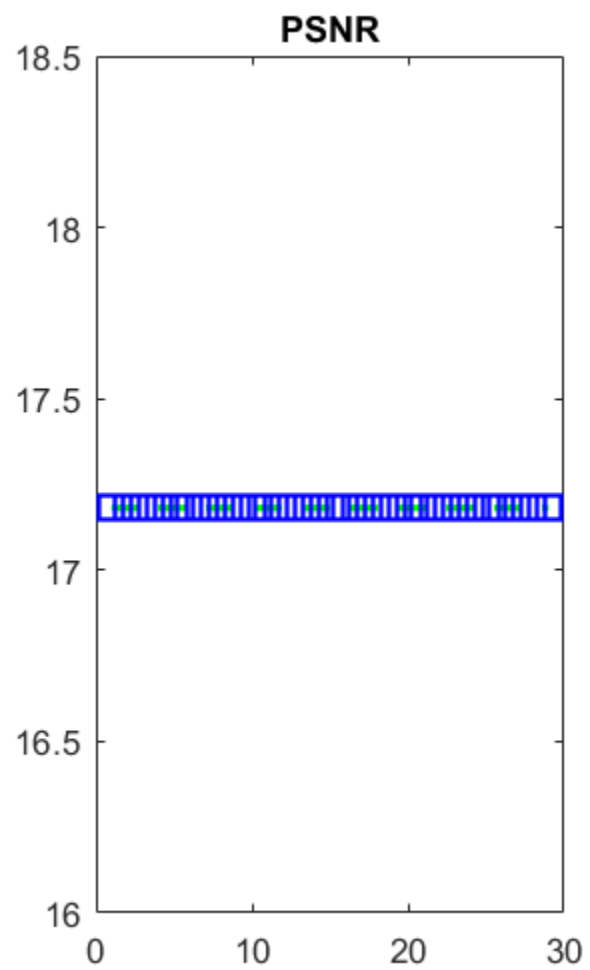


Find HR



Find HR





Original LR**Original HR**



Find LR



Find HR



Find HR



Find HR

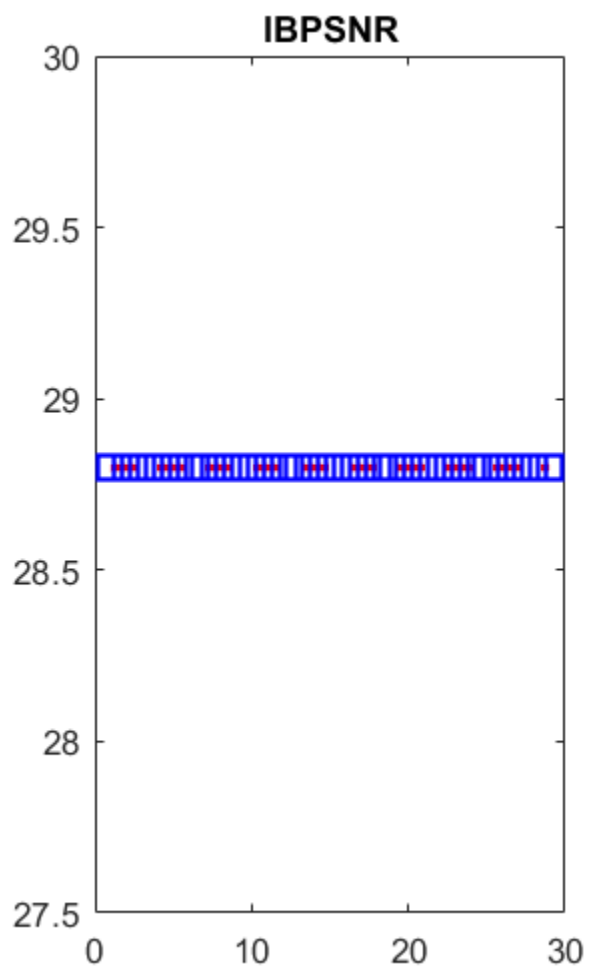
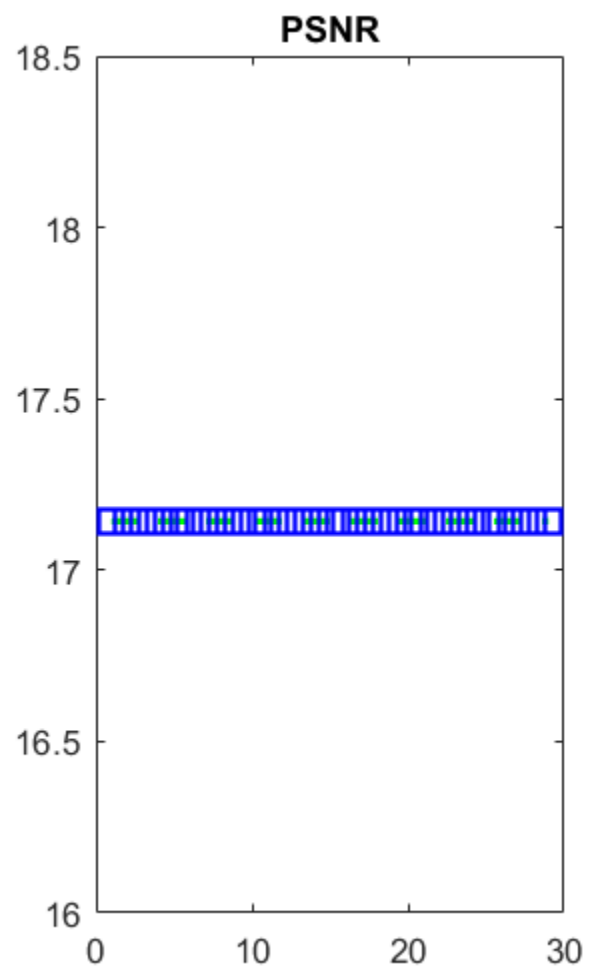


Find HR



Find HR





Original LR Original HR



Find LR



Find HR



Find HR



Find HR

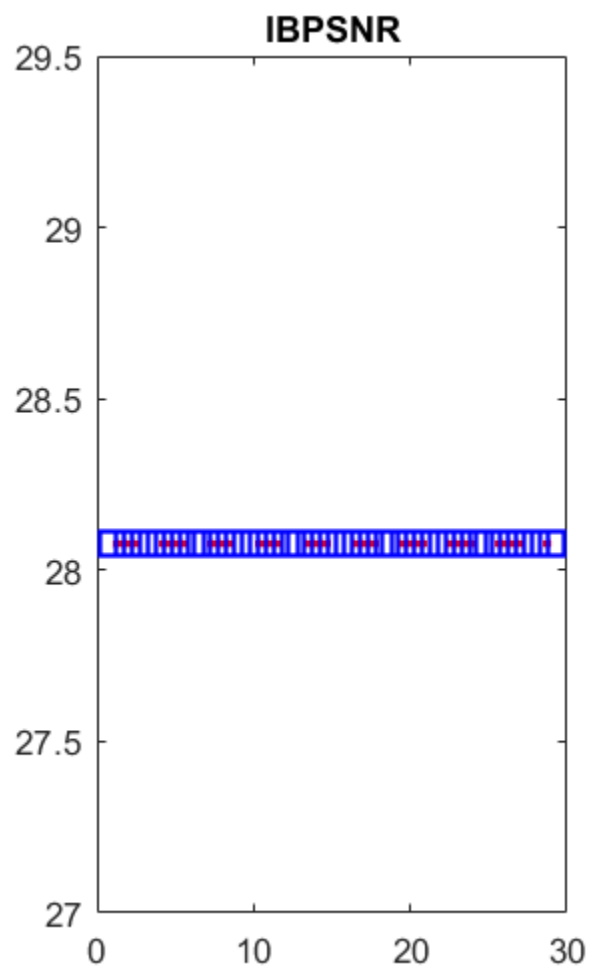
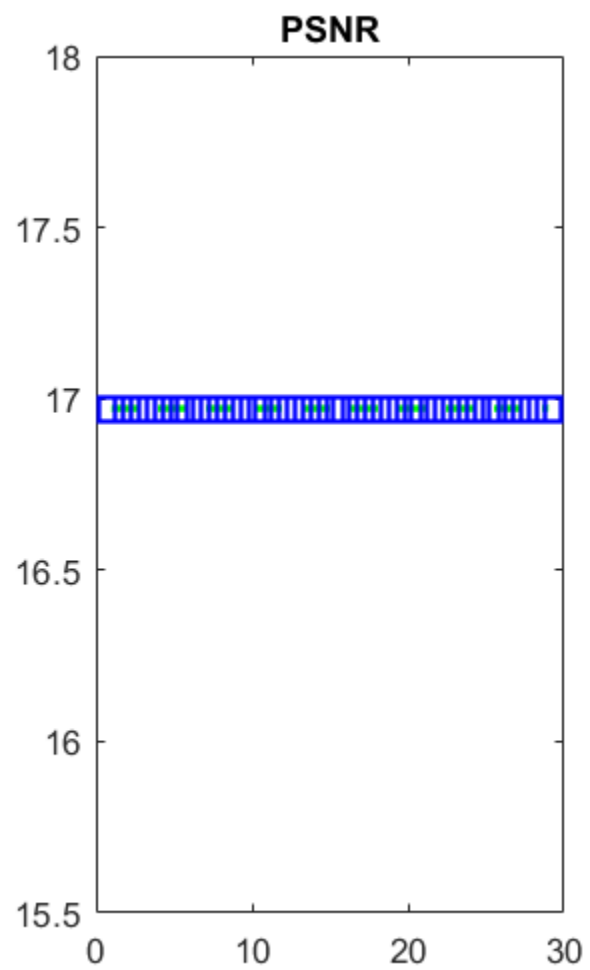


Find HR



Find HR





Orginal LR**Orginal HR**



Find LR



Find HR



Find HR



Find HR

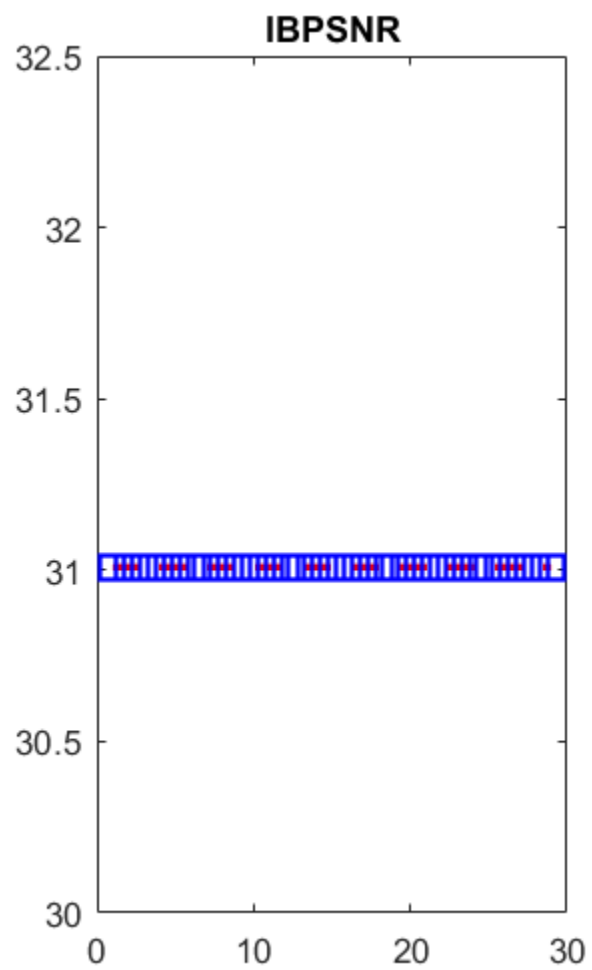
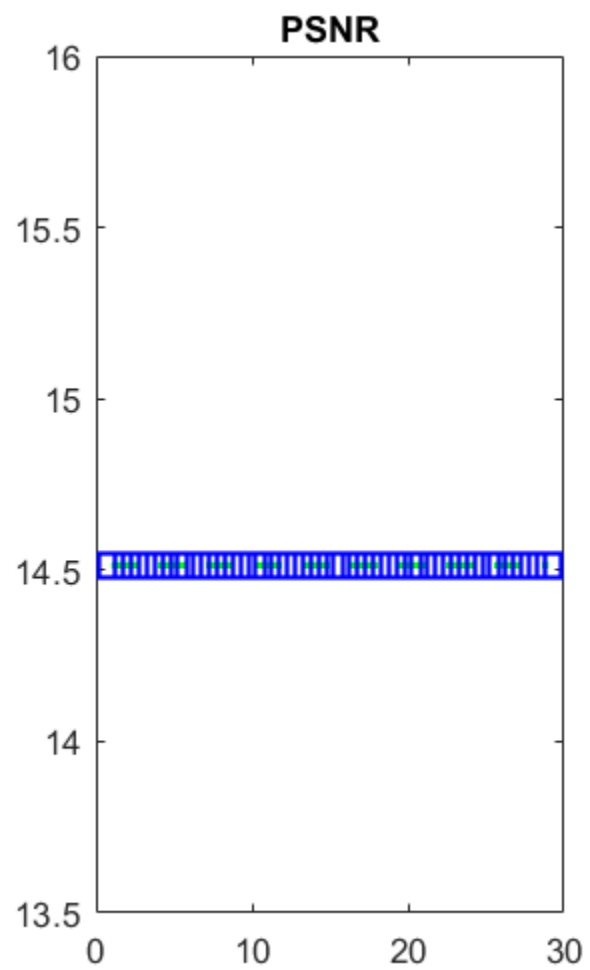


Find HR



Find HR





Orginal LR



Orginal HR



Find LR



Find HR



Find HR



Find HR

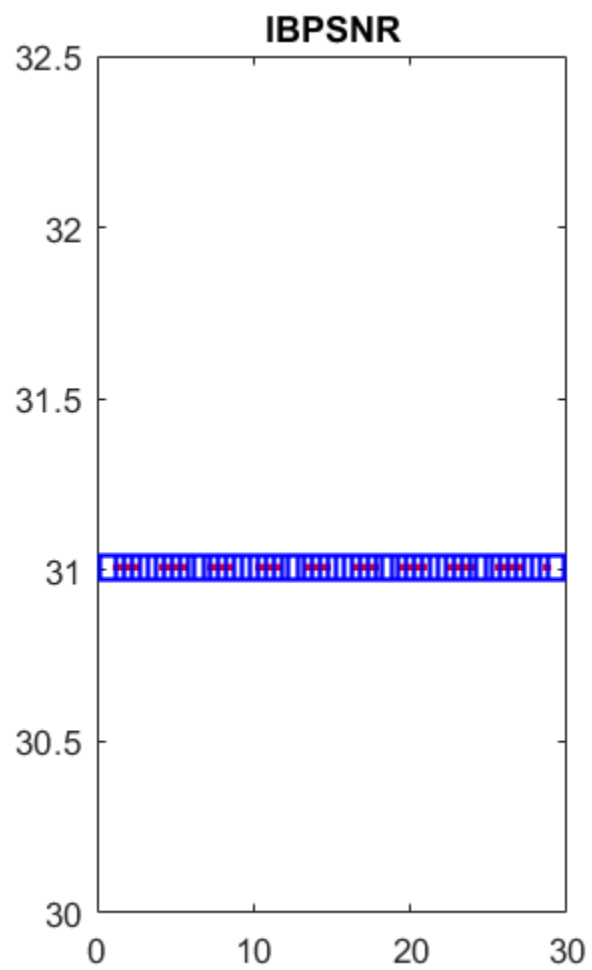
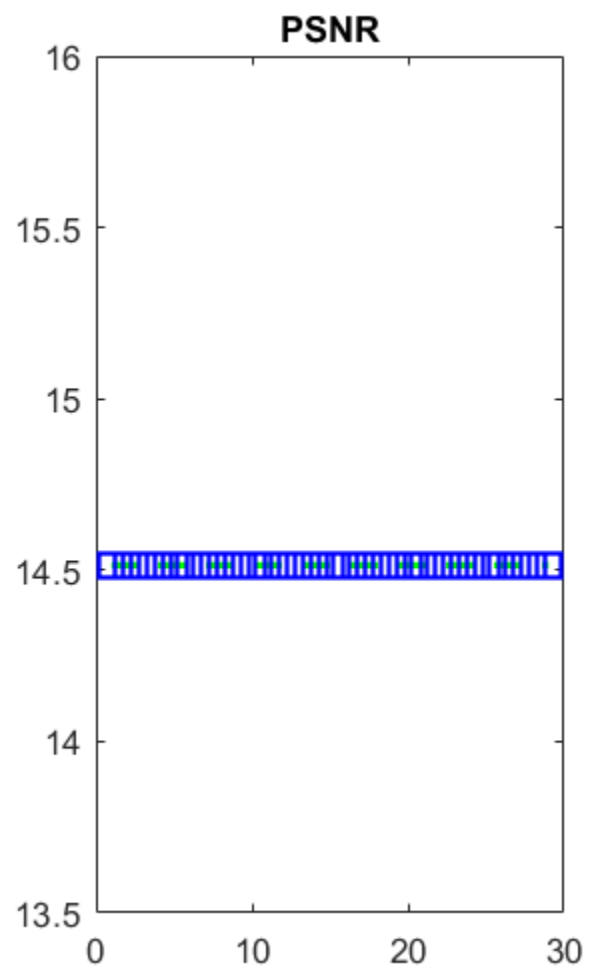


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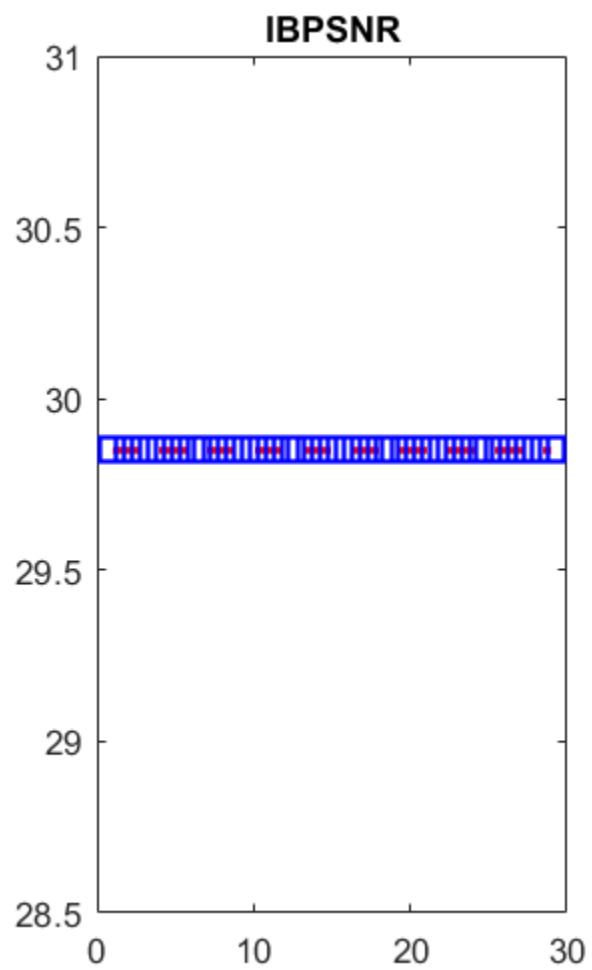
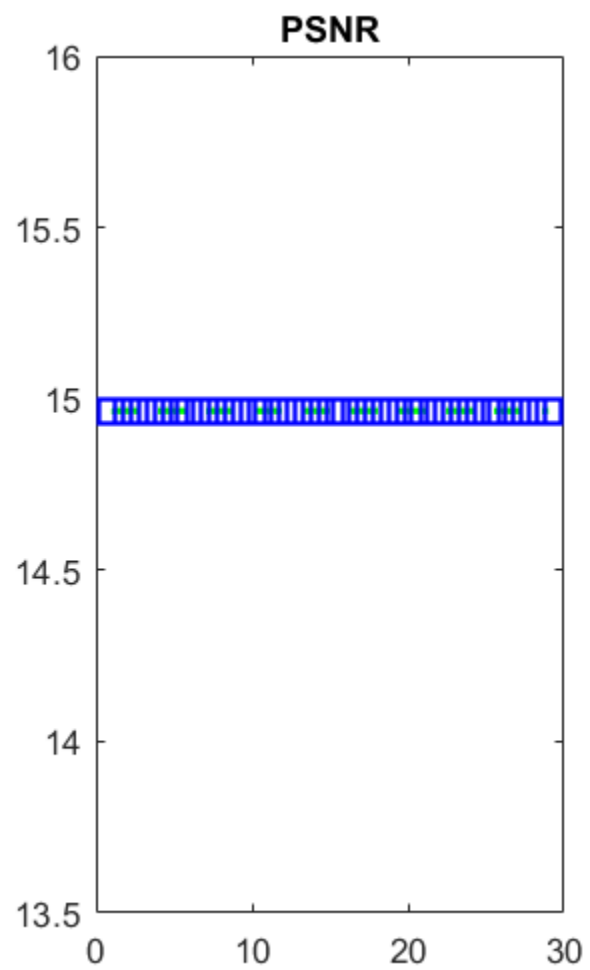


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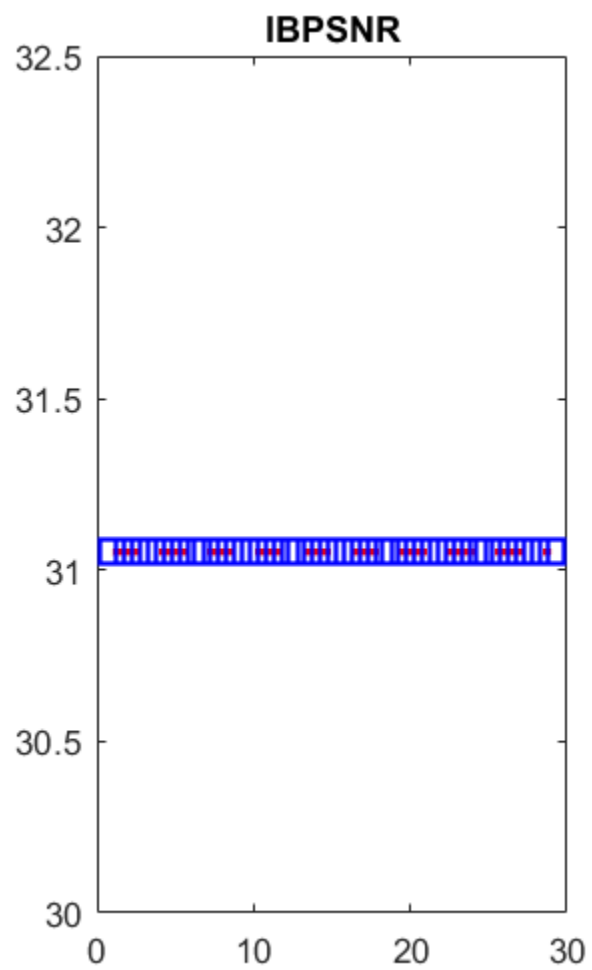
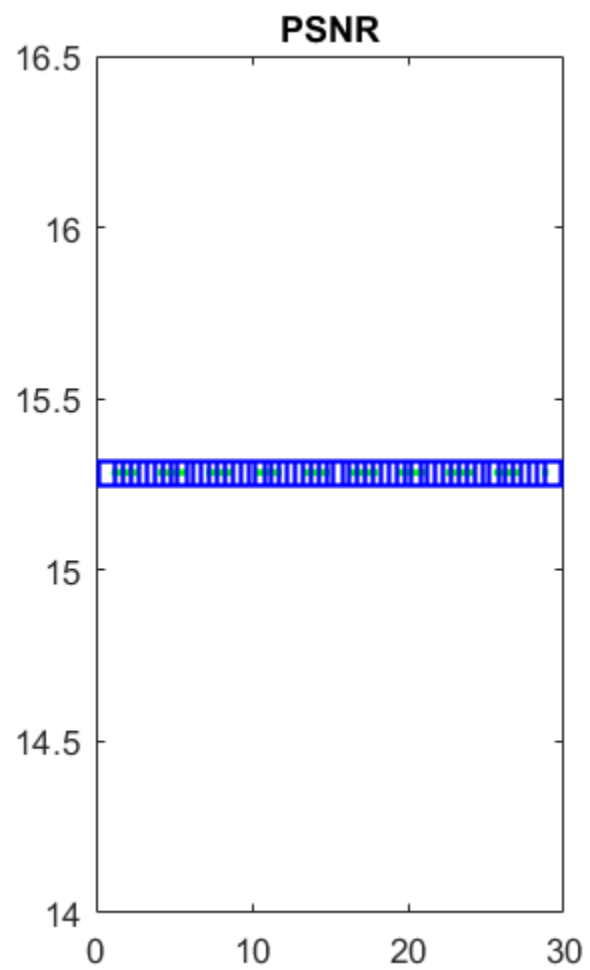


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Original LR **Original HR**



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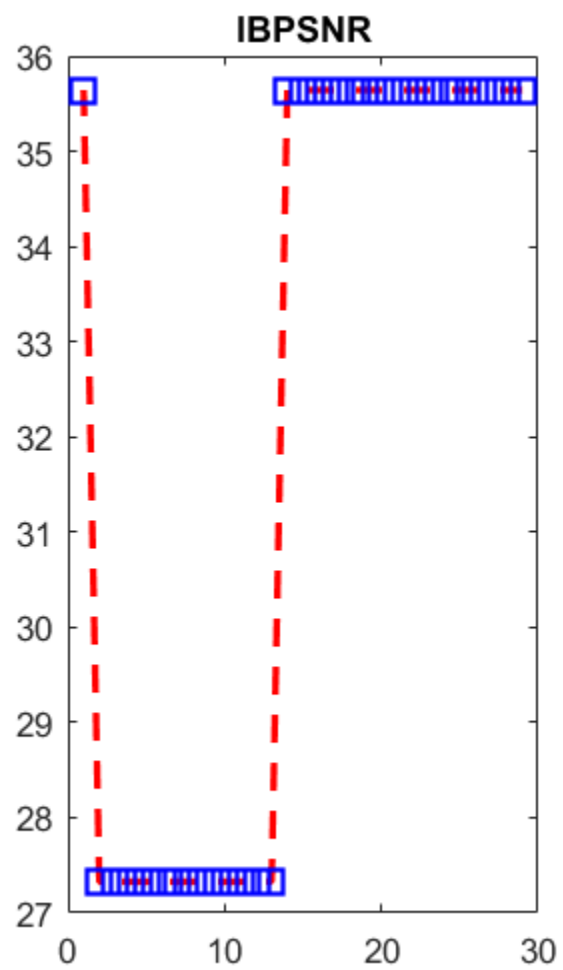
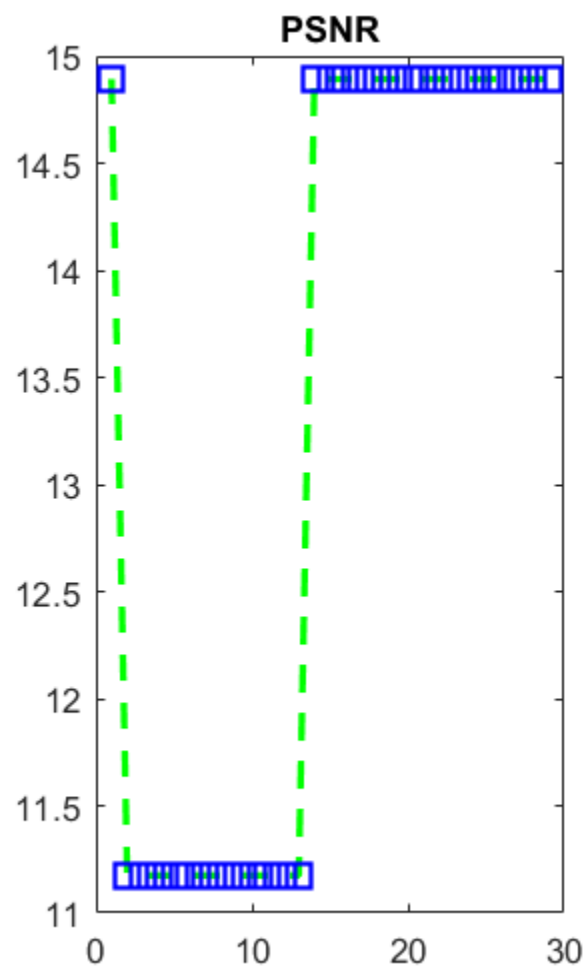
Find HR



K N N mahal

	<i>Factor</i>	<i>PSNR</i>	<i>IBPSNR (eye & lip factor =4)</i>	<i>testclass</i>	<i>testangle</i>	<i>M</i>	<i>findClass</i>
1	<i>Eye=1 Lips=1</i>	14.8925	35.6423	5	5	15	61
1	<i>Eye=4 Lips=4</i>	14.8925	35.6423	5	5	5	61
2	<i>Eye=1 Lips=1</i>	10.1447	28.7993	10	5	20	47
2	<i>Eye=4 Lips=4</i>	10.1447	28.7993	10	5	20	47
3	<i>Eye=1 Lips=1</i>	9.1647	28.6425	15	5	20	50
3	<i>Eye=4 Lips=4</i>	12.1137	36.1261	15	5	20	61
4	<i>Eye=1 Lips=1</i>	14.0681	30.2515	20	2	30	46

4	Eye=4 Lips=4	12.0355	27.0195	20	2	5	54
5	Eye=1 Lips=1	10.7964	29.9036	25	4	15	46
5	Eye=4 Lips=4	10.0725	26.3648	25	4	15	55



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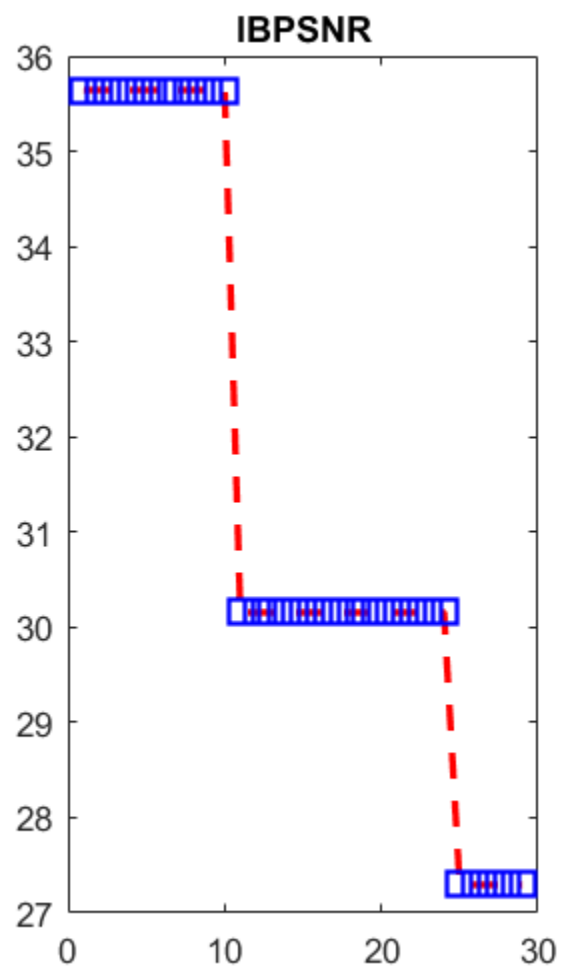
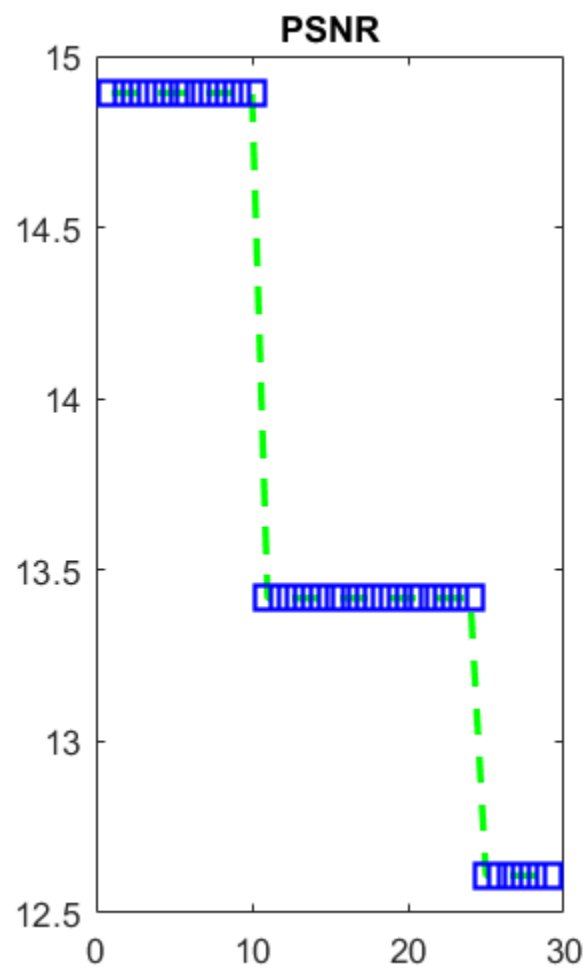


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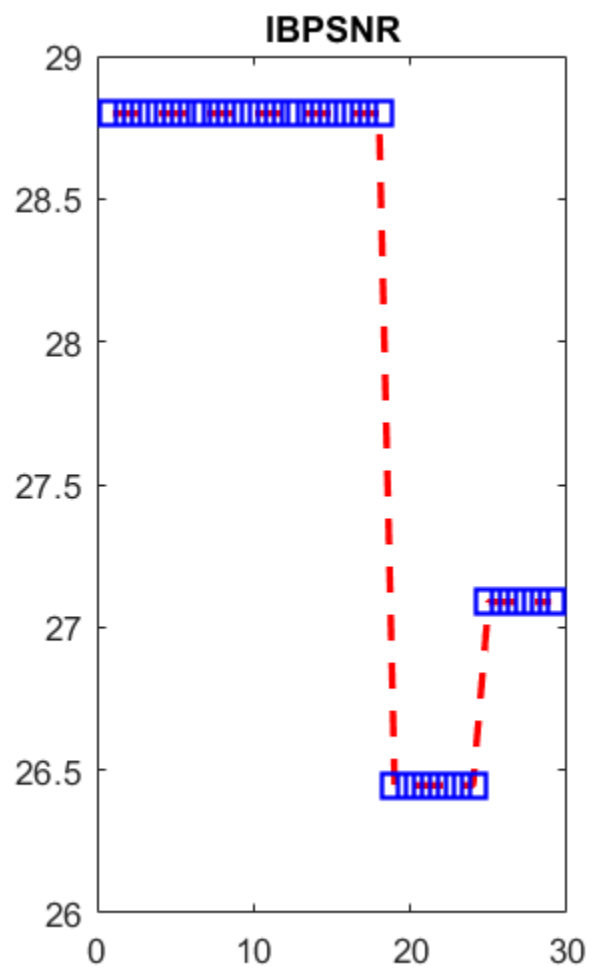
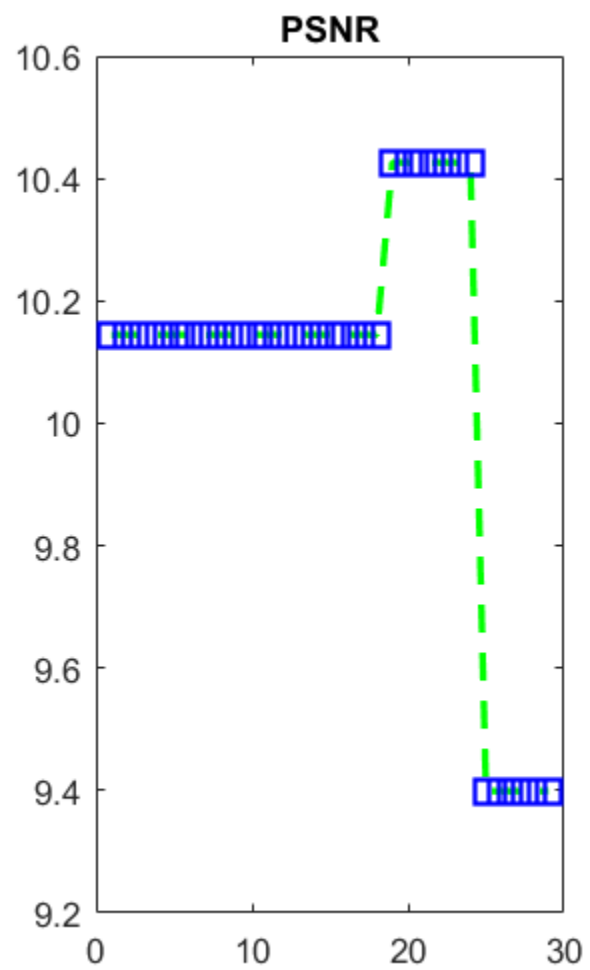


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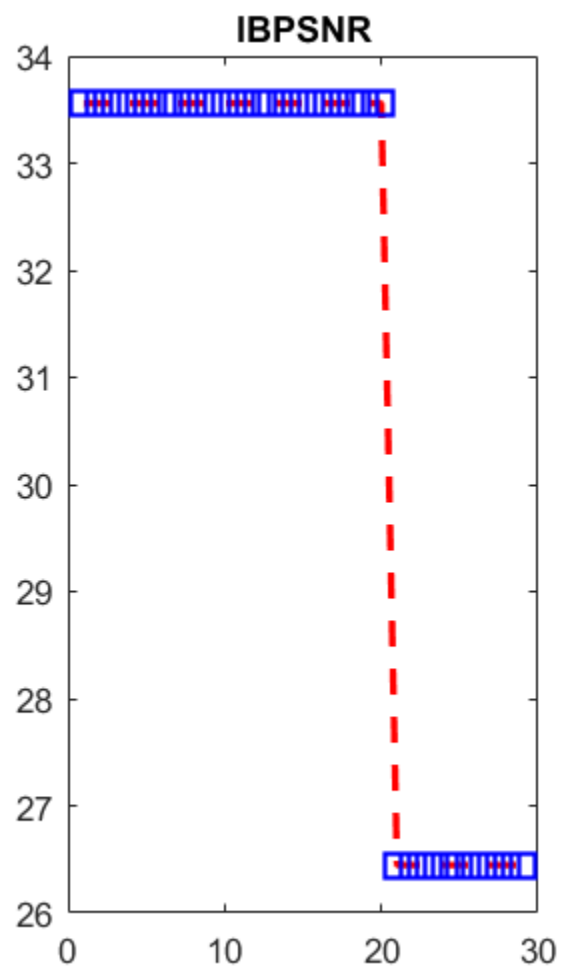
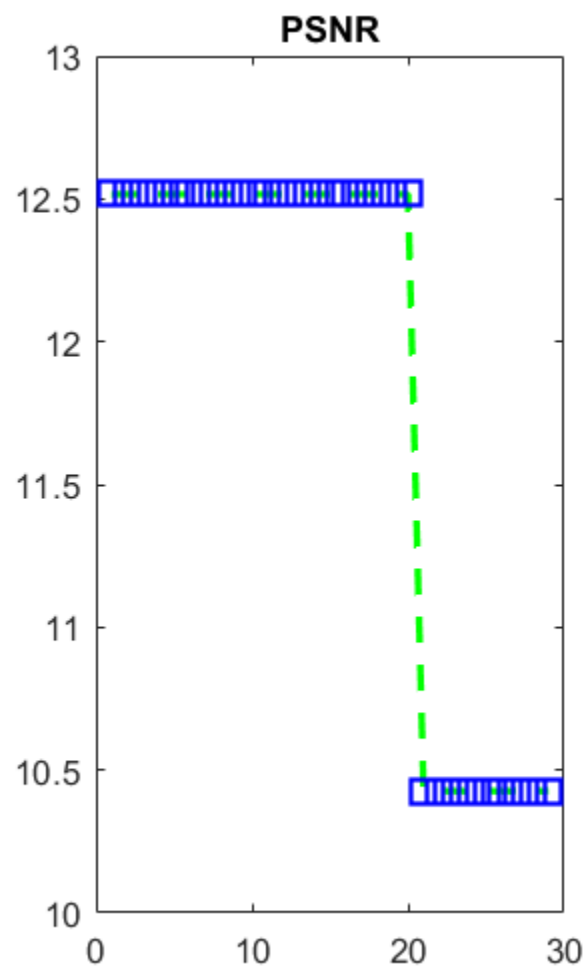


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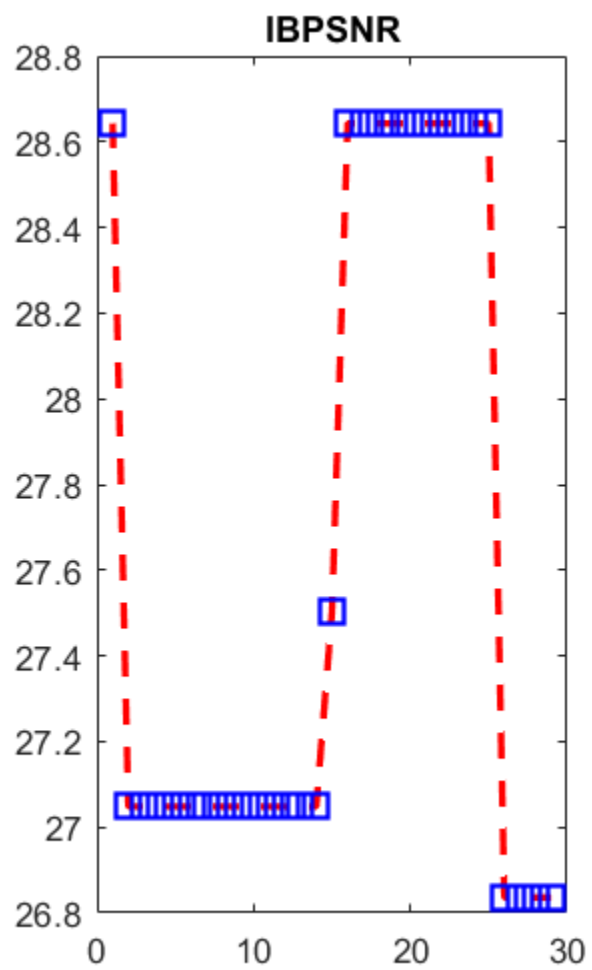
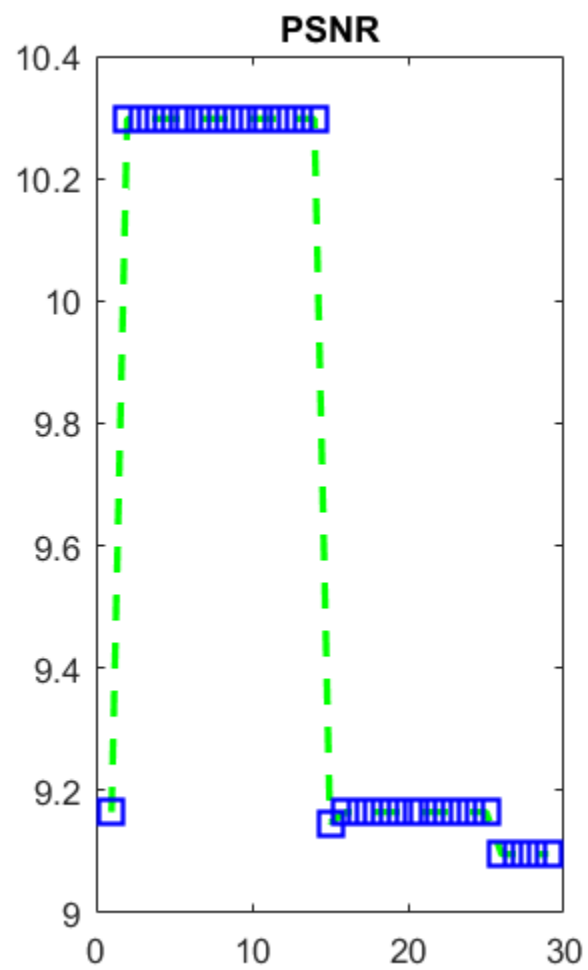


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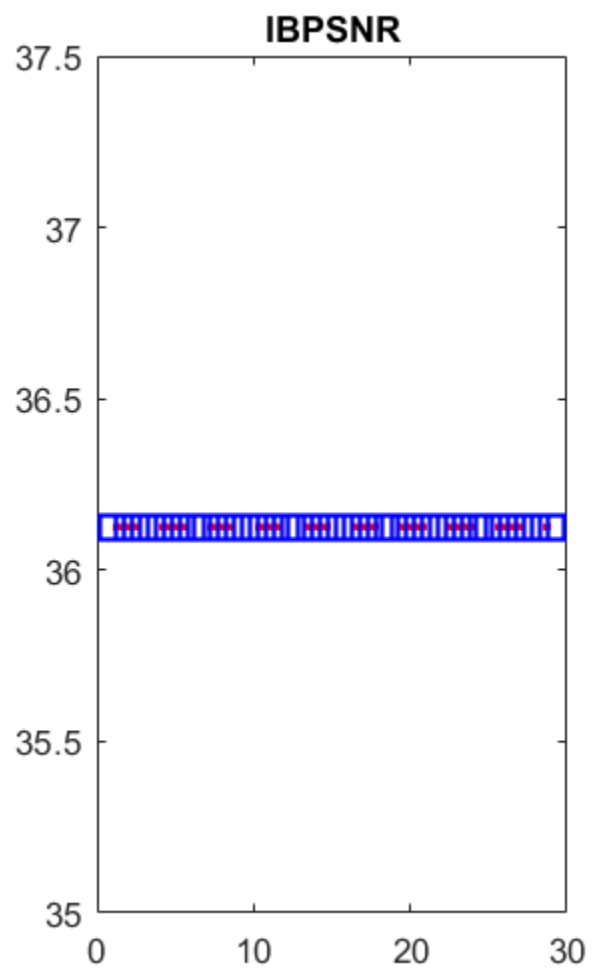
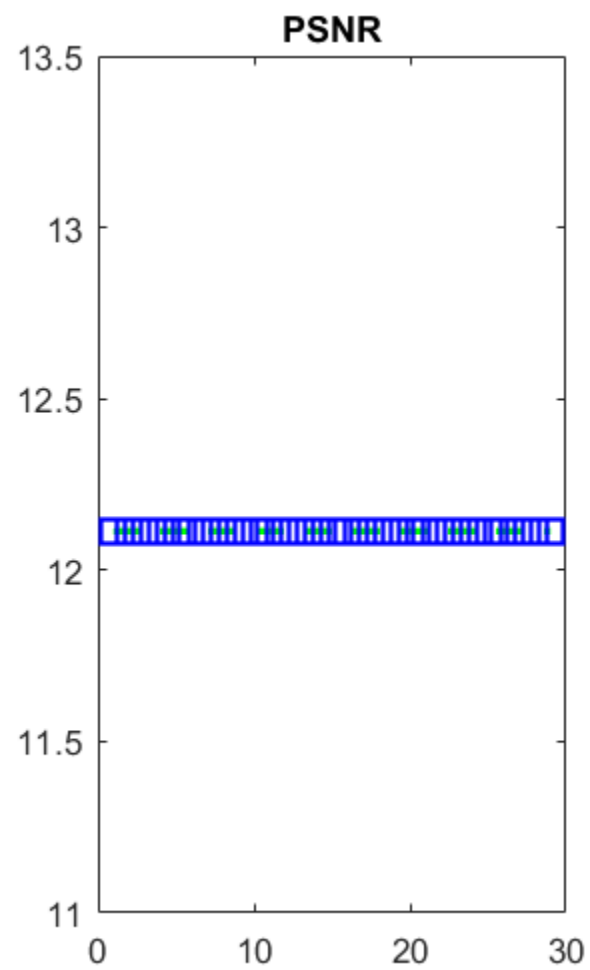


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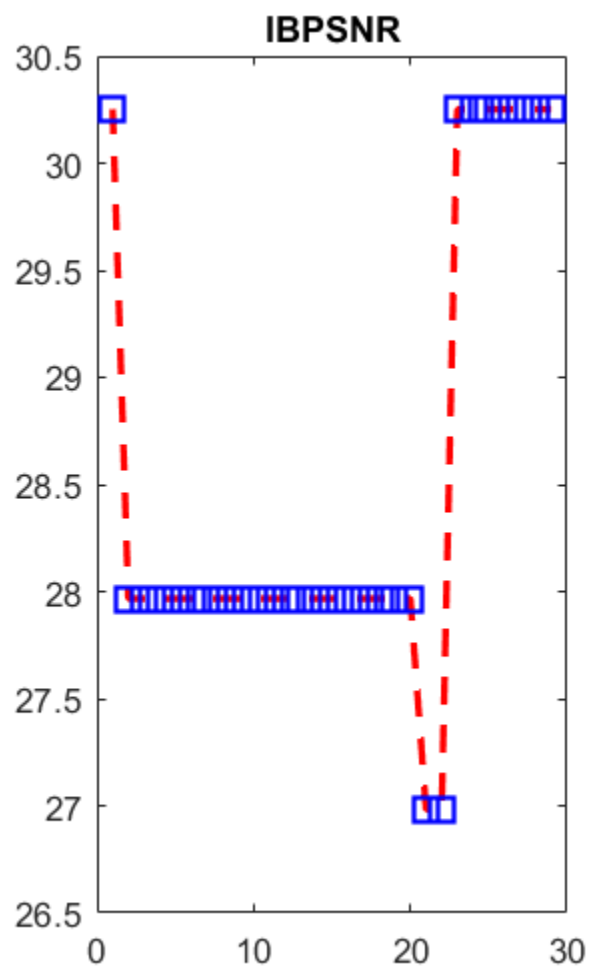
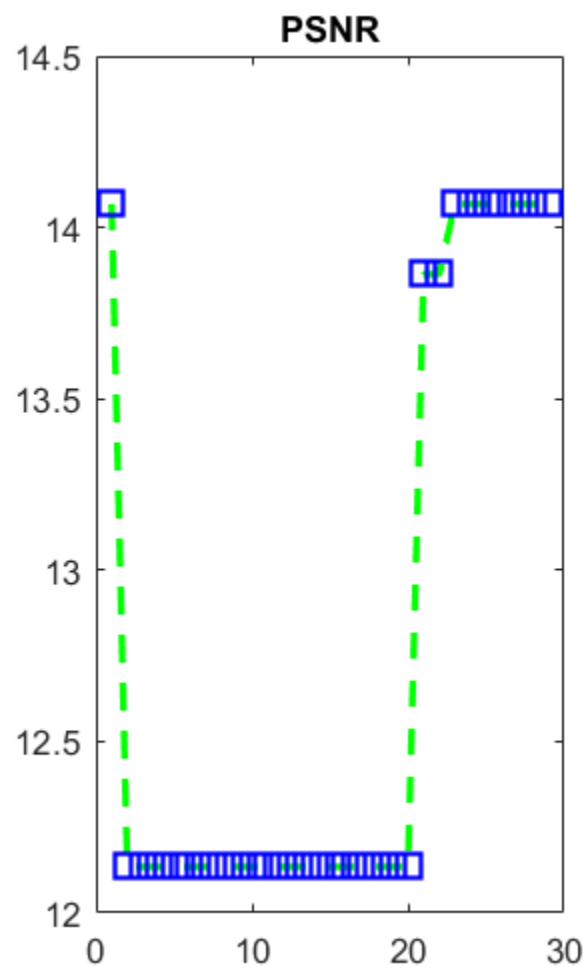


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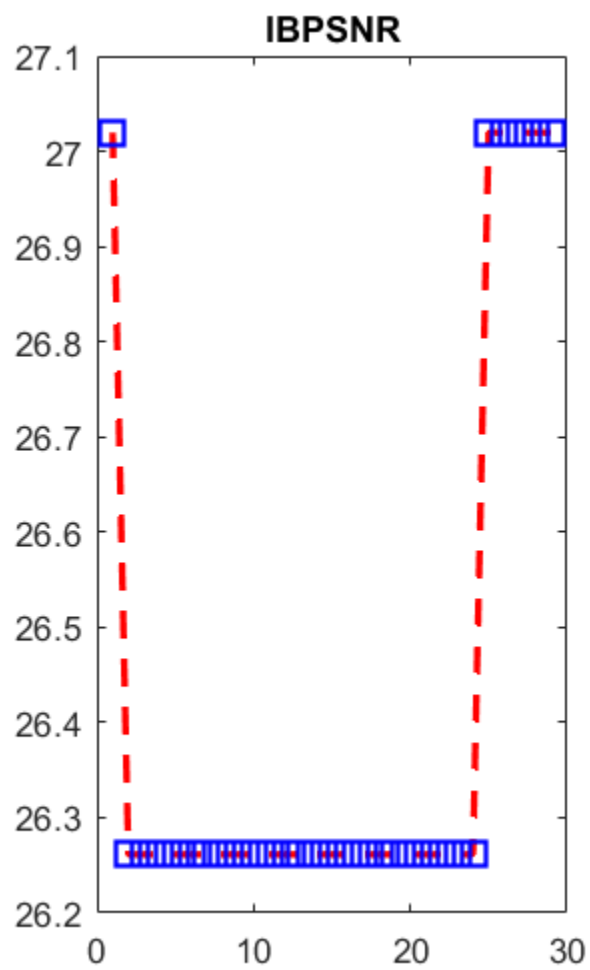
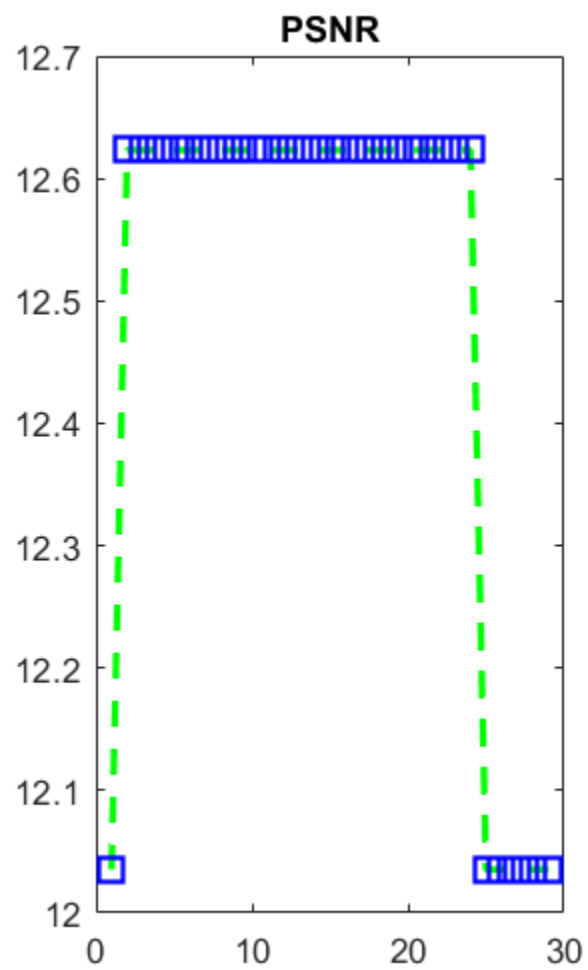


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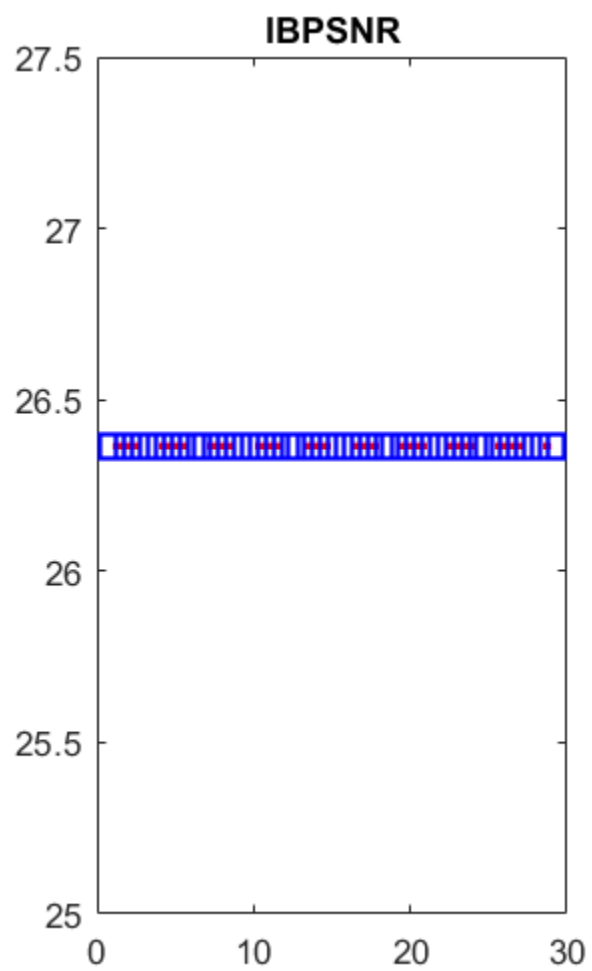
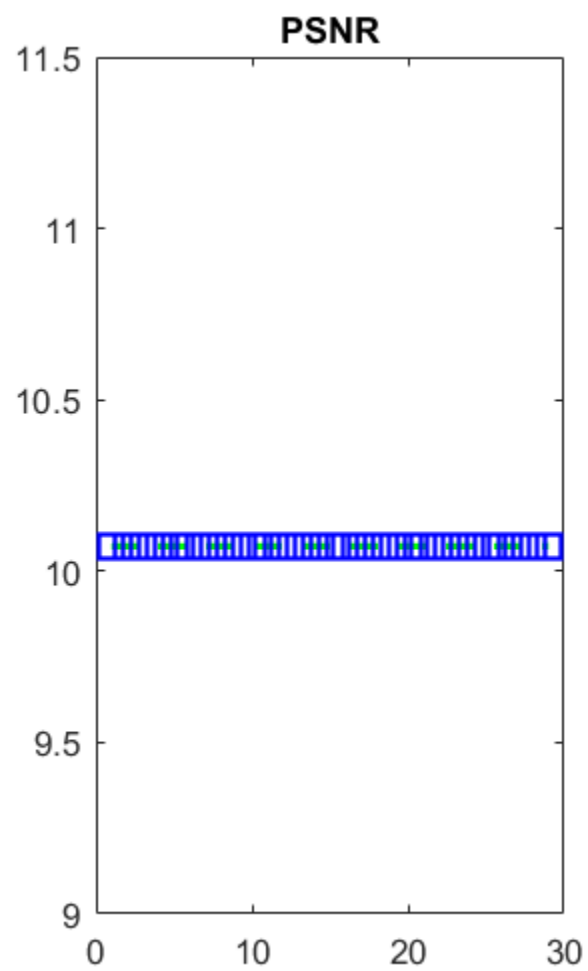


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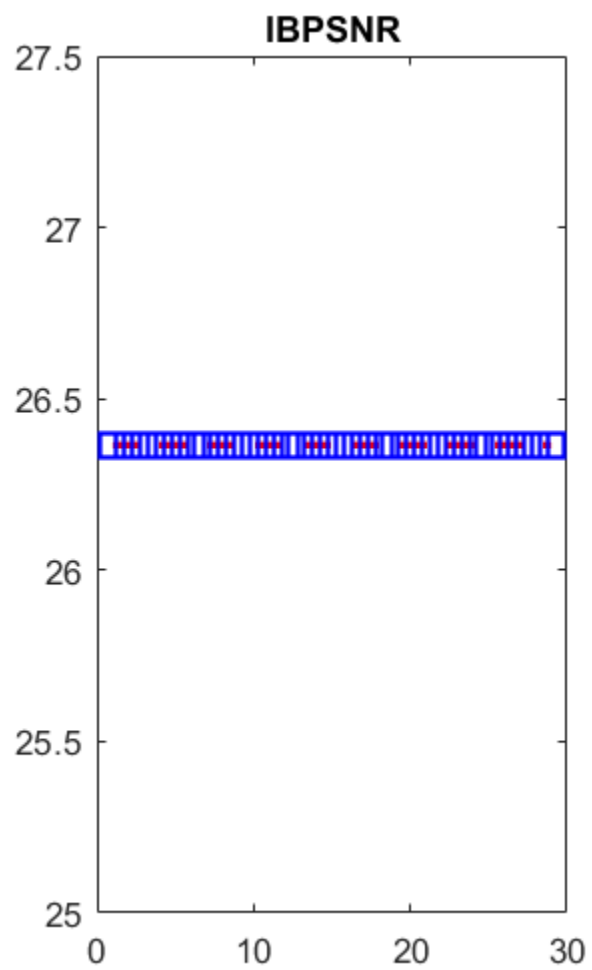
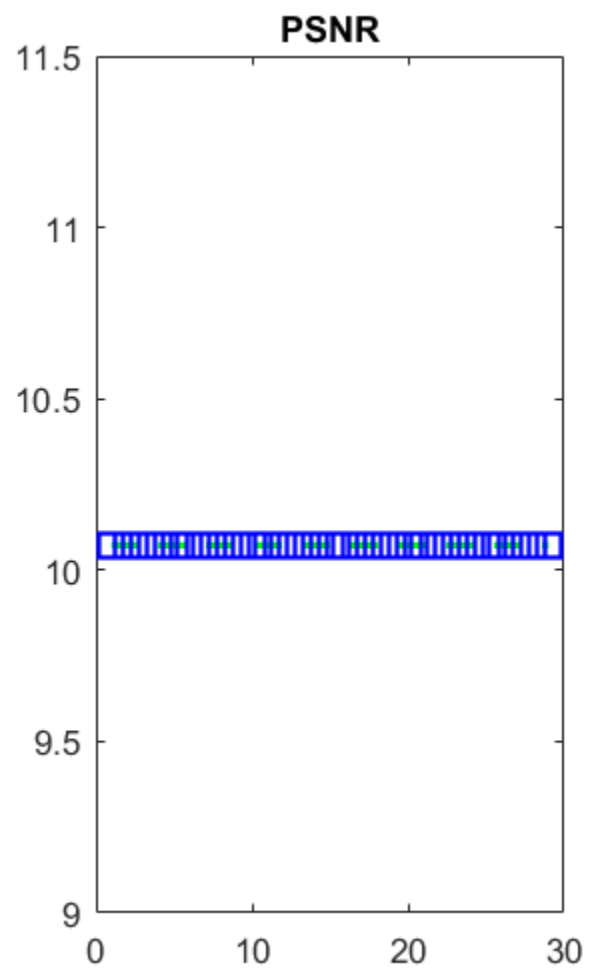


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