# NTIRE 2025 Efficient Burst HDR and Restoration A Hierarchical Fourier-based Transformer for Burst HDR and Restoration

Ruixuan Jiang USTC Anhui,China Senyan Xu USTC Anhui,China Xingbo Wang USTC Anhui,China

rxjiang21@gmail.com

syxu@mail.ustc.edu.cn

wxb864557356@mail.ustc.edu.cn

#### 1. Team Details

Team Name: E\_Group Team Members:
• Senyan Xu
• Xingbo Wang
• Ruixuan Jiang

Username: accept File Name: c256.zip

**PSNR:** 40.64

Best Score: SFHformer2\_ft6\_5e-6\_batch2\_4000.zip (03/12/2025 12:10:26) PSNR: 41.73(development phase)
Code Link: https://github.com/Levi202309/

NTIRE-2025-Burst

### 2. Method Details

Our proposed model utilizes the SFHFormer [1] block, which consists of a hierarchical encoder-decoder structure composed of five stages. The structure includes a two-scale encoder (stage-1 and stage-2), a bottleneck (stage-3), and a two-scale decoder (stage-4 and stage-5). The core components of our SFHFormer block are: (a) Local Global Perception Mixer (LGPM) and (b) Multi-kernel ConvFFN (MCFN). The LGPM is designed to capture both local and global feature representations, while the MCFN enhances the feature transformation capabilities through multiple kernel convolutions.

#### 2.1. figure of the model

See the figure on the right.

#### 2.2. Training Strategy

AdamW optimizer with  $\beta_1$  and  $\beta_2$  equal to 0.9 and 0.999 is used to train SFH former. The initial learning rate is set as  $7.5 \times 10^{-4}$ . We adopt the cosine annealing strategy to train the models, where the learning rate gradually decreases from the initial learning rate to  $5 \times 10^{-6}$ . All experiments are implemented by PyTorch 1.11.0 with two

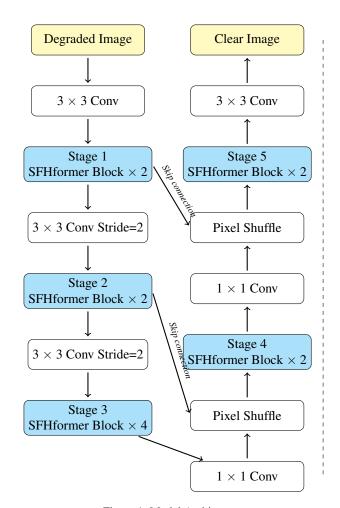


Figure 1. Model Architecture

NVIDIA 4090 GPUs. We used batch-size of 2 and crop-size of 256.

#### 2.3. Experimental Results

The highest metric achieved in the testing phase was 40.59 PSNR

## References

[1] Jiang, X., Zhang, X., Gao, N., and Deng, Y. (2024). "When Fast Fourier Transform Meets Transformer for Image Restoration." European Conference on Computer Vision: 381-402.