# Image Restoration

POSTECH CG LAB
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### Contents

- Image super-resolution using CNNs
  - SRCNN

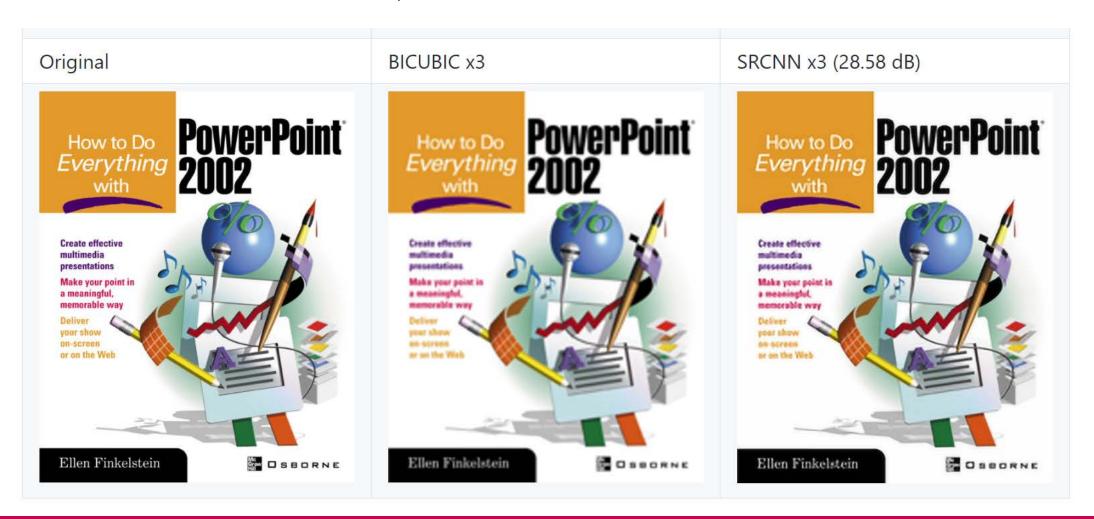
- Image super-resolution using GANs
  - SRGAN

Image super-resolution using CNNs

## **SRCNN**

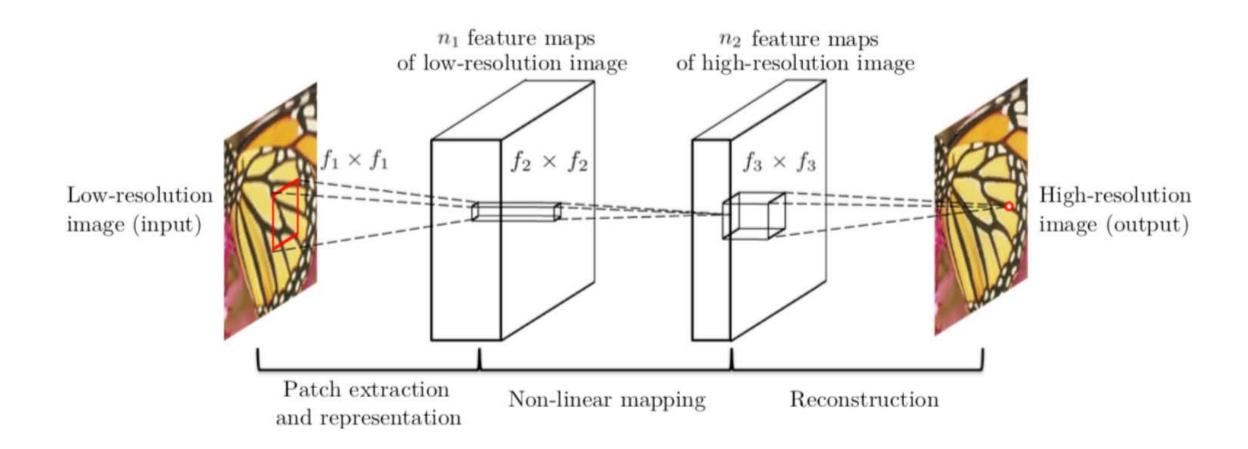
## Objective

- Super-resolution
  - Conversion low-resolution image to high-resolution image with less information loss.
  - Should be better than bicubic interpolation



#### Model Architecture

- Very simple structure
  - 9x9 conv layer -> ReLU -> 5x5 conv layer -> ReLU -> 5x5 conv layer -> output



#### Loss function

• Simple MSE

$$l_{MSE}^{SR} = \frac{1}{r^2 W H} \sum_{x=1}^{rW} \sum_{y=1}^{rH} (I_{x,y}^{HR} - G_{\theta_G}(I^{LR})_{x,y})^2$$

- Perceptual loss (Assignment)
  - Using VGG16 or VGG19, define perceptual loss and use it with the MSE loss.
  - Check the visual quality

Image super-resolution using GANs

## **SRGAN**

## Objective |

- Better super-resolution using GAN
  - Discriminator helps generator to generate photo-realistic images
  - However, GAN training is very unstable and hard to train



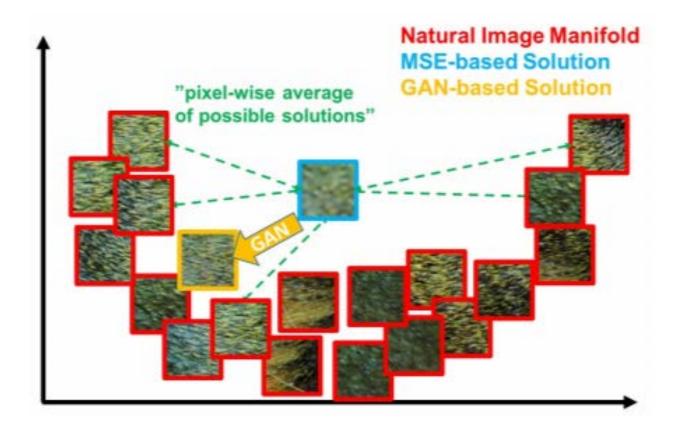
#### What is GAN?

Learn how to generate photo-realistic images by adversarial training



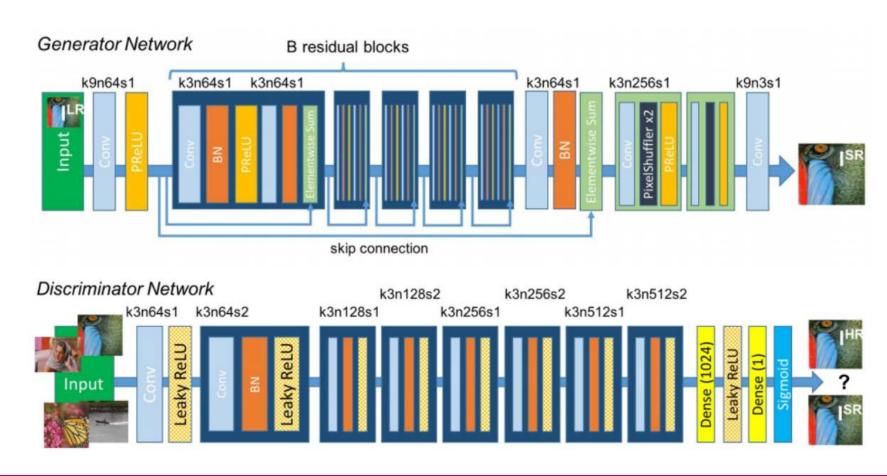
## Why GAN?

• Help our model to fit into the training dataset



## Model Architecture

- More complex architecture
  - PatchGAN
  - Residual block
  - Pixel shuffler layer



#### Loss function

Data loss (simple MSE)

$$l_{MSE}^{SR} = \frac{1}{r^2 W H} \sum_{x=1}^{rW} \sum_{y=1}^{rH} (I_{x,y}^{HR} - G_{\theta_G}(I^{LR})_{x,y})^2$$

VGG loss (perceptual loss)

$$l_{VGG/i,j}^{SR} = \frac{1}{W_{i,j}H_{i,j}} \sum_{x=1}^{W_{i,j}} \sum_{y=1}^{H_{i,j}} (\phi_{i,j}(I^{HR})_{x,y} - \phi_{i,j}(G_{\theta_G}(I^{LR}))_{x,y})^2$$

- GAN loss
  - Discriminator

$$\begin{aligned} \max_{\theta_D} \ \mathbb{E}_{I^{HR} \sim p_{\text{train}}(I^{HR})} [\log D_{\theta_D}(I^{HR})] + \\ \mathbb{E}_{I^{LR} \sim p_G(I^{LR})} [\log (1 - D_{\theta_D}(G_{\theta_G}(I^{LR}))] \end{aligned}$$

Generator

$$l_{Gen}^{SR} = \sum_{n=1}^{N} -\log D_{\theta_D}(G_{\theta_G}(I^{LR}))$$