Refrencs image

Reconstructed 30 %
reference

Reconstructed 30 %
Global luminance change
PSN =19, SNR =14, SSIM=38

Reconstructed 30 %
PSN =33, SNR =29, SSIM=93
Singnal processed

Global luminance change in scene

Global luminance change in scene: Signal processed

Global luminance change in scene: Signal processed

Global luminance change in scene: Signal processed