

REAL-TIME NEURAL SIGNAL FILTERING VIA HODGKIN-HUXLEY SIMULATION

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ABSTRACT

This project addresses the challenge of automated colourization for 256×256 grayscale images using a dataset of 12,600 image pairs, balanced across human subjects, animals, and natural scenery. We frame colourization as a supervised learning problem in the CIELAB colour space, where a model predicts chrominance channels (a^* , b^*) from the luminance channel (L^*). A shallow convolutional neural network (CNN) provides the baseline performance, while our primary solution employs a deeper convolutional encoder-decoder architecture. This design captures high-level semantic features and spatial context, addressing limitations of shallow networks in perceptual realism. —Total Pages: 1

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REFERENCES