

EE5175: Image Signal Processing

Non-blind deblurring using gradient regularization

In this experiment, we will perform non-blind deblurring (NBD) using L_2 and L_1 norm based gradient regularization schemes. Let f , h , and g be the clean image, blur kernel and the blurred image respectively and let \mathbf{f} , \mathbf{h} , and \mathbf{g} denote the lexicographically arranged column vector forms of f , h , and g .

- To perform NBD using L_2 norm based gradient regularization, we will solve the constrained least squares optimization problem of the following form.

$$\hat{f} = \arg \min_f \{ \|h * f - g\|_2^2 + \lambda (\|q_x * f\|_2^2 + \|q_y * f\|_2^2) \} \quad (1)$$

or equivalently

$$\hat{\mathbf{f}} = \arg \min_{\mathbf{f}} \{ \|H\mathbf{f} - \mathbf{g}\|_2^2 + \lambda (\|Q_x \mathbf{f}\|_2^2 + \|Q_y \mathbf{f}\|_2^2) \} \quad (2)$$

where the first term is used to enforce the data constraint and the second one is the regularization term. H , Q_x and Q_y are doubly block circulant matrices formed using the blur kernel h , and the gradient operators $q_x = [1 \ -1]$ and $q_y = q_x^T$ (H , Q_x and Q_y are used to express the underlying 2D convolution operations in the form of matrix-vector multiplication). By differentiating the cost function in Eq. 2 with respect to \mathbf{f} and by equating the differential to zero one can arrive at the following form of closed form solution to the problem in Eq. 2.

$$\hat{\mathbf{f}} = (H^T H + \lambda Q_x^T Q_x + \lambda Q_y^T Q_y)^{-1} H^T \mathbf{g} \quad (3)$$

By taking Fourier transform of the above expression (along with the assumptions as discussed in the class), one can arrive at the following equivalent expression in frequency domain.

$$\hat{f} = IDFT \left(\frac{\mathbf{H}^*}{\mathbf{H}^* \mathbf{H} + \lambda \mathbf{Q}_x^* \mathbf{Q}_x + \lambda \mathbf{Q}_y^* \mathbf{Q}_y} \mathbf{G} \right) \quad (4)$$

where \mathbf{H} , \mathbf{Q}_x , \mathbf{Q}_y , and \mathbf{G} are the 2D Fourier transforms (of the same size as that of g) of h , q_x , q_y , and g . Also, in Eq. 4 all the multiplications and divisions involved are element-wise multiplications and divisions.

- NBD using L_1 norm based gradient regularization is done by solving the constrained least squares optimization problem of the following form.

$$\hat{\mathbf{f}} = \arg \min_{\mathbf{f}} \{ \|\mathbf{H}\mathbf{f} - \mathbf{g}\|_2^2 + \lambda (\|Q_x \mathbf{f}\|_1 + \|Q_y \mathbf{f}\|_1) \} \quad (5)$$

where the regularization term enforces L_1 norm constraint on the gradients of restored image.

Q1 L_2 regularized NBD: PSNR vs Visual comparison - For the given image `lena.png`, perform NBD using L_2 gradient regularization (using Eq. 4) for the following scenarios (σ_n - Gaussian noise σ , σ_b - Gaussian blur σ) :

- $\sigma_n = 8$, a) $\sigma_b = 0.5$, b) $\sigma_b = 1.0$, c) $\sigma_b = 1.5$
- $\sigma_b = 1.0$, a) $\sigma_n = 5$, b) $\sigma_n = 10$, c) $\sigma_n = 15$

For each case, vary λ from 0.01 to 2.0 in steps of 0.01 and pick the λ that gives minimum RMS error between the original image and the estimated image. Also, for each case, find the λ that gives visually most appealing restored image (for this experiment vary λ according to your convenience). Comment on your observations.

Q2 L_2 Vs L_1 regularization - For the given image `lena.png`, perform NBD using L_2 gradient regularization (using Eq. 4) and compare the results with that of L_1 gradient regularization. To obtain the result for L_1 gradient regularization, we need to solve Eq. 5. Use the code ‘`admmfft.m`’ to solve the optimization problem in Eq. 5. Find the outputs from L_2 and L_1 regularization which is visually most appealing (by varying λ) for the following scenarios.

- $\sigma_n = 1$, $\sigma_b = 1.5$
- $\sigma_n = 5$, $\sigma_b = 1.5$
- $\sigma_n = 5$, $h = \text{mb-kernel.png}$ (motion blur)

Note: The code ‘`admmfft.m`’ takes g, h , and λ as the input arguments (call the function as `admmfft(g,h, λ ,1)`) and return the restored image corresponding to Eq. 5. While solving Eq. 4, to compute \mathbf{H} (Fourier transform of the kernel), use matlab built-in function `psf2otf`.

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