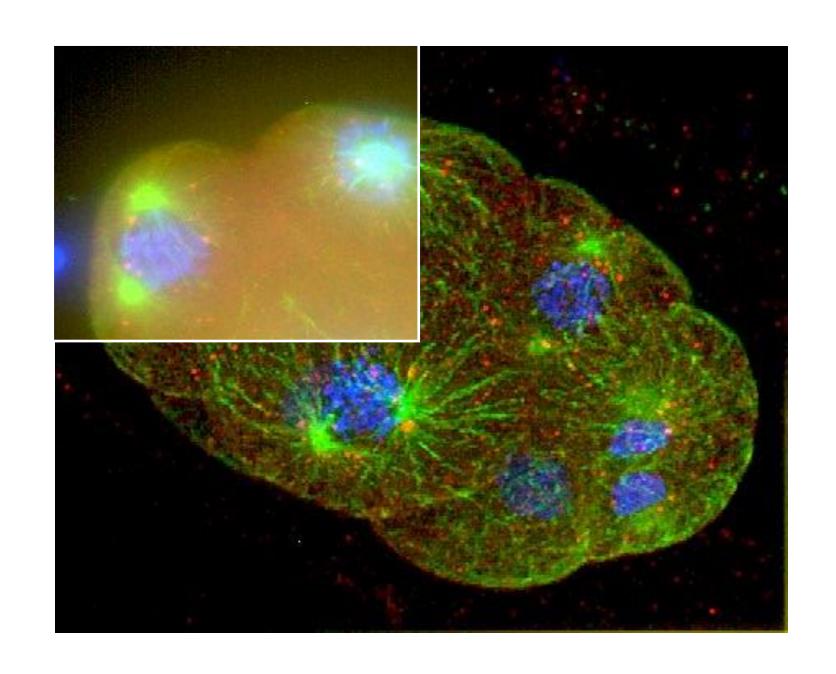


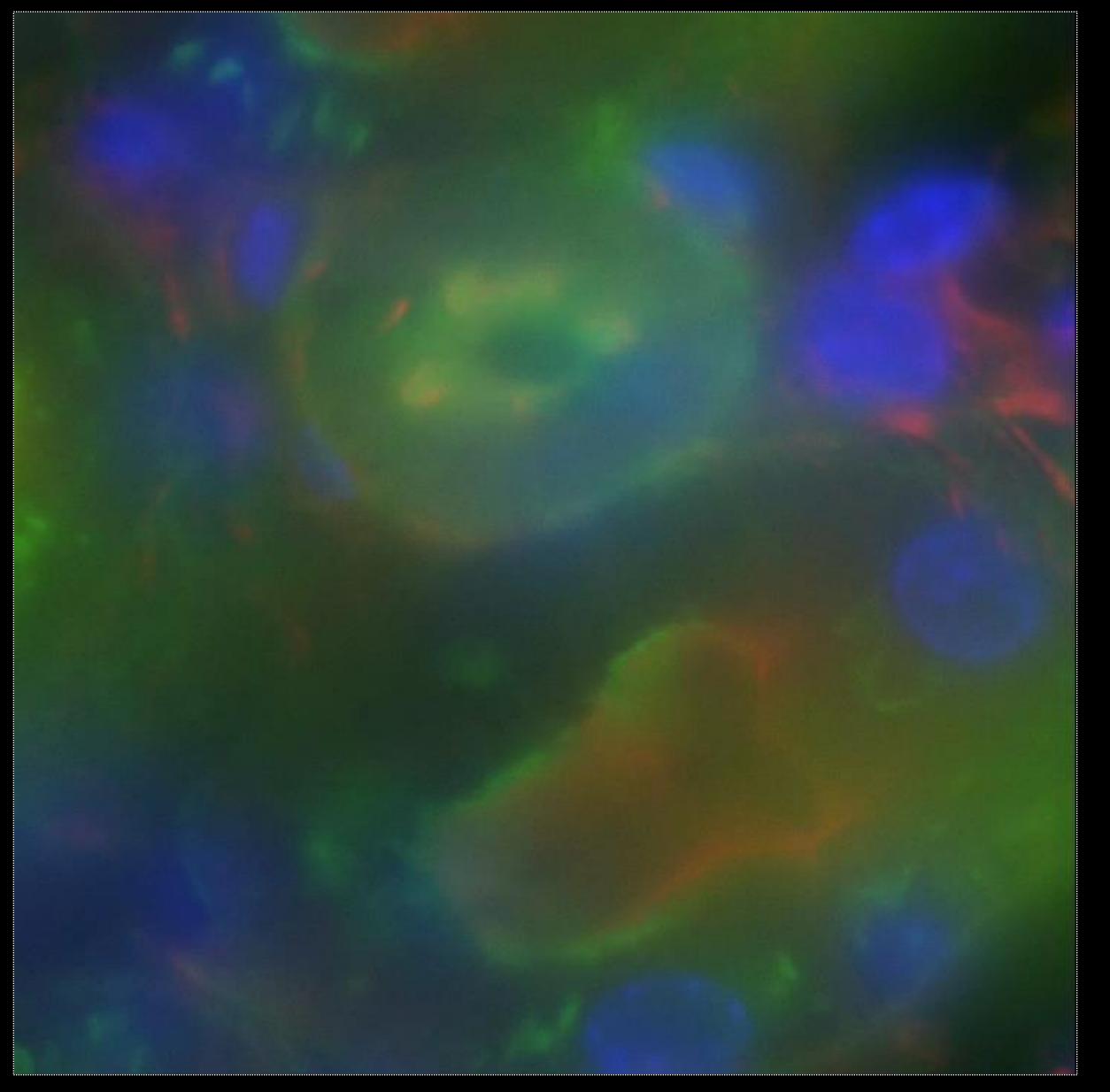
# Deconvolution: Restore Sharper Images by

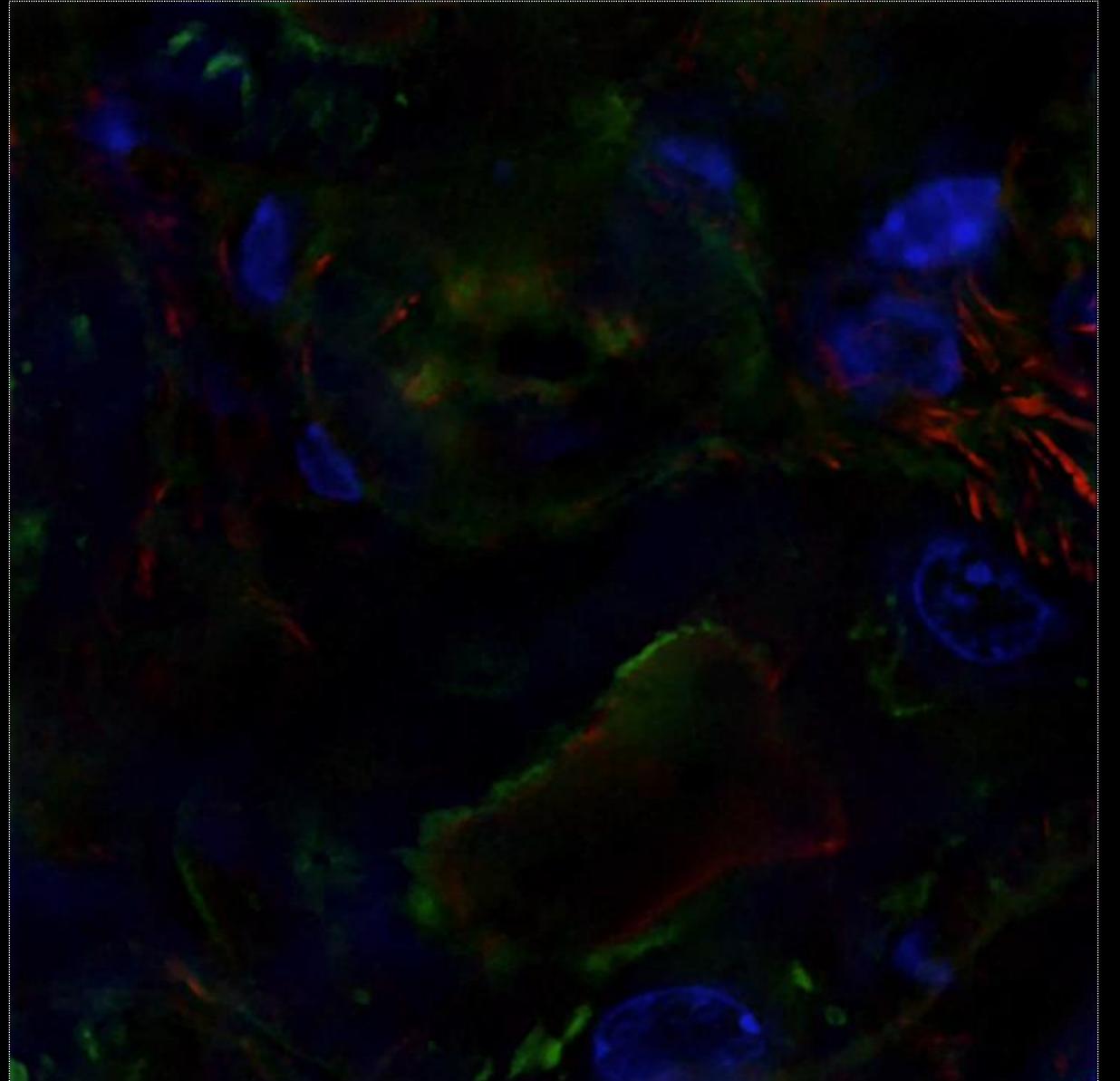
# Inverting Acquisition

Daniel Sage and Vasiliki Stergiopoulou

EPFL Center for Imaging Ecole Polytechnique Fédérale de Lausanne







Courtesy of Ferréol Soulez

### Presentation's Overview

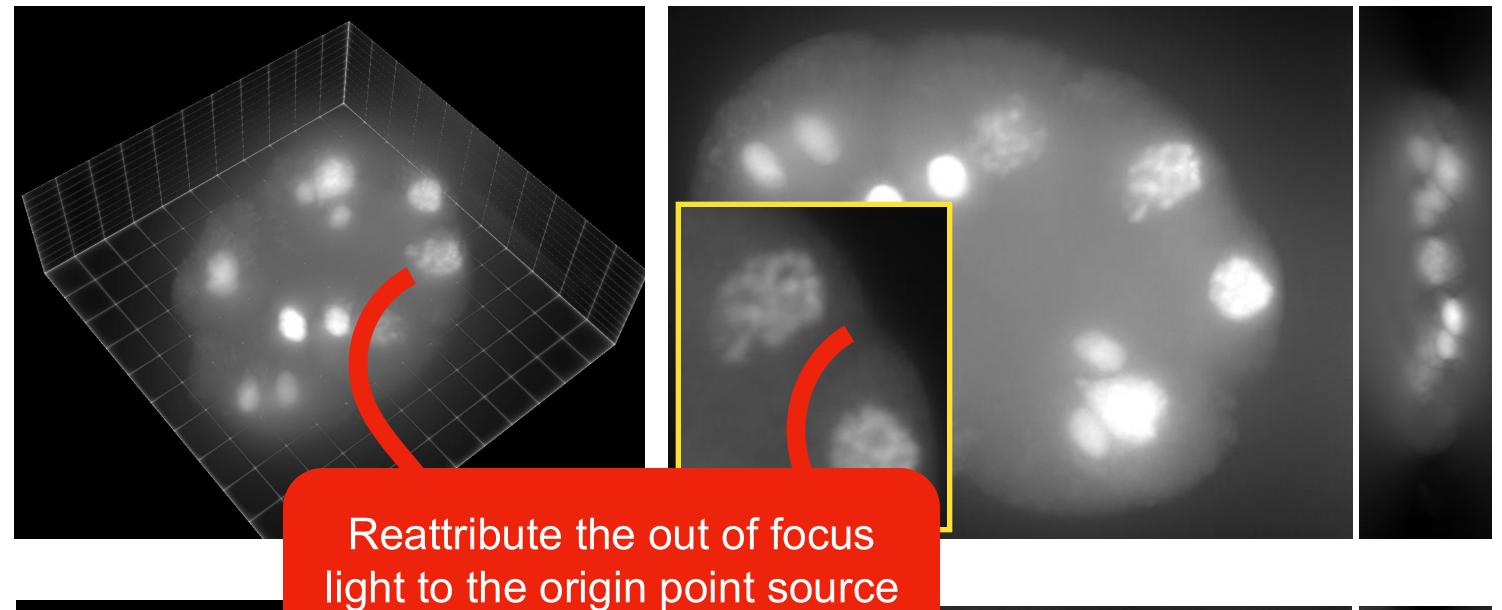
- Introduction and Context
- Image Formation
- Methods
  - Direct Inversion
  - Optimization-based (Variational)
  - Physics-inspired Deep-learning
- ❖ Practice: Image Formation with Deconvolution Lab 2



# Introduction and Context

### Why Deconvolution?

c-elegans embryo. DAPI (nuclei in blue)

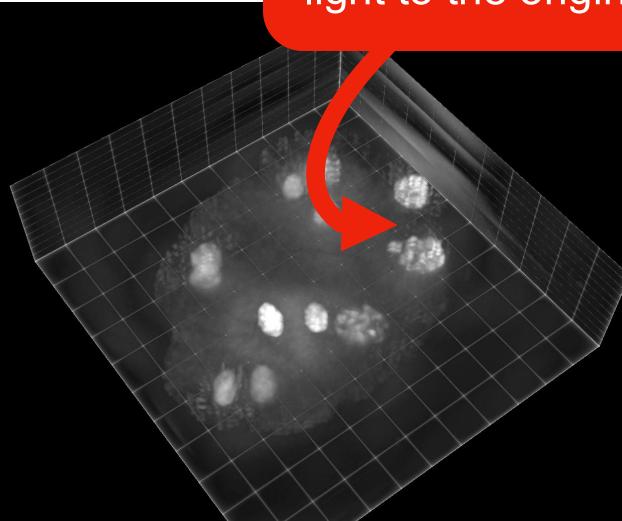


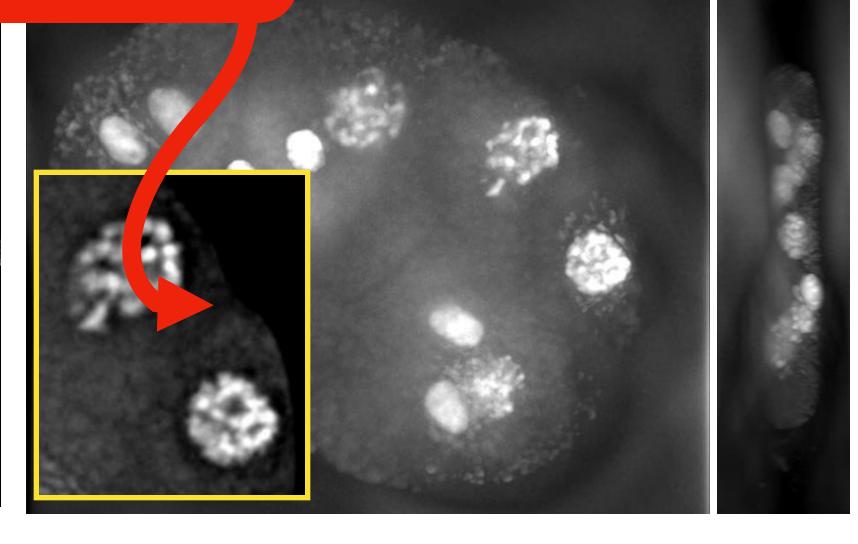
#### Idea of deconvolution

"Undo the blurring — reconstruct the original signal by reversing the effects of convolution."

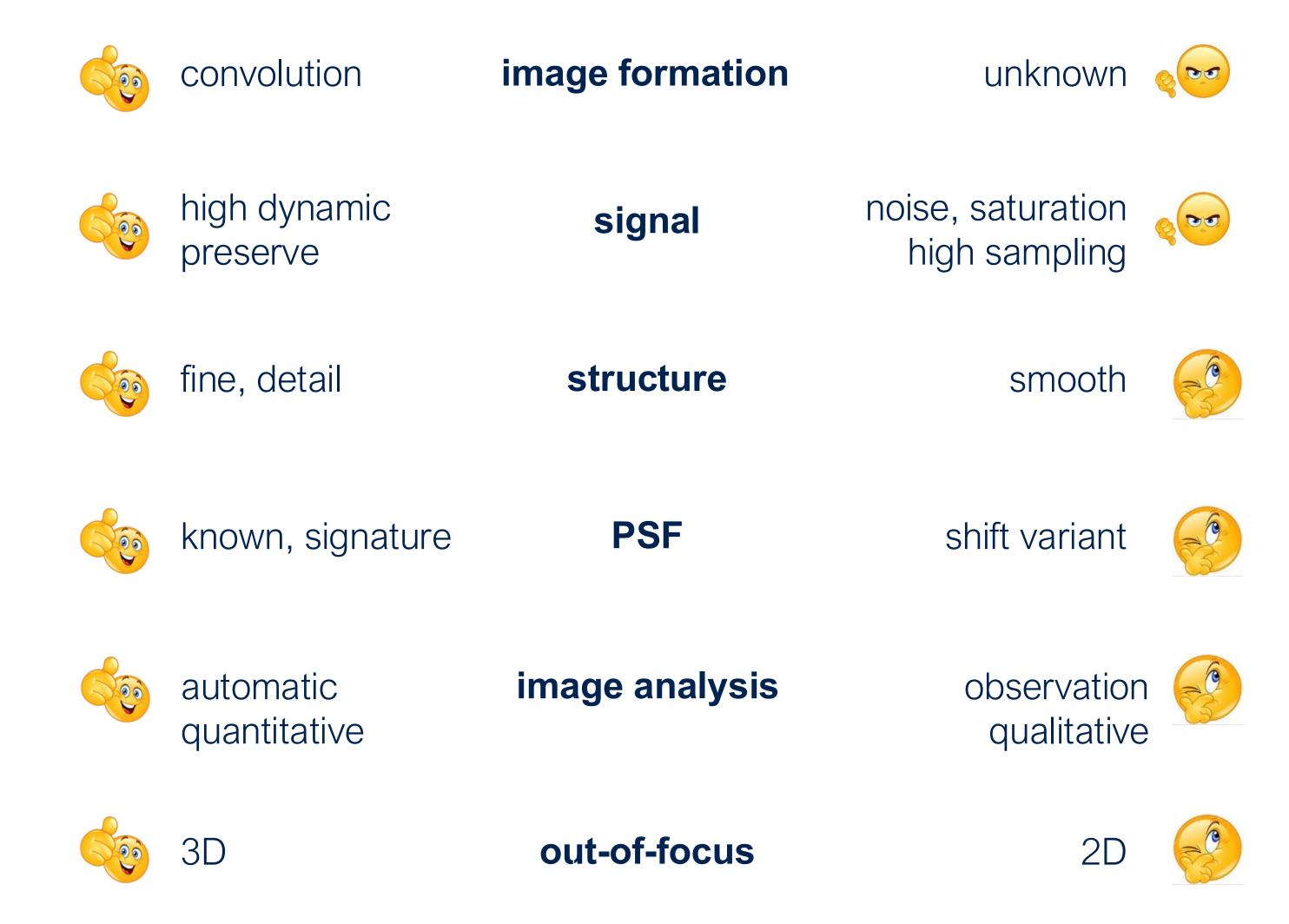
 Goal: Recover the original signal from the observed (degraded) one

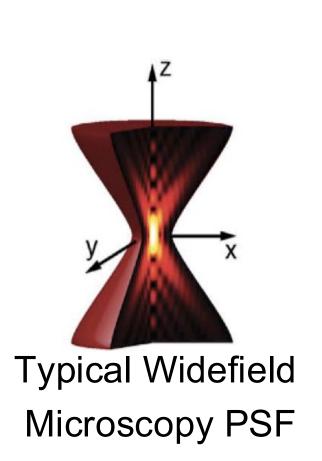
- → Increase contrast
- Suppress noise and artifacts
- → Improve resolution
- Enhance fine details and edges
- → Recover meaningful features for analysis or interpretation





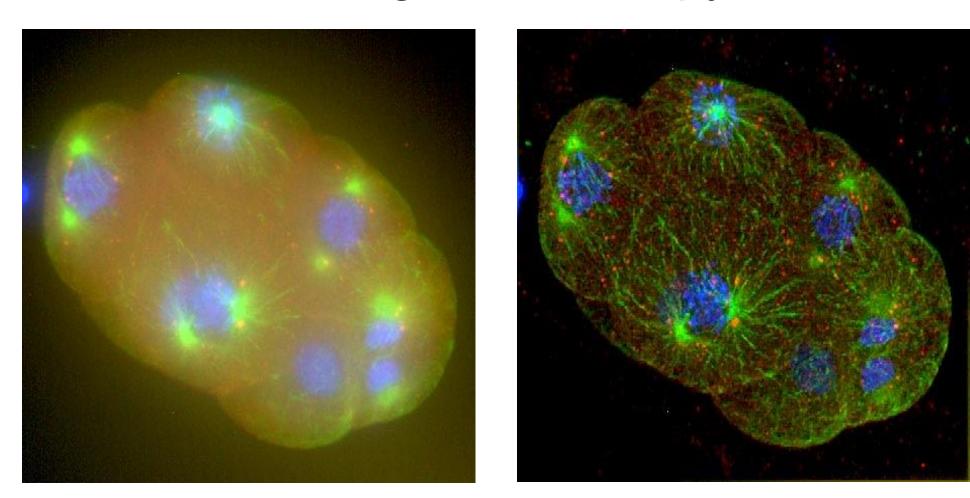
# Image Deconvolution





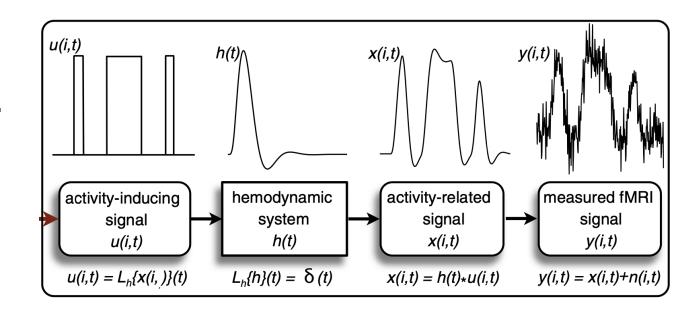
## Application Cases

### Light microscopy



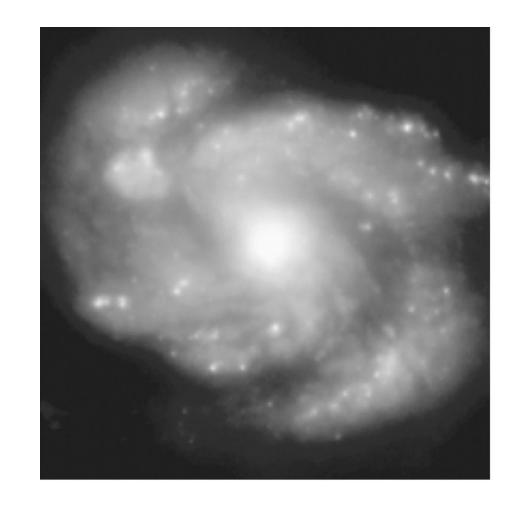
c-elegans embryo. DAPI (nuclei in blue), FITC (microtubules in green) and Cy3 (proteins in red) staining

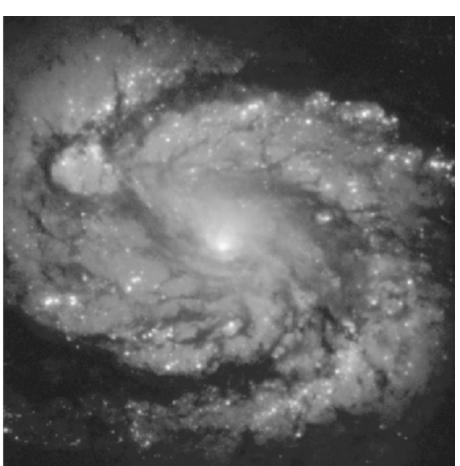
Total activation in fMRI: spatiotemporal deconvolution



Işık Karahanoğlu,, Neurolmage 2013

### Astronomy





J. L. Starck, 2002

#### Many fields

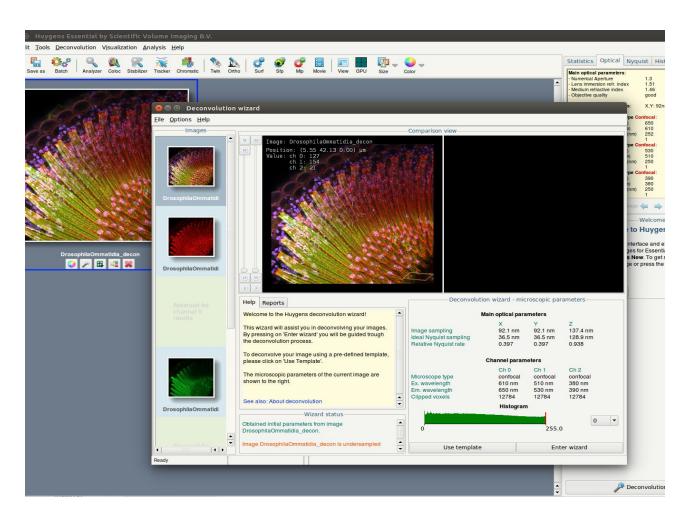
- Satellite imaging
- Medical Imaging
- Ophthalmology
- Lensless cameras

- Imaging reconstruction
- Scanning EM (beam)
- Communication (speech)
- Industrial vision

### Software for Deconvolution

#### Commercial Software

- Huygens, Scientific Volume Imaging
- Microvolution (RL, GPU)
- AutoQuant, MediaCybernetics
- DeltaVision, Applied Precision
- Modules: Zeiss, Nikon, Leica (Hyvolution), ...





#### Open-source software

- DeconvolutionLab2 [Daniel Sage]
- RL Deconvolution on Ops ImageJ2 [Brian Northan]
- RL Deconvolution on CLIJ /GPU [Robert Haase]
- Parallel Iterative Deconvolution [Piotr Wendykier]
- EpiDEMIC on ICY [Ferréol Soulez]s
- SDeconv on Napari [Sylvain Pringent]
- Pyxu [Sepand Kashani EPFL Center for Imaging]
- <u>DeepInv</u> [Julian Tachella and co-dev]
- Scikit-Image
- GlobalBiolm [Emanuel Soubies BIG EPFL]
- MATLAB Image Processing Toolbox



# Image Formation

Point-Spread Function, Noise, Convolution

### Mathematical Model



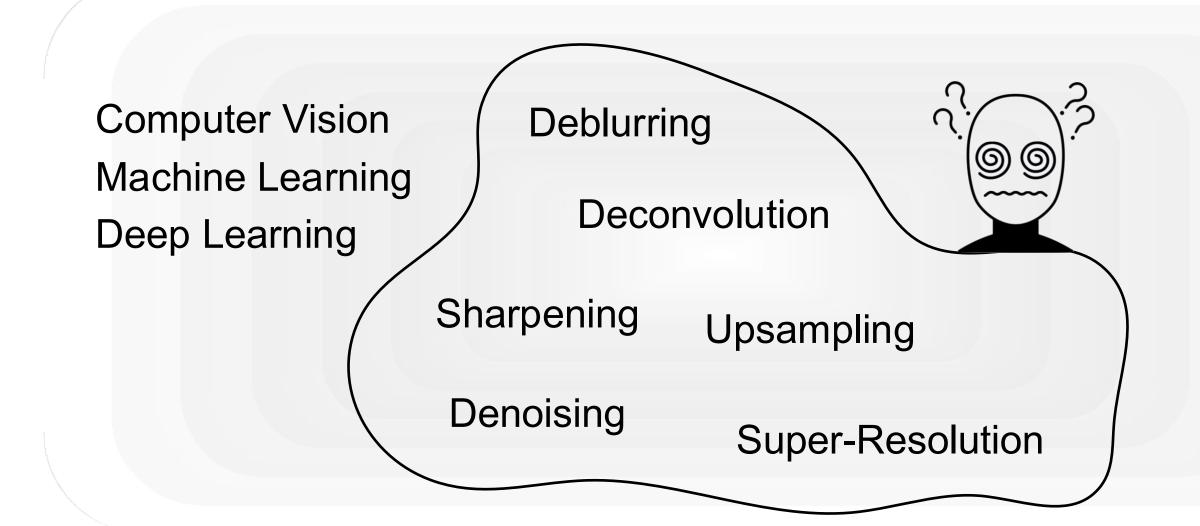
Image 
$$x = (x_1, ... x_d) \in \mathbb{R}^d$$
 Vectorial notation

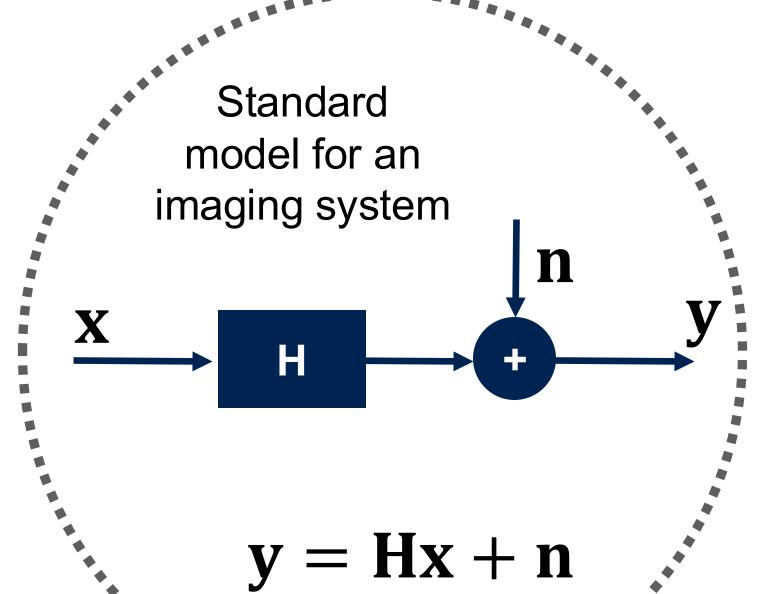
Filter/Operation

Hx

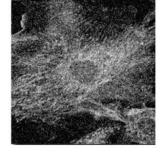
Matrix notation

(h\*x )

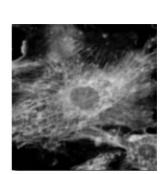




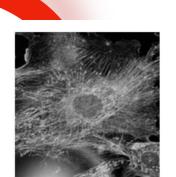
### IMAGE DEGRADATION



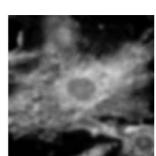
Physical (real) world



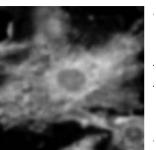
Scatter



Glare



**IMAGE RESTORATION** 







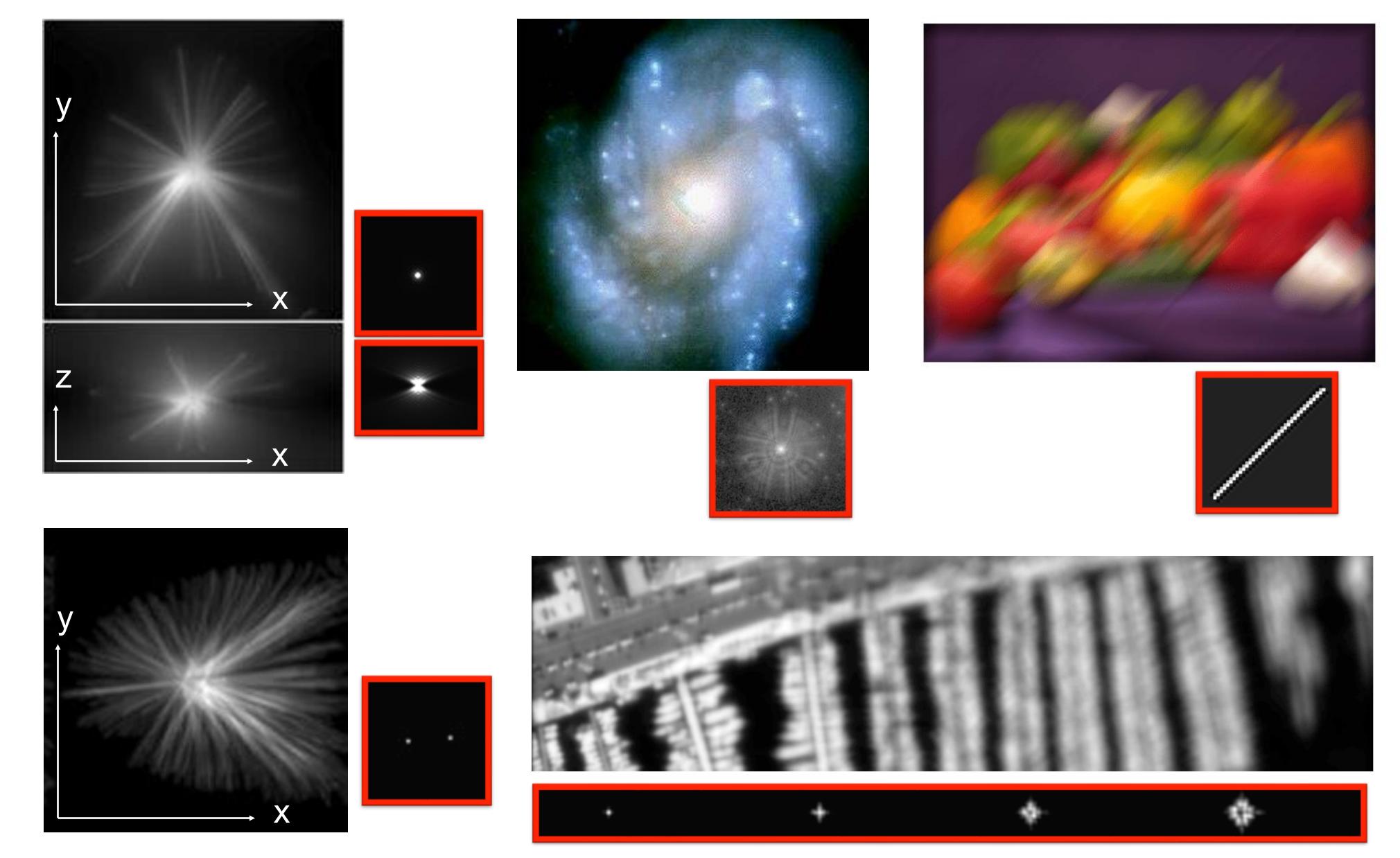
Deconvolution

Denoising

H = I

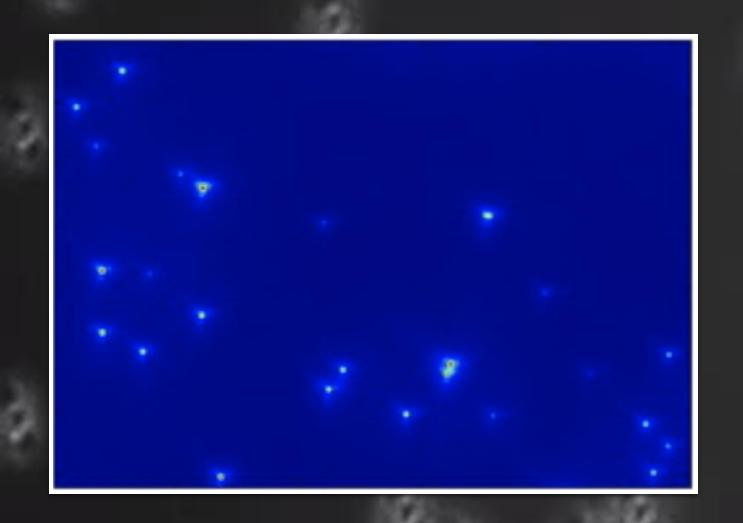
Digital (virtual) world

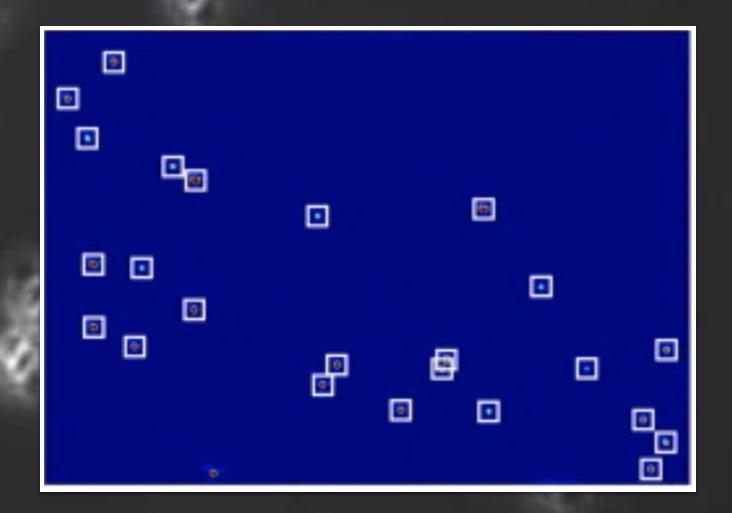
# Point-Spread Functions





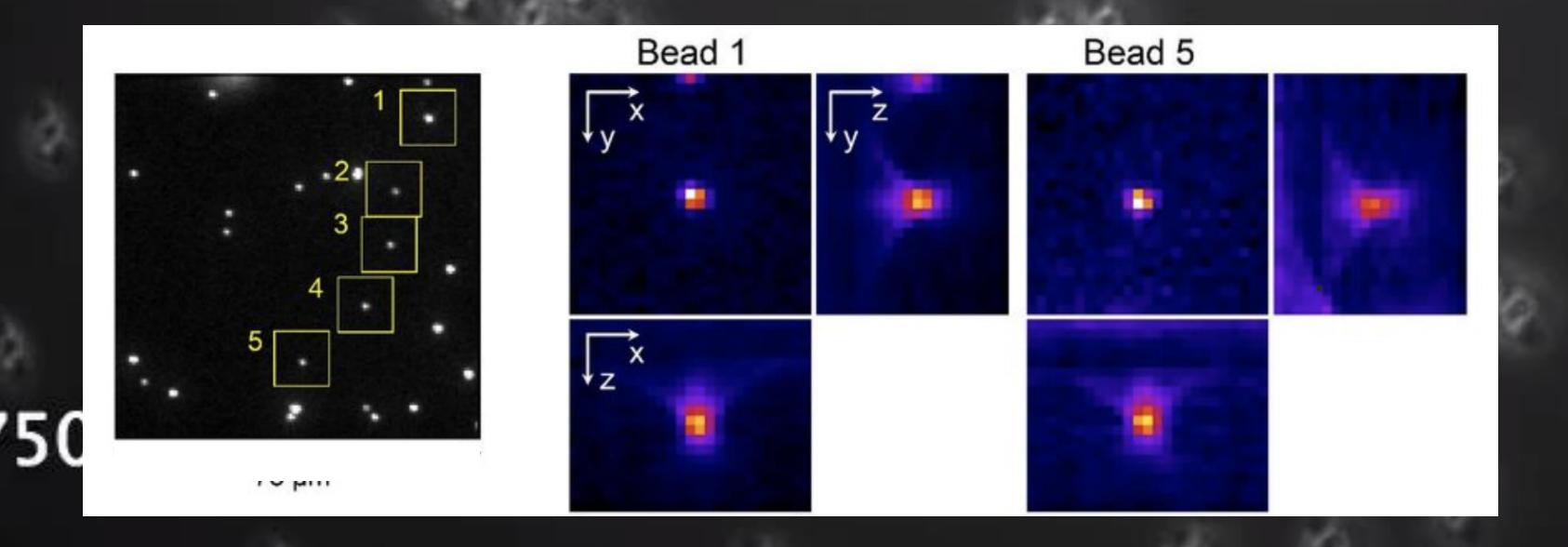
## Experimental Point-Spread Function

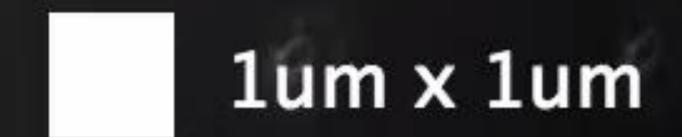




### **Extracted from beads**

- Z Position
- Size: 40 nm to 100 nm
- Selection of beads
- Smaller bead, less signal

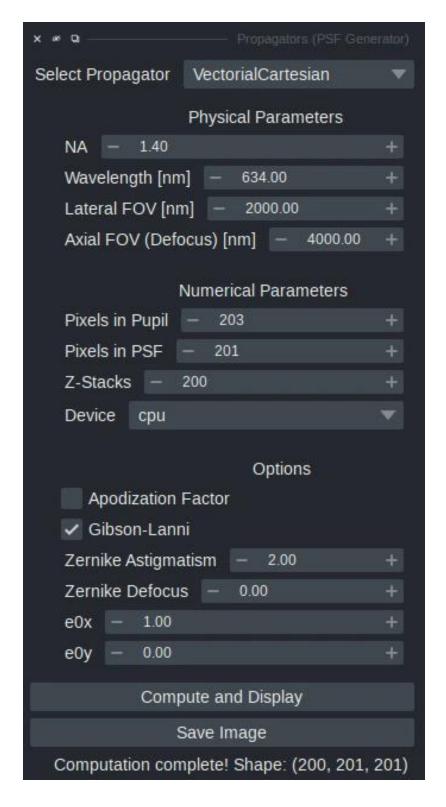




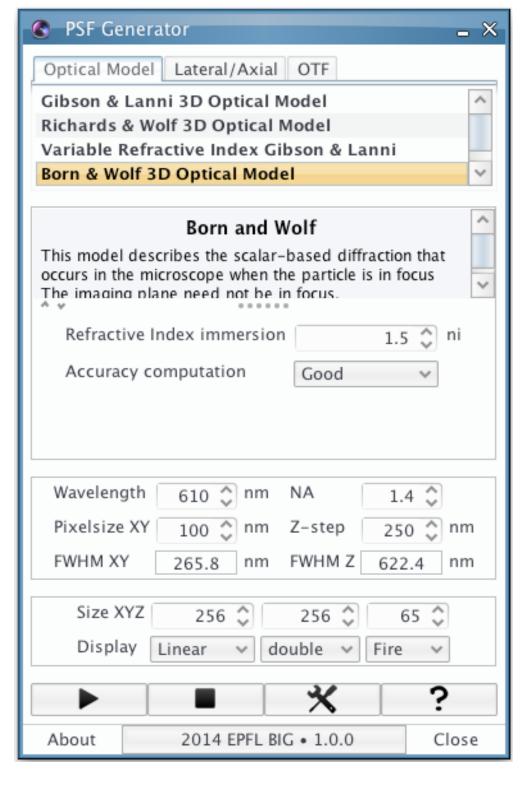
### Theoretical Point-Spread Function: **PSF Generator**

- Developed in Napari/PyTorch
- Generates 3D theoretical PSFs
- Integrated into a unified framework:
  - Multiple models
  - Full optical parameter control
  - Models all possible aberrations
- ❖ [Liu, Stergiopoulou, Sage & Dong, 2025]

- Developed in ImageJ/Icy/Matlab
- Generates 3D theoretical PSFs
- Supports: several models, common aberrations and all optical parameters
- [Kirshner & Sage, Journal of Microscopy, 2012]



Napari plugin



ImageJ plugin

## Point-Spread Function

### Theoretical PSF (ImageJ Plugin)

#### Gibson&Lanni

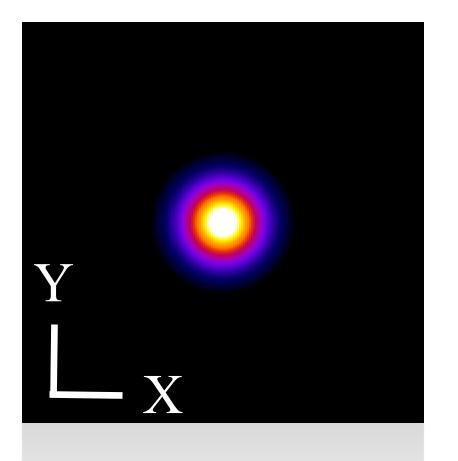
NA = 1.4  $\lambda$  = 610 nm pixelsize = 100 nm

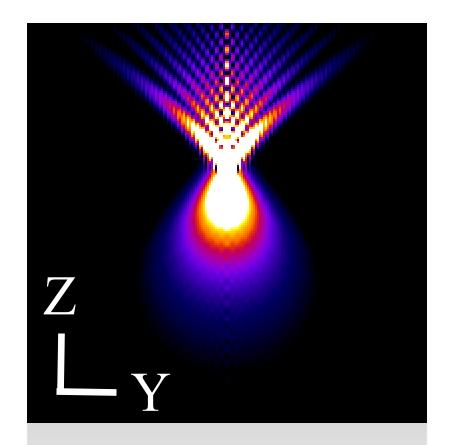
### Experimental PSF

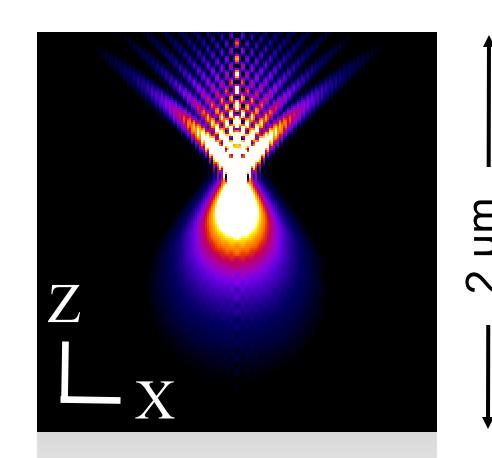
#### LSM 510 Confocal

1.4 NAPlan apo objectiveOil

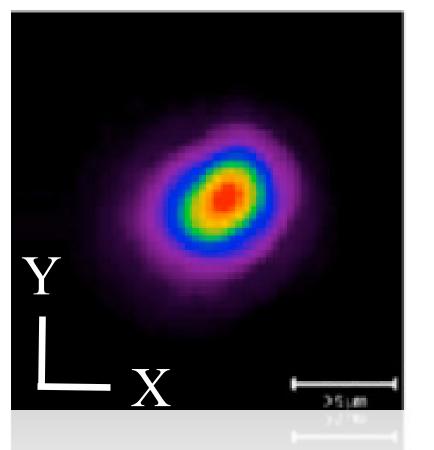


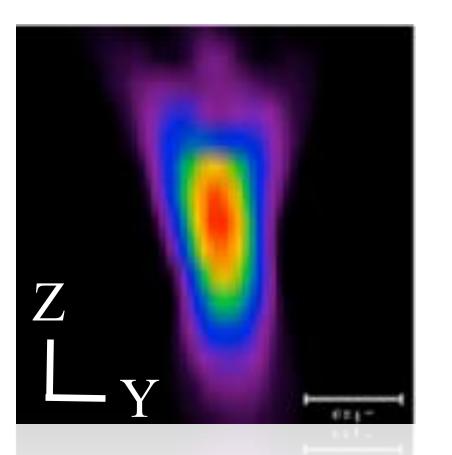


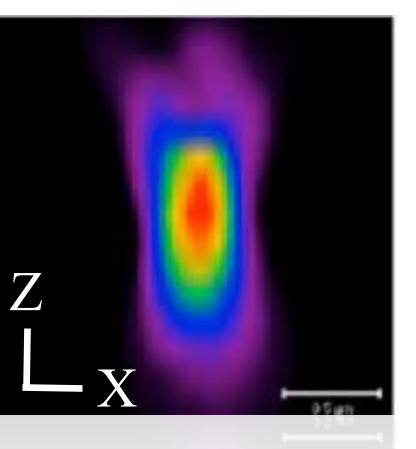




PSF Generator - Open source software - EPFL





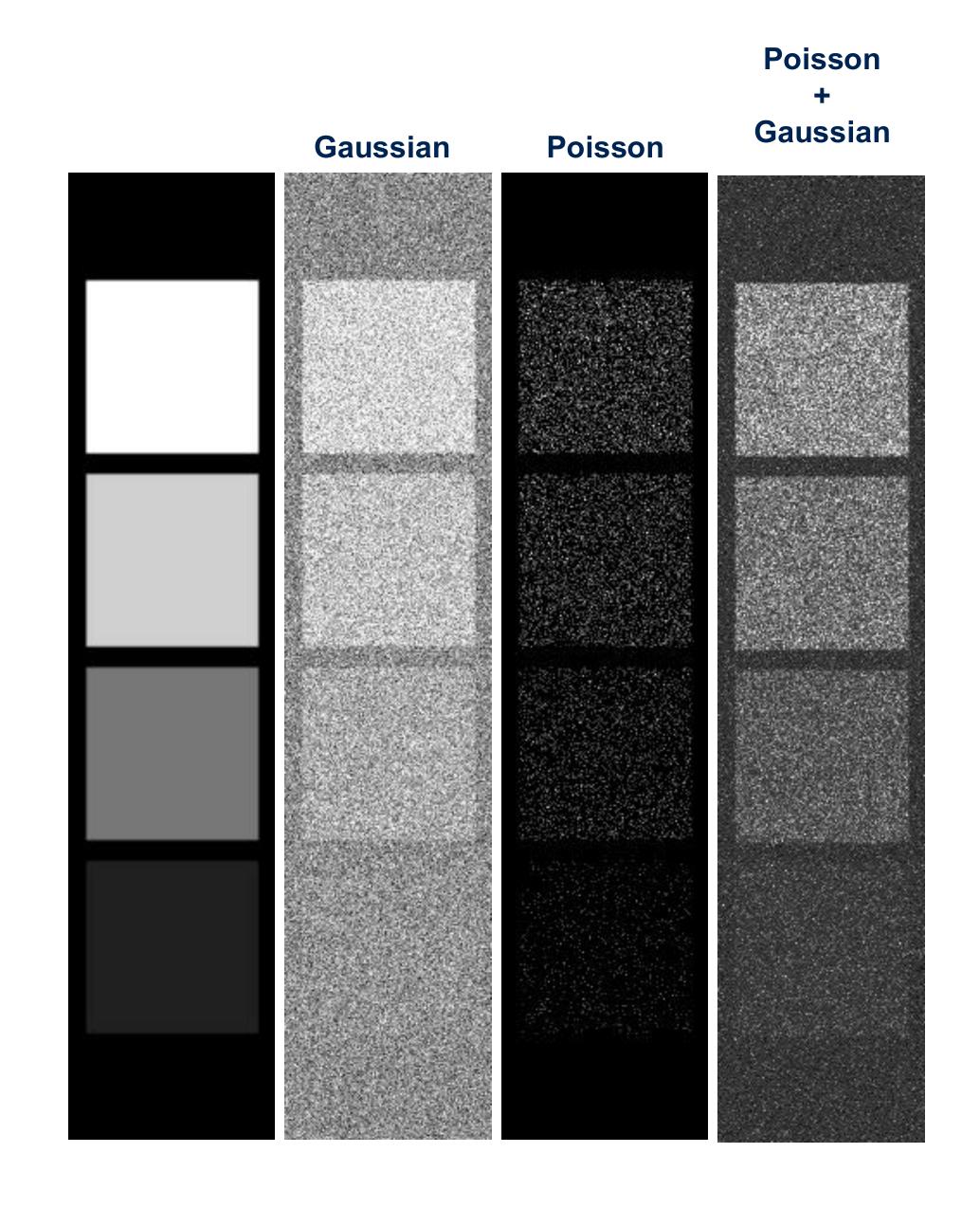


Courtesy of SVI and Institut de Cardiologie de Montreal.

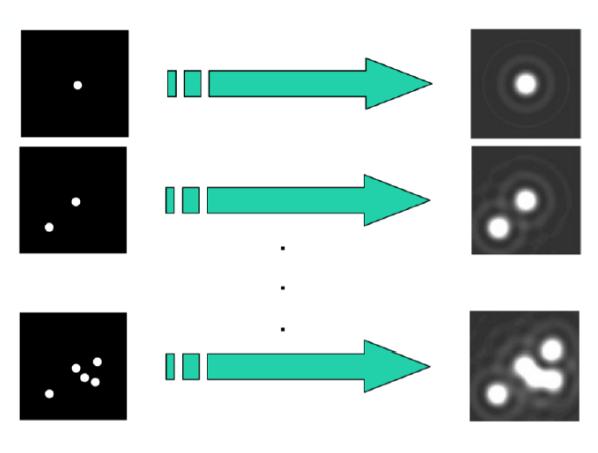
### Noise Models

#### Source of noise

- Photon (Shot) noise
- Thermal (Dark Current) Noise
- Electronic (Readout) Noise
- Sampling & Discretization Noise
- Quantization Noise
- Sensor Non-uniformities
- Environmental Interference
- Quantization noise

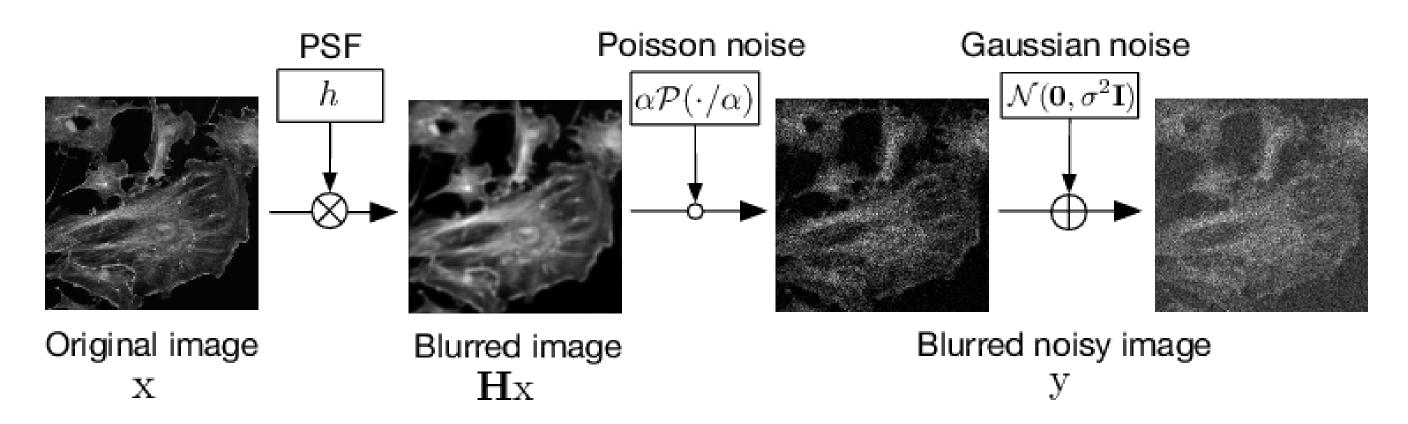


## Image Formation



Convolution is distributive

### Microscopy:



Source: Li, et al., TIP, 2018



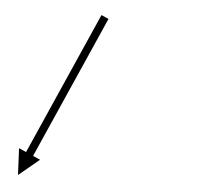
# Methods

Inverse Filters, Inverse Problems, Model-based DL methods



#### Mathematical Approach

Solving the problem based on the image formation model



**Inverse Filters** 

**One Shot** 



**Inverse Problems** 

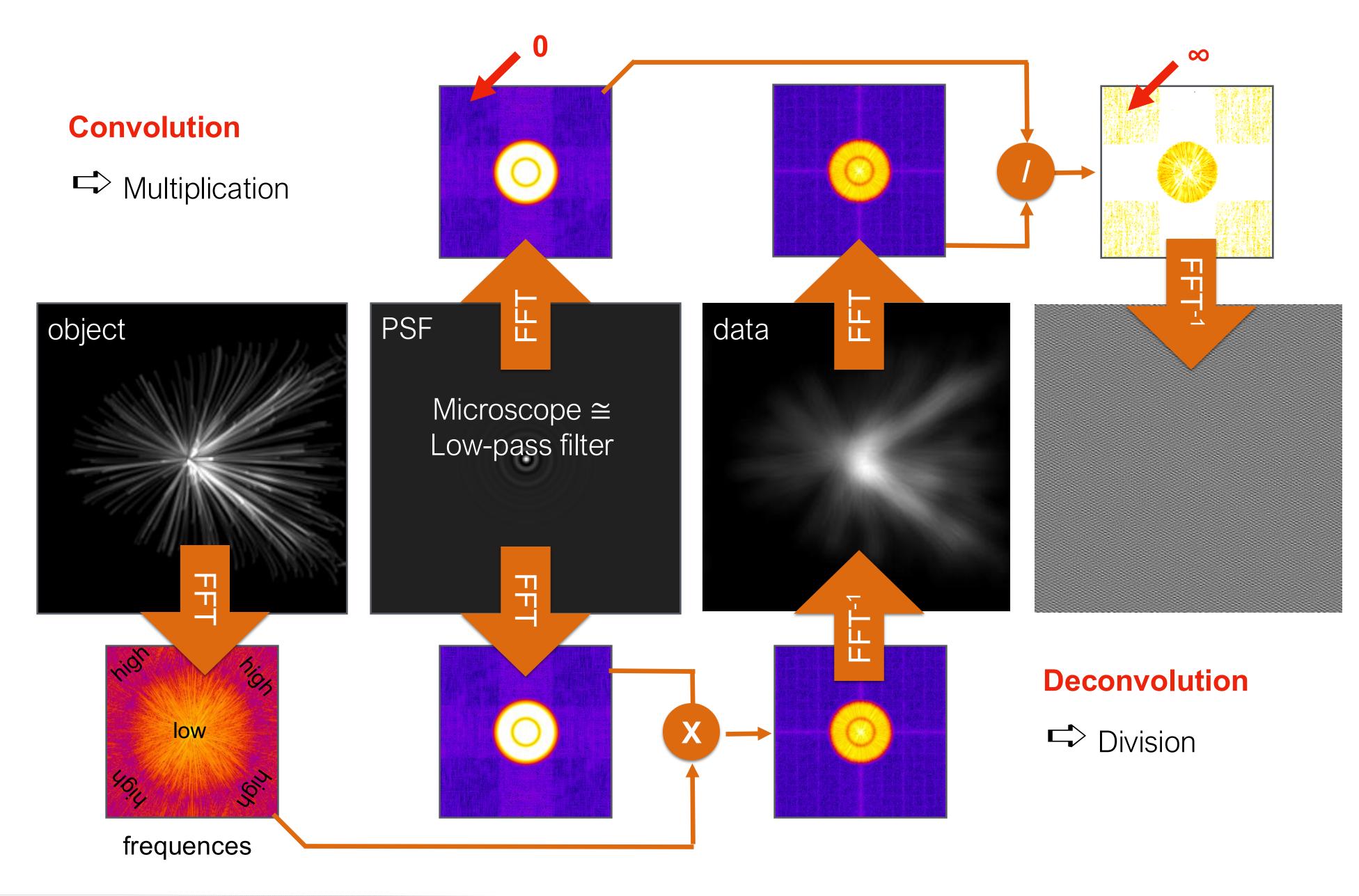
**Iterative** 

Optimization Algorithms e.g. Richardson-Lucy, GD/SGD, ISTA/FISTA, ADMM, ...

### Learning Approach

Part of the reconstruction process is learned from data

### Intuition

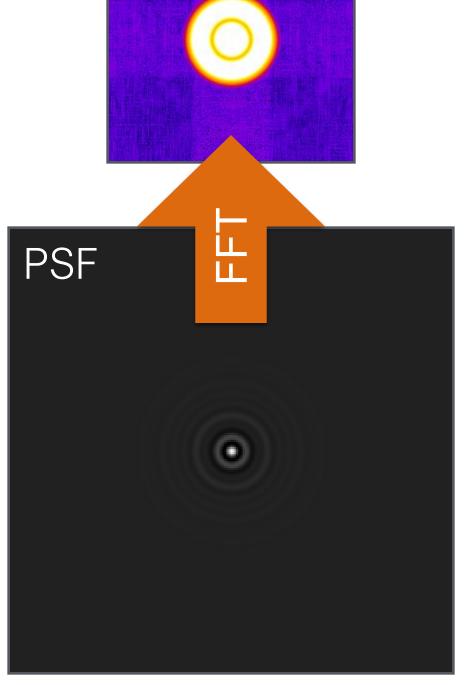


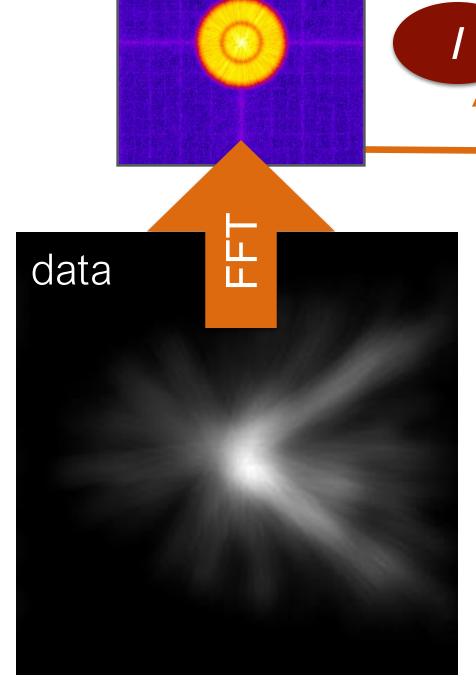
### Intuition

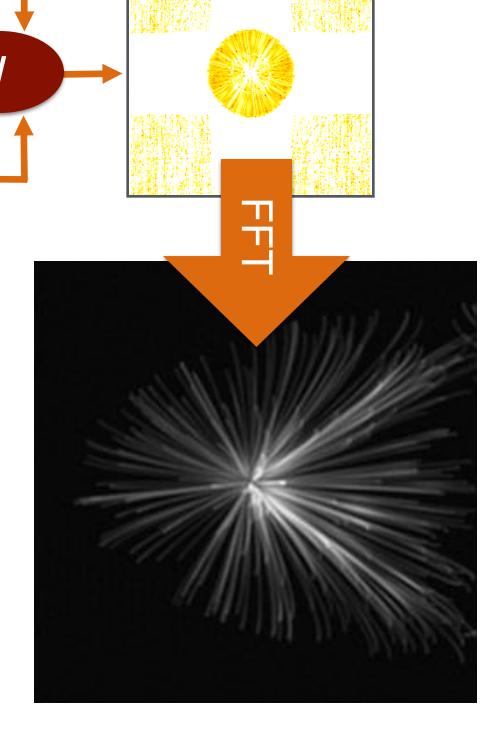


Multiplication



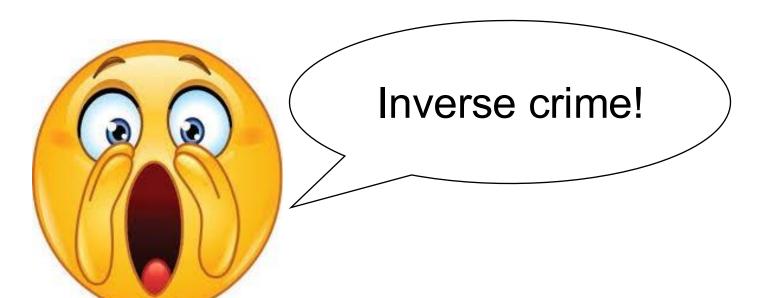






truncates denominator

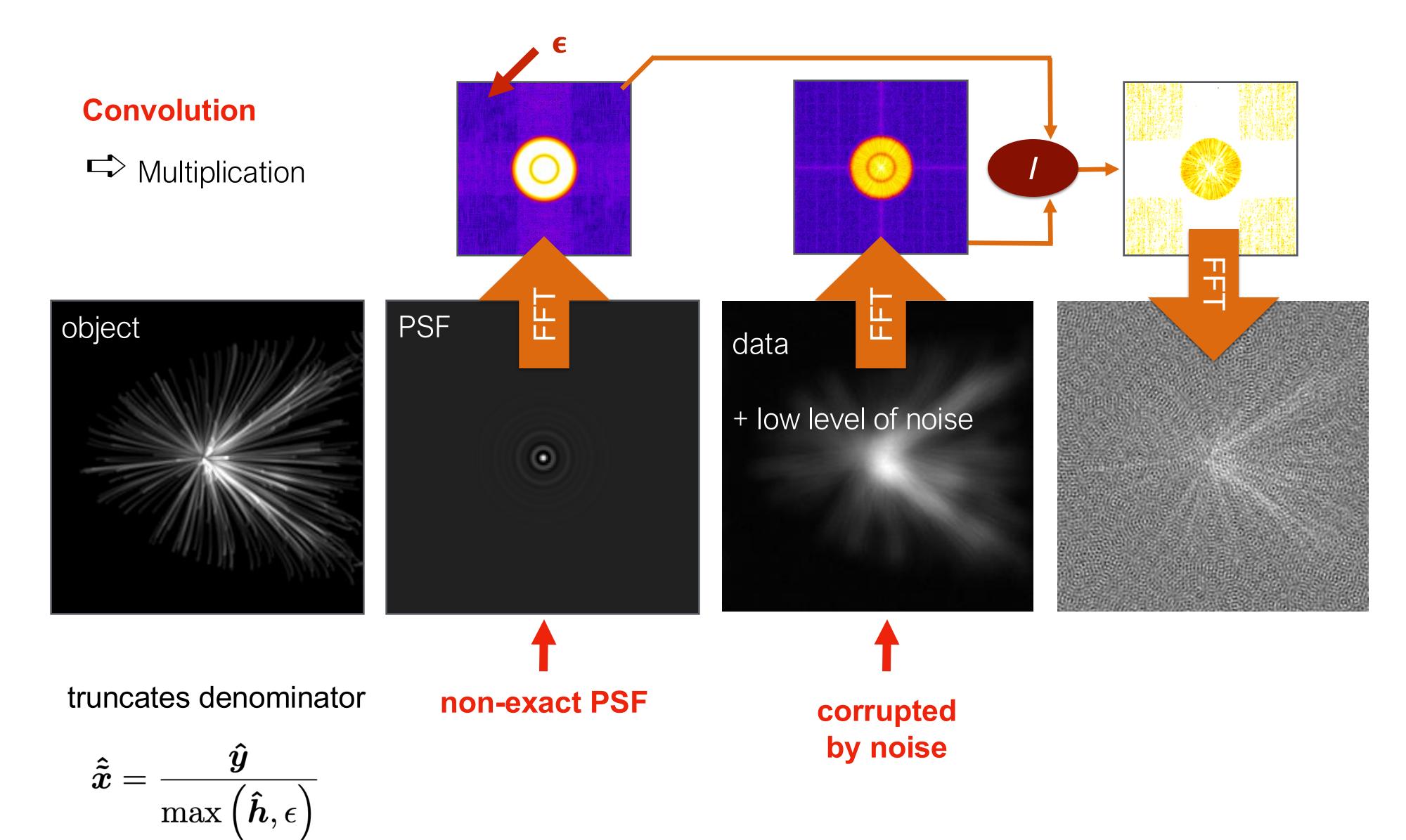
$$oldsymbol{\hat{ ilde{x}}} = rac{oldsymbol{\hat{y}}}{\maxig(oldsymbol{\hat{h}},\epsilonig)}$$



#### **Deconvolution**

Stabilized Division

### Naive Deconvolution



### Inverse Filters

#### **Naive Inverse Filter**

$$\hat{f}_{NIF} = \frac{1}{max(\hat{h}, \epsilon)}$$
 Never works in real life

#### **Tikhonov Regularized Inverse Filter**

$$C(\mathbf{x}) = \|\mathbf{H}\mathbf{x} - \mathbf{y}\|^2 + \lambda \|\mathbf{x}\|^2$$

$$\nabla C(\tilde{\mathbf{x}}) = 0 \implies 2\mathbf{H}^T(\mathbf{H}\tilde{\mathbf{x}} - \mathbf{y}) + 2\lambda \tilde{\mathbf{x}} = 0$$

$$\tilde{\mathbf{x}} = (\mathbf{H}^T \mathbf{H} + \lambda \mathbf{I})^{-1} \mathbf{H}^T \mathbf{y}$$

$$\hat{f}_{TRIF} = \frac{1}{\hat{h}(\omega) + \lambda}$$

#### Wiener Inverse Filter

$$\hat{f}_{WIF} = \frac{1}{\hat{h}(\omega) + \frac{S_n(\omega)}{S_y(\omega)}}$$
 WIF Requires noise of signal-to-noise ratio at each frequency

#### (Laplacian) Regularized Inverse Filter

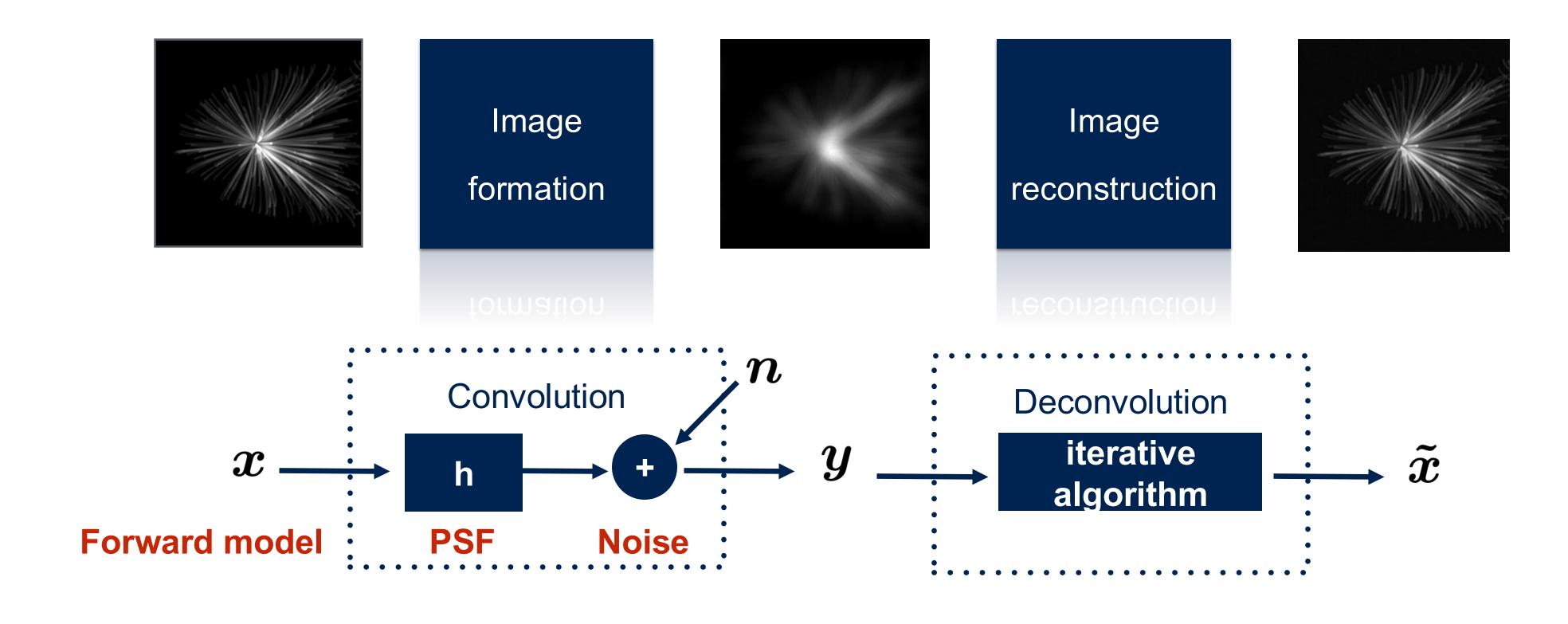
$$C(\mathbf{x}) = \|\mathbf{H}\mathbf{x} - \mathbf{y}\|^2 + \lambda \|\mathbf{L}\mathbf{x}\|^2$$

- Acts as a whitening filter
- Finer controls on most natural images

$$\tilde{\mathbf{x}} = (\mathbf{H}^T \mathbf{H} + \lambda \mathbf{L}^T \mathbf{L})^{-1} \mathbf{H}^T \mathbf{y}$$

$$\hat{f}_{LRIF} = \hat{f}_{RIF} = \frac{1}{\hat{h}(\omega) + \lambda \omega^2}$$

### Deconvolution as an Inverse Problem



Real life III-posed problem



Too many unknowns No unique solution Partial data Approximative physic





## Optimization with Prior Knowledge

Objective function

$$\tilde{\mathbf{x}} = \operatorname{argmin}\{\mathcal{D}(\mathbf{H}\mathbf{x}, \mathbf{y}) + \lambda \mathcal{R}(\mathbf{x})\}\$$

K

Data fidelity term

Regularization term

Forward model

 $\mathcal{D}$ 

discrepancy between the forward model and the measures

 $\lambda$ 

hyperparameter: balance between data term and constraint consistency.

how to tune?



Prior on solution

 $\mathcal{R}$ 

regularity constraints on the solution (e.g. smoothness, non-negativity)

## Steepest Gradient Descent

#### LW Landweber iteration

[Landweber, 1951]

$$C(\boldsymbol{x}) = \|\boldsymbol{y} - \mathbf{H}\boldsymbol{x}\|^2$$

$$\boldsymbol{x}^{k+1} = \left(\mathbf{I} - \gamma \mathbf{H}^T \mathbf{H}\right) \boldsymbol{x}^k + \gamma \mathbf{H}^T \boldsymbol{y}$$

- LWID, Landweber iterative deconv.
- Least-square minimization
- Controllable steepest ( $\gamma$  < 2)
- Dominant Gaussian noise

#### Landweber + positivity

LW+

Projected solution

$$oldsymbol{x}^{k+1} = \mathcal{P}\left\{ \left( \mathbf{I} - \gamma \mathbf{H}^T \mathbf{H} \right) oldsymbol{x}^k + \gamma \mathbf{H}^T oldsymbol{y} 
ight\}$$

- Known also NNLS
- Non-negative constraint ⇒ slow down!

#### TM Tikhonov-Miller

$$egin{aligned} \mathcal{C}(oldsymbol{x}) &= \|oldsymbol{y} - \mathbf{H}oldsymbol{x}\|^2 + \lambda \|\mathbf{L}oldsymbol{x}\|_2^2 \ oldsymbol{x}^{(k+1)} &= oldsymbol{x}^{(k)} + \gamma \left(\mathbf{H}^Toldsymbol{y} - \left(\mathbf{H}^T\mathbf{H} + \lambda \mathbf{L}^T\mathbf{L}\right)oldsymbol{x}^{(k)}
ight) \end{aligned}$$

Tikhonov regularization

#### **Iterative Constrained Tikhonov-Miller**

ICTM

[Kempen, 1996]

Projected solution

$$\boldsymbol{x}^{(k+1)} = \mathcal{P}\left\{\boldsymbol{x}^{(k)} + \gamma\left(\mathbf{H}^T\boldsymbol{y} - \left(\mathbf{H}^T\mathbf{H} + \lambda\mathbf{L}^T\mathbf{L}\right)\boldsymbol{x}^{(k)}\right)\right\}$$

## Richardson-Lucy

#### RL Richardson-Lucy

[Richarsdon, 1972, Lucy 1974]

$$oldsymbol{x}^{(k+1)} = oldsymbol{x}^{(k)} imes \mathbf{H}^T \left( rac{oldsymbol{y}}{\mathbf{H} oldsymbol{x}^{(k)}} 
ight)$$

- Statistically interpretation
- Poisson noise
- Assumption of positive signals
- Maximum likelihood estimator (MLE)
- Slow, iteration in the spatial domain
- One parameter to tune (number of iterations)

#### RLTV Richardson-Lucy with Total Variation

[Dey, 2006]

$$oldsymbol{x}^{(k+1)} = oldsymbol{x}^{(k)} imes oldsymbol{\mathbf{H}}^T \left( rac{oldsymbol{y}}{oldsymbol{\mathbf{H}} oldsymbol{x}^{(k)}} 
ight) + \lambda \| oldsymbol{\mathbf{D}} oldsymbol{x} \|_1$$

- Preserve the edges
- How to balance the TV and the deconvolution

### Promote Sparsity

#### ISTA Iterative Soft Threshold Algorithm

#### FISTA Fast Iterative Soft Threshold Algorithm

[Beck 2009]

$$C(\boldsymbol{x}) = \|\boldsymbol{y} - \mathbf{H}\boldsymbol{x}\|^2 + \lambda \|\mathbf{W}\boldsymbol{x}\|_1$$

- Preserve the edges
- Preserve discontinuities

$$\boldsymbol{z}^{(k+1)} = \boldsymbol{s}^{(k)} - \gamma \mathbf{H}^{T} (\mathbf{H} \boldsymbol{s}^{(k)} - \boldsymbol{y})$$

$$\boldsymbol{x}^{(k+1)} = \mathbf{W}^{T} \mathcal{T} (\mathbf{W} \boldsymbol{z}^{(k+1)}, \gamma \lambda)$$

$$p^{(k+1)} = \frac{1}{2} \left( 1 + \sqrt{1 + 4p^{(k)^{2}}} \right)$$

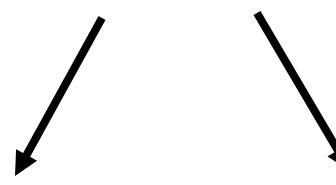
$$\boldsymbol{s}^{(k+1)} = \boldsymbol{x}^{(k+1)} + \frac{p^{(k)} - 1}{p_{(k+1)}} (\boldsymbol{x}^{(k+1)} - \boldsymbol{x}^{(k)})$$

- Soft-threshold in the wavelet domain
- Haar wavelets, Spline wavelets 1, 3, 5

### Methods

#### Mathematical Approach

Solving the problem based on the image formation model



**Inverse Filters** 

**One Shot** 

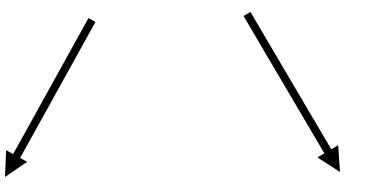
**Inverse Problems** 

**Iterative** 

Optimization Algorithms e.g. Richardson-Lucy, GD/SGD, ISTA/FISTA, ADMM, ...

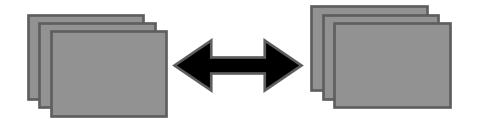
#### Learning Approach

Part of the reconstruction process is learned from data



Physics inspired

No physics involved



Supervised Learning

Self-supervised Learning

How to get pairs for training?

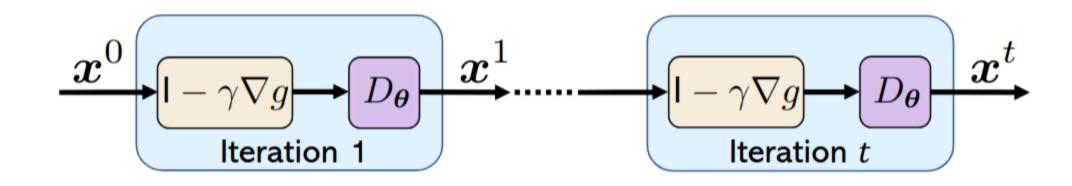
- High vs. low resolution
- Lateral vs. axial
- Using synthetic or data augmentation strategies



### Physics-Inspired Learning Approaches

#### Plug-and-Play Priors (PnP)

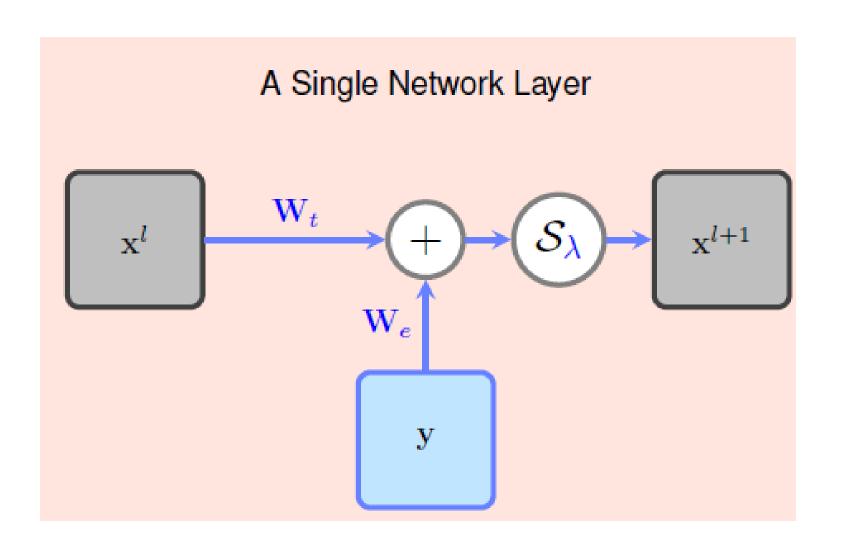
- "Plug in" a learned denoiser into a classical iterative optimization algorithm (e.g., ISTA, ADMM).
- Denoiser: mostly CNN-based (e.g., DnCNN, DRUNet)
- Venkatakrishnan et al. 2013 (original PnP), Romano et al. 2017 (RED), Hurault et al. 2022, Goujon et al. 2024.



PnP-ISTA

#### **Deep Unrolling / Unfolding**

- Unroll an iterative deconvolution algorithm (e.g., ISTA, FISTA) into a neural network, with each layer corresponding to an iteration
- Learn: regularizer (or proximal operator), step size, hyper-parameter
- Gregor & LeCun 2010 (LISTA), Monga et al. 2021 (review).

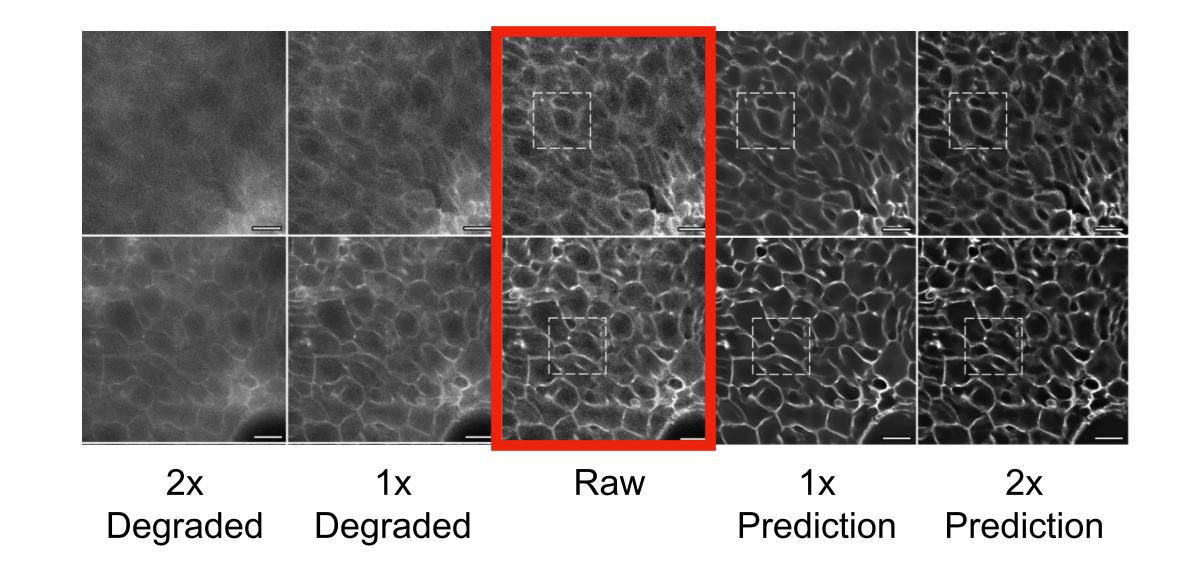


LISTA

### Physics-Inspired Learning Approaches

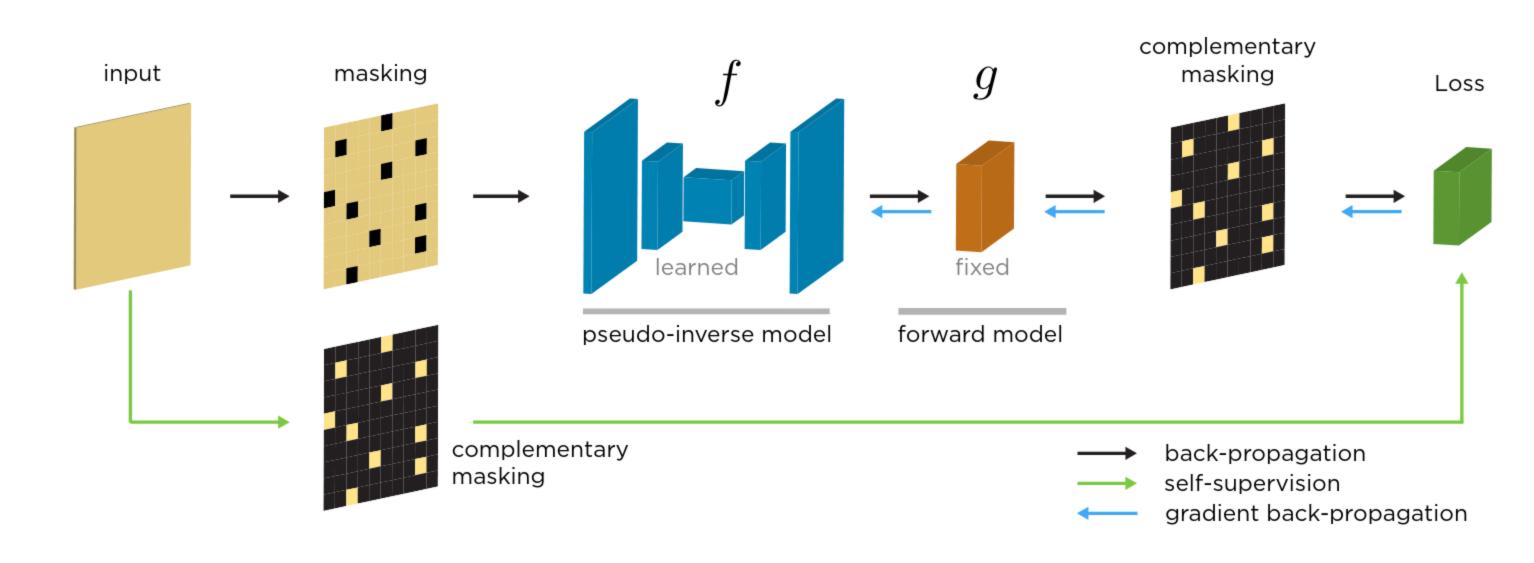
#### **DeepContrast**

- Learn from degradation
- Iteration degradation
- Iterative prediction
- Martins et al. 2024



### **Self-Superived Inversion**

- Known forward model
- Assumes statistically independent noise
- Kobayashi et al. 2020 (arxiv)



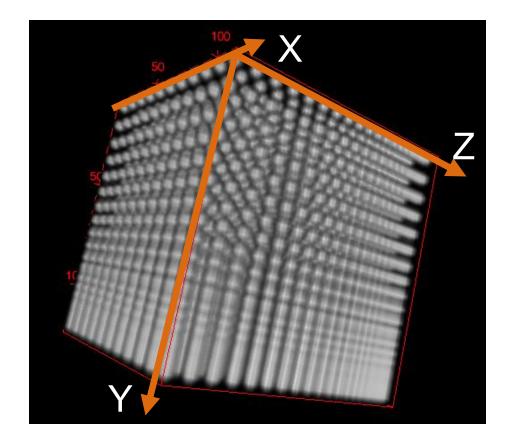


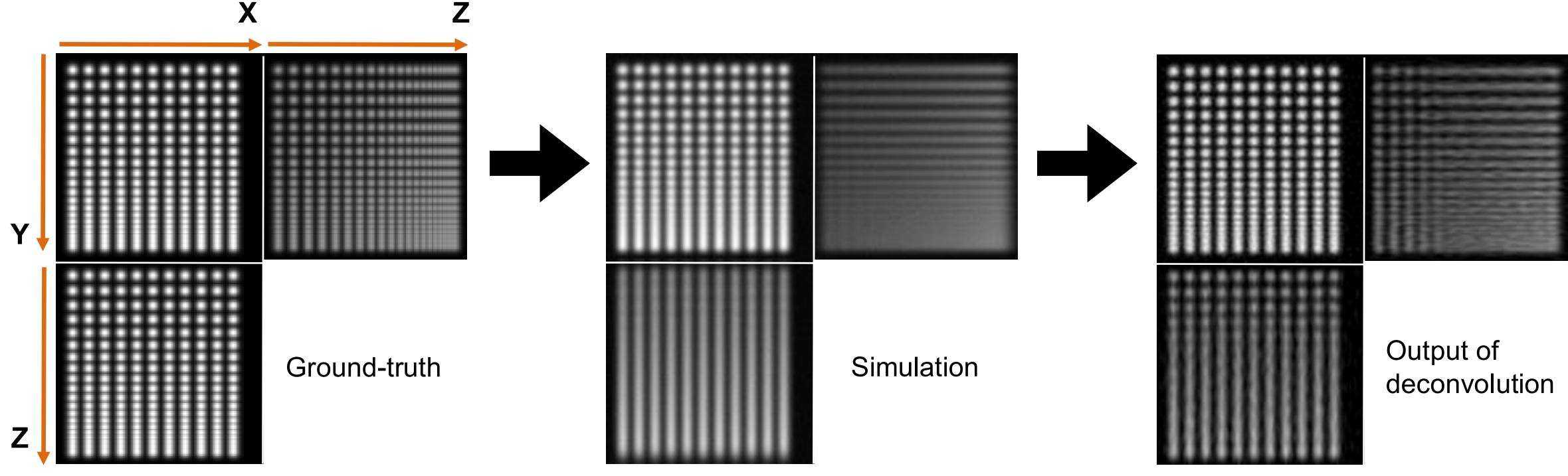
# Considerations

### Better Resolution?

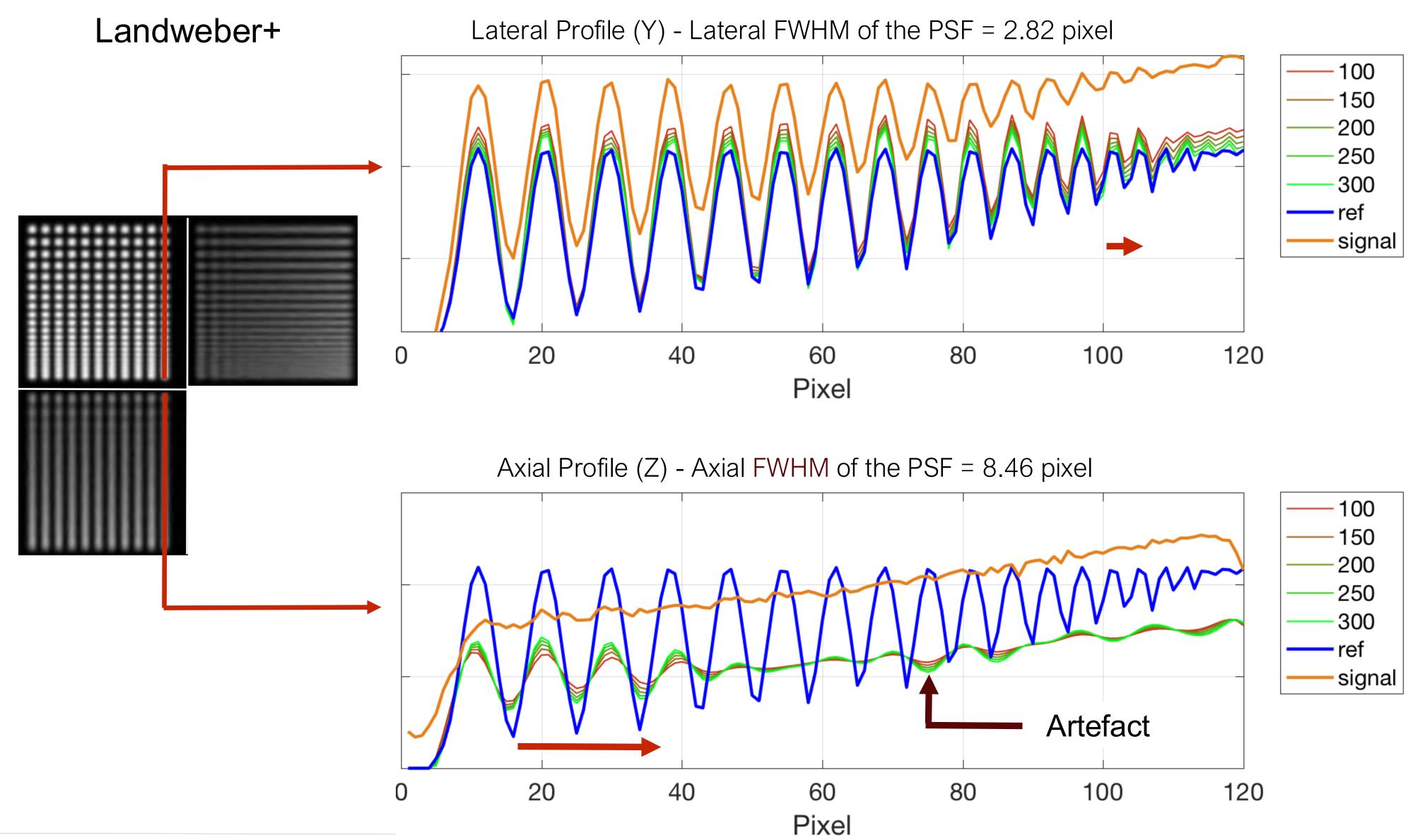
#### Experimental protocol

- Structure: beads 128x128x128 pixels
- Synthetic PSF
  - FWHMxy = 2.82 pixels
  - FWHMz = 8.46 pixels
- Plot intensity profiles f(16, y, 16) and f((16, 16, z)

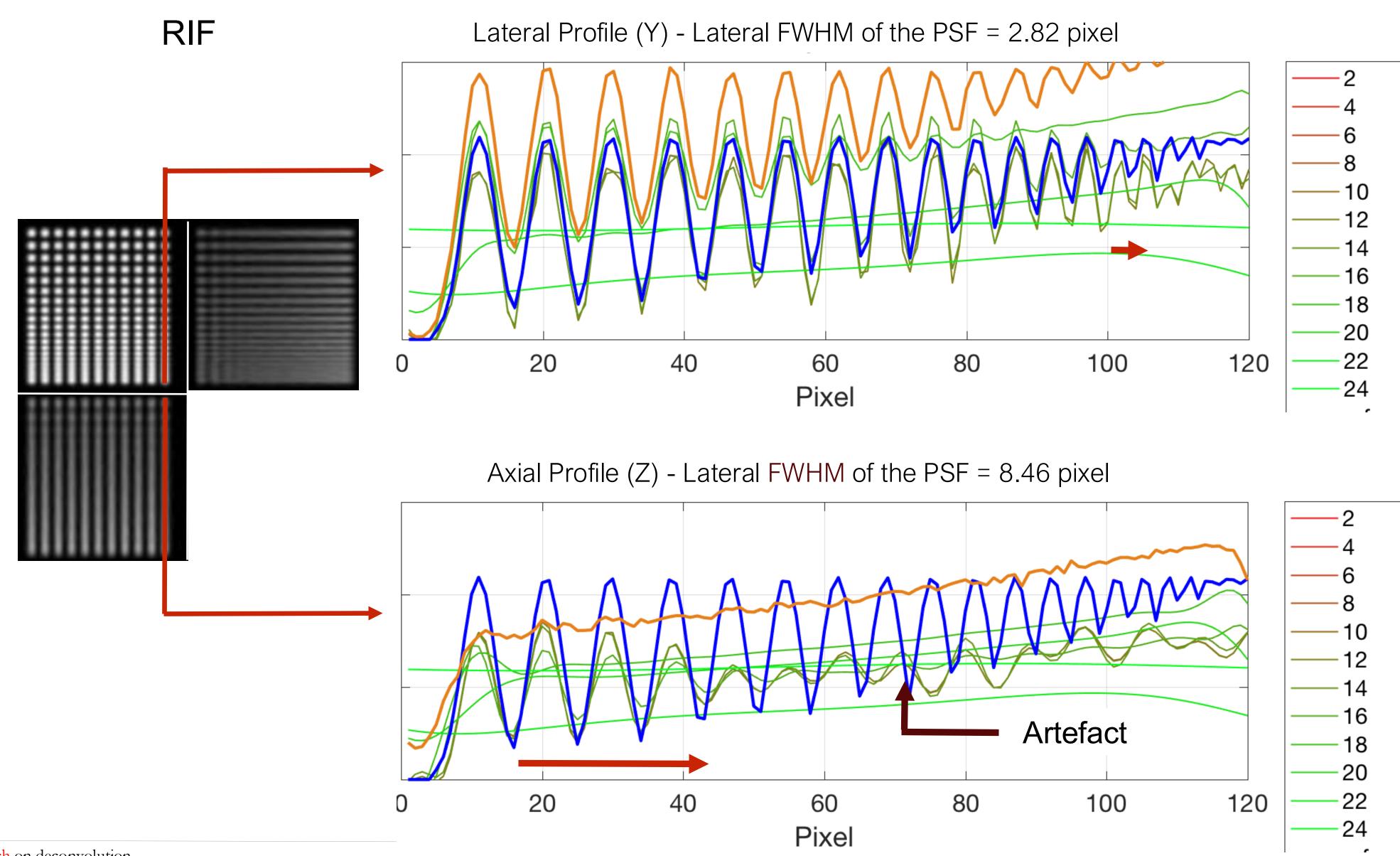




### Better Resolution?



### Better Resolution?



### Assessment of Deconvolution

#### Sources of problems

- Moving too fast
- Too depth
- Too much scattering

Garbage In, Garbage Out

- Optical misalignment
- Light source (flickering lamps, lasers)
- None-Nyquist sampling
- Detector artifact (dead pixel)
- Normalization of the PSF = 1
- Variant PSF
- Overprocessing
- Edges of images

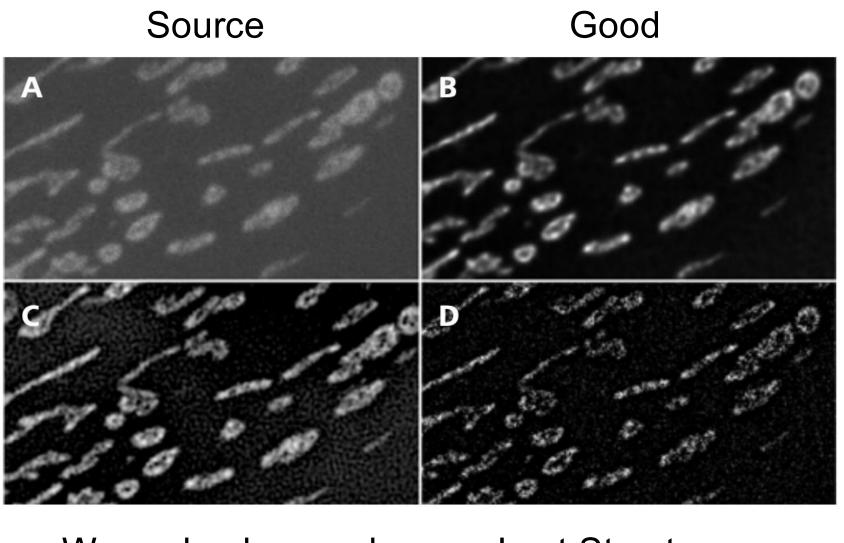
#### Common artefacts

#### Ringing artifact

- One or multiple ripple patterns
- Around bright structures

#### Disappearing of small structures

- Around poor dynamic range
- Around high background noise



Wrong background

Lost Structure