

# COE 3SK3 Course Project 2: Demosaicing with Linear Regression

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## 1 Problem Description

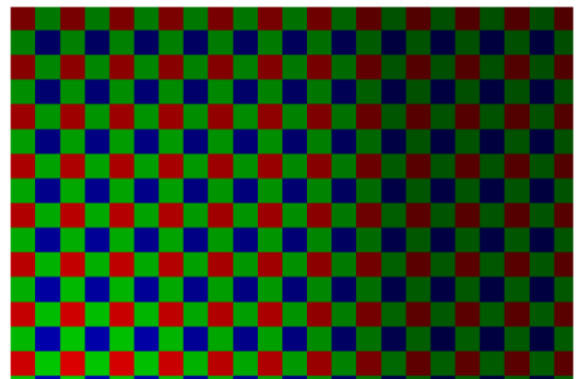
Photo sensors cannot differentiate colours and the only way to achieve colour imaging is through three-sensor camera, or Colour filter array (CFA). Raw images are captured by this type of camera and creates a mosaic of colours laid out in a Bayer Pattern. Full colour images are digitally restored using demosaicing algorithms. In this project, demosaicing with linear regression is experimented and analyzed.

## 2 Tasks and Requirements

The following steps were used to implement the linear regression based demosaicing algorithm.

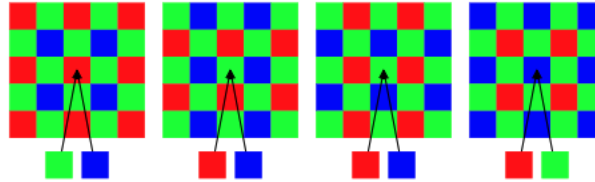
Training:

1. The 'Kodim23.png' (parrot) image from the McMaster dataset is chosen to train the algorithm due to its variety of colour in the images. The Bayer CFA pattern program from Project 1 is used to produce the raw Bayer mosaic image. The pattern used is RGGB.



2. The 4 types of mosaic patches from full-colour patches are simulated by first using the matlab function, `im2col` to make 5x5 patches throughout the image. A for-loop is used to go through each patch and checks to see the type of colour patch (rggb, gbrg, grbg, or bggr) and is then assigned and appended to its respective matrices (rggb, gbrg, grbg, and bggr), making up the 4 X matrices. It is noted that every odd column holds rggb and gbrg patches and every even column holds grbg and bggr pattern. In each column, every odd row holds rggb and grbg pattern and

every even row holds gbrg and bggr pattern. A for-loop going through each column and row is used to index through each patch, simulating the 4 types of mosaic patches shown below.



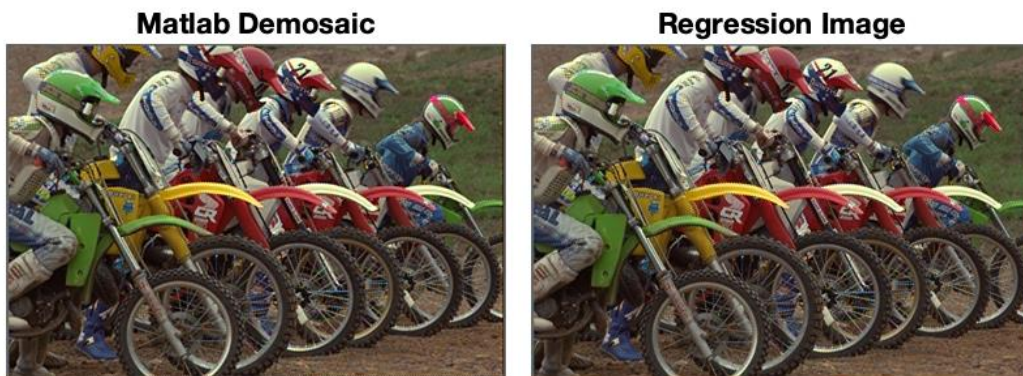
3. The linear least square problem is solved for each case (4 cases with 2 missing channels in each case). To do this, the number of columns chosen for training is 250 columns of the image (i.e. 125 for each patch). This number was chosen from trial and error and it had resulted as the optimal number to reduce underfitting and overfitting. To achieve better performance, quadratic terms were added. A total of 8 ground truth matrices are built using a nested for-loop that goes through each column and row. The following equation is then used to solve for the 8 A coefficients matrices.

$$A = (X^T X)^{-1} X^T R = X^+ R$$

4. Matlab took overnight to generate the A matrices. The A matrices are saved and is then ready to use for testing.

Testing:

1. Using new testing images, the images are converted to its mosaic image and is split into 5x5 patches using im2col. Similar to training, the X matrices were created by looping through the columns knowing the colour patches based on odd/even columns and odd/even rows. A for-loop is used to go through each missing colour for each case and the ground truth is solved by multiplying its corresponding colour A matrix with the X matrix.
2. A sample image (Kodim21.png) is shown below.



3. Below show some artifacts in the images.



4. The following table shows the MSE and PSNR output when tested on different images.

#### MSE

| Image       | Matlab | Linear Regression |
|-------------|--------|-------------------|
| Lenna.png   | 19.511 | 19.3295           |
| Kodim05.png | 60.222 | 54.0533           |
| Kodim07.png | 22.946 | 26.2198           |
| Kodim21.png | 34.297 | 34.6498           |
| Kodim23.png | 17.609 | 17.5984           |
| Lion.png    | 17.322 | 28.9881           |
| Tree.png    | 78.496 | 67.9744           |

#### PSNR

| Image       | Matlab  | Linear Regression |
|-------------|---------|-------------------|
| Lenna.png   | 35.2279 | 35.2686           |
| Kodim05.png | 30.3333 | 60.2215           |
| Kodim07.png | 34.5237 | 33.9445           |
| Kodim21.png | 32.7782 | 32.7338           |
| Kodim23.png | 35.6735 | 35.6761           |
| Lion.png    | 35.7449 | 33.5086           |
| Tree.png    | 29.1823 | 29.8074           |

With no edge cases

#### MSE

| Image       | Matlab  | Linear Regression |
|-------------|---------|-------------------|
| Lenna.png   | 18.7774 | 18.9310           |
| Kodim05.png | 71.0162 | 59.0964           |
| Kodim07.png | 21.9081 | 19.7557           |
| Kodim21.png | 40.3613 | 34.4772           |
| Kodim23.png | 16.0184 | 12.9509           |
| Lion.png    | 20.6596 | 16.7220           |
| Tree.png    | 89.0136 | 68.2315           |

## PSNR

| Image       | Matlab  | Linear Regression |
|-------------|---------|-------------------|
| Lenna.png   | 35.3944 | 35.3591           |
| Kodim05.png | 29.6172 | 30.4152           |
| Kodim07.png | 34.7248 | 35.1739           |
| Kodim21.png | 32.0712 | 32.7555           |
| Kodim23.png | 36.0846 | 37.0078           |
| Lion.png    | 34.9796 | 35.8979           |
| Tree.png    | 28.6362 | 29.7910           |

In conclusion, demosaicing with linear regression was experimented in this project. The algorithm is designed using a 5x5 patch, trained up to 250 columns of the image and quadratic terms were used. We can see that for most images, the linear regression model has a slightly better performance than the matlab built-in demosaic(...) function. It's difficult to see the differences in the output image and the artifacts but it's possible to compare based on the mean square error and the PSNR. The reason for a slightly better performance is that because most natural images are piecewise smooth with high correlations with adjacent pixels and colour channels, it is possible to find missing component using linear combination of the surrounding known pixels. Using machine learning, the algorithm was trained well enough to produce a better performance than the matlab built-in function. For better performance, one can employ more images/patches in training, using a larger patch, e.g. 7x7, or using directional interpolation.

## 3 Image Credits

McMaster Dataset