

Image Restoration

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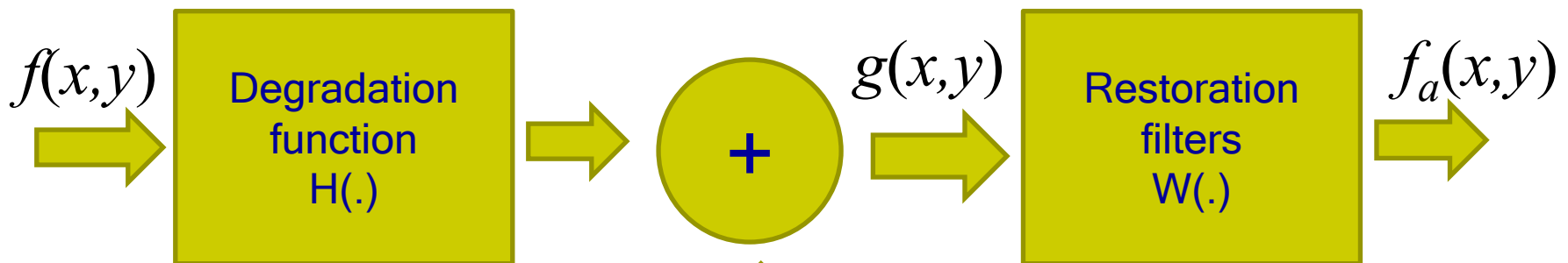


A degradation model and restoration

- Degradation function:
 - Identity (No degradation), Linear filter (Motion Blur), Transformation of a functional value
- Noise model
 - White, Gaussian, Rayleigh,
- Linear degradation model.

$$g(x, y) = h(x, y) * f(x, y) + n(x, y)$$
- To design a restoration filter $w(x, y)$
 - such that $w(x, y) * g(x, y) = f_a(x, y)$ close to $f(x, y)$.
- To minimize

$$E(\|f(x, y) - f_a(x, y)\|^2)$$



If $H(\cdot)$ is the identity function, the task is simply noise cleaning.

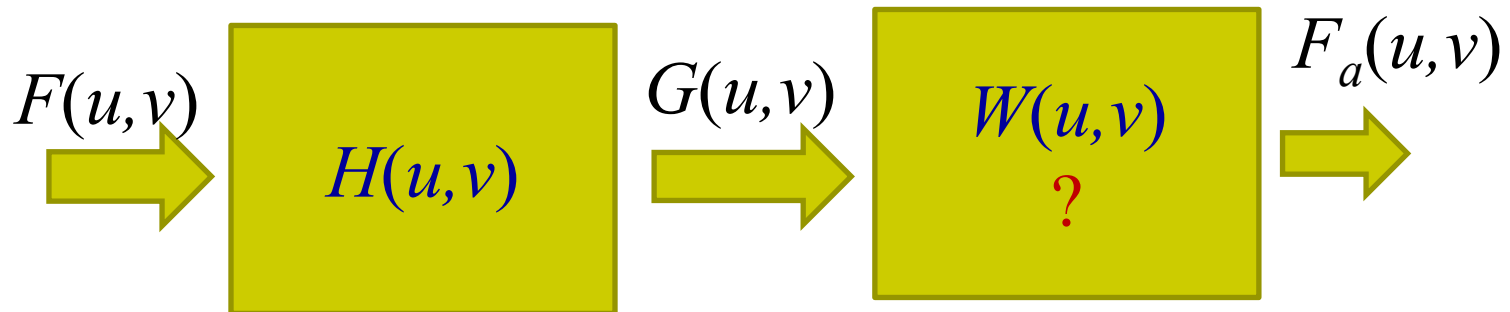
Objective function in Freq. domain?

$$E(\|F(u, v) - F_a(u, v)\|^2)$$



Restoration in the absence of noise

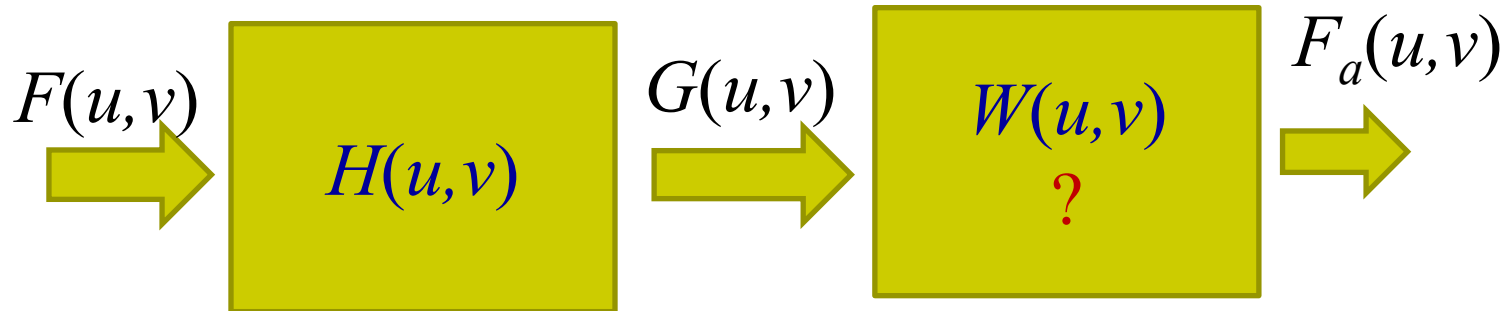
$$g(x, y) = h(x, y) * f(x, y) \iff G(u, v) = H(u, v) F(u, v)$$



- Inverse filtering: $W(u, v) = 1/H(u, v)$
 - Problem with zeros and low values in $H(u, v)$
- Minimize $E(||F(u, v) - F_a(u, v) ||^2)$
 $= E(||F(u, v) - W(u, v) H(u, v) F(u, v) ||^2)$



Restoration in the absence of noise



- Power Spectrum of the image: $S_f(u, v) = ||F(u, v)||^2 = F^*(u, v)F(u, v)$
- To minimize $E_w = E(||F(u, v) - W(u, v) H(u, v) F(u, v) ||^2)$

For convenience, $F(u, v)$ written as F and the same for all others.

$$E_w = ||F||^2 - (W^*H^* + WH) ||F||^2 + ||W||^2 ||H||^2 ||F||^2$$

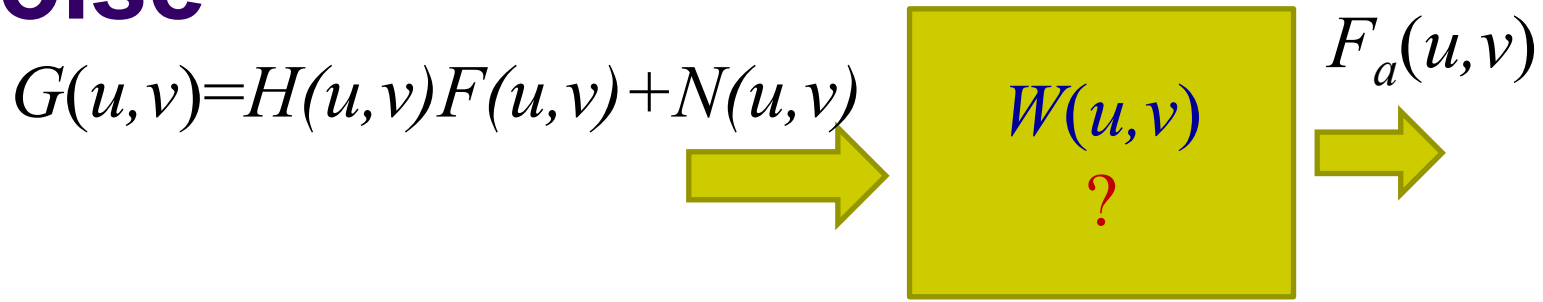
$$\frac{\partial E_w}{\partial W(u, v)} = 0 \quad \longrightarrow \quad -HS_f + W^* ||H||^2 S_f = 0 \quad \longrightarrow \quad W = H^* / ||H||^2 = 1/H$$

Pretending W^*
constant for W

Inverse filtering!
The same problem!



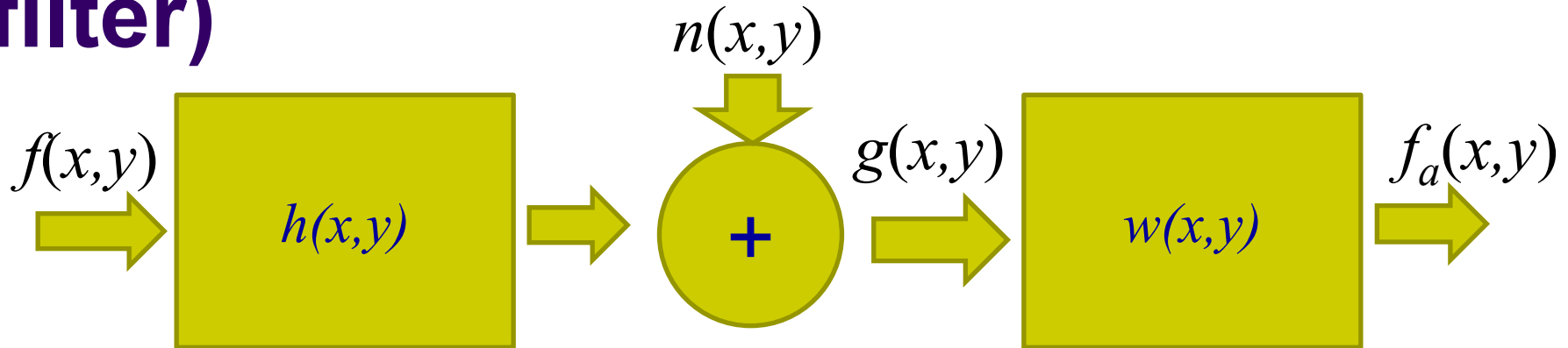
Restoration in the presence of noise



- Power Spectrum of the original image: $S_f = \|F\|^2 = F^*F$
 - Power Spectrum of the noisy image: $S_g = \|G\|^2 = G^*G$
 - $S_g = \|H\|^2 \|F\|^2 + H^*F^*N + HFN^* + \|N\|^2$
 - As noise assumes to be uncorrelated: $E(F^*N) = E(N^*F) = 0$
 - Hence, $S_g = \|H\|^2 \|F\|^2 + \|N\|^2 = \|H\|^2 S_f + S_n$
 - To minimize $E_w = E(\|F - WG\|^2)$ $W = (H^*S_f) / (\|H\|^2 S_f + S_n)$
 - $E_w = E(\|F\|^2 - FW^*G^* - WGF^* + \|W\|^2 \|G\|^2)$
 - $= E(\|F\|^2 - FW^*G^* - WHF^*F - WF^*N + \|W\|^2 \|G\|^2)$
- Setting the derivative to zero:
- $$\frac{\partial E_w}{\partial W(u,v)} = 0 \implies -HS_f + W^* (\|H\|^2 S_f + S_n) = 0$$



Weiner Filter (Least square error filter)



- Solution in frequency domain: $W = (H^* S_f) / (\|H\|^2 S_f + S_n)$

$$W = \frac{H^*}{\|H\|^2 + K}$$

Noise to Signal Ratio \nearrow

\longleftrightarrow

$$W = \frac{H^*}{\|H\|^2 + \frac{S_n}{S_f}}$$

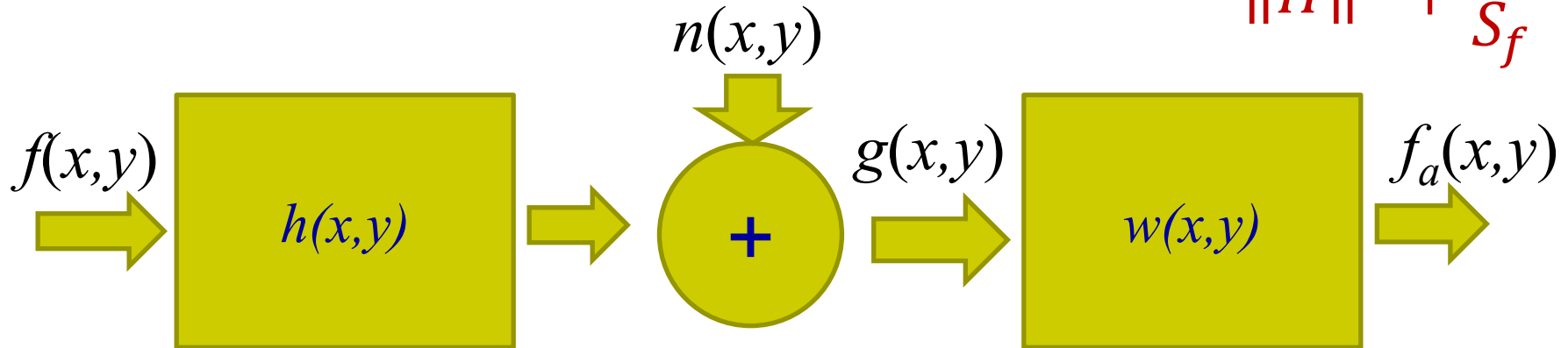
$$W = \frac{1}{H} \frac{\|H\|^2}{\|H\|^2 + K}$$

Weighted Inverse filter!



Tasks of restoration

$$W = \frac{H^*}{\|H\|^2 + \frac{S_n}{S_f}}$$

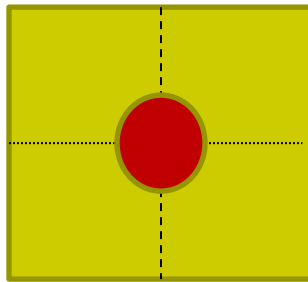


- Model degradation:
 - Design / derive $h(x,y)$
- Model Noise
 - Identify PDF and estimate parameters
- Derive W or $w(x,y)$
- Apply filtering: $f_a(x,y) = w(x,y) * g(x,y)$



Restoring defocused image

- Defocused image: The projected point is not sharp.
- e.g. The projection forms a circle of radius r .
- Spatial resolution along x : Δx and y : Δy



N : Total number of pixels within the circle

$h(i,j)$

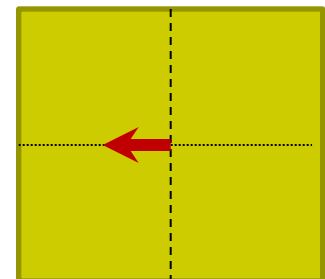
$$h(i, j) = \begin{cases} 1/N, & (i \cdot \Delta x)^2 + (j \cdot \Delta y)^2 \leq r^2 \\ 0, & \text{Otherwise} \end{cases}$$



Restoring of motion blur

- Motion blur: Movement of camera, Movement of object.
 - e.g. The camera moving with a velocity v_x in the direction of x
 - Exposure time: t
 - Spatial resolution along x : Δx
 - Number of pixels covered in a shot due to movement:
 $n = (v_x t) / \Delta x$

$$h(i,j) = 1/n, \quad -(n-1) \leq i \leq 0 \\ = 0 \quad \text{Otherwise}$$



$h(l,j)$



Noise models

- Gaussian:

$$p(x) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$$

mean = μ *var* = σ^2
- Rayleigh:

$$p(x) = \begin{cases} \frac{2}{b}(x-a)e^{-\frac{(x-a)^2}{b}} & \text{for } x \geq a \\ 0 & \text{for } x < a \end{cases}$$

mean = $a + \sqrt{\frac{\pi b}{4}}$

var = $\frac{b(4-\pi)}{4}$
- Erlang
(Gamma):

$$p(x) = \begin{cases} \frac{a^b x^{b-1}}{(b-1)!} e^{-ax} & \text{for } x \geq 0 \\ 0 & \text{for } x < 0 \end{cases}$$

mean = $\frac{b}{a}$ *var* = $\frac{b}{a^2}$



Noise models

- Exponential:

$$\text{mean} = \frac{1}{a} \quad \text{var} = \frac{1}{a^2}$$

$$p(x) = \begin{cases} ae^{-ax} & \text{for } x \geq 0 \\ 0 & \text{for } x < 0 \end{cases}$$

- Uniform:

$$\text{mean} = \frac{a+b}{2}$$

$$p(x) = \begin{cases} \frac{1}{b-a} & \text{for } a \leq x \leq b \\ 0 & \text{Otherwise} \end{cases}$$

$$\text{var} = \frac{(b-a)^2}{12}$$

- Impulse (Salt and Pepper):

Bipolar impulse

$$p(x) = \begin{cases} P_a & \text{for } x = a \\ P_b & \text{for } x = b \\ 0 & \text{Otherwise} \end{cases}$$



Estimation of noise

- Study relatively flat (constant) region and study the histogram.
- The shape of histogram may indicate appropriate PDF to be chosen.
- Compute mean and variance of the flat region.
- Relate to them to the parameters of the distribution.



Noise removal: linear and nonlinear filters exploiting local statistics

- Arithmetic mean. $\frac{1}{N} \sum_{i=0}^{N-1} x_i$
- Geometric mean. $\left(\prod_{i=0}^{N-1} x_i \right)^{\frac{1}{N}}$
- Harmonic mean. $\frac{1}{\frac{1}{N} \sum_{i=0}^{N-1} \frac{1}{x_i}}$
- Contraharmonic mean. $\frac{\sum x_i^{Q+1}}{\sum x_i^Q}$
- Order Statistics.
 - Median
 - Max
 - Min
 - Mid-point
 - Average of Max and Min.
 - Alpha-trimmed mean
 - Mean excluding top (d/2) and bottom (d/2) in the rank order.

Q : Order of filter

$Q = 0$ (A.M.), $Q = -1$ (H.M.)



Adaptive filter for restoration

- Exploit local statistics
 - Local mean: μ Local variance: σ^2
 - Local noise variance: η^2
 - Pixel value: $g(x,y)$
- Desirable
 - If $\eta^2=0$ return $g(x,y)$
 - If σ^2 high return close to $g(x,y)$
 - If $\eta^2 = \sigma^2$ return local mean μ
- Adaptive expression

$$f_a(x, y) = g(x, y) - \frac{\eta^2}{\sigma^2} (g(x, y) - \mu)$$



Summary

- Degradation model
- Wiener (LSE) filter
 - to model degradation filter and noise, and then obtain the LSE filter.
 - Apply Wiener filter on degraded image to restore it.
- Modeling motion blur and defocusing.
- Noise model
- Use of various local statistics for removing noise.
- Adaptive filter exploiting local statistics and variance of noise.



Thank You

