The Hong Kong Polytechnic University

Department of Computing

External and Internal Nonlocal Self-Similarity based Models for Image Denoising

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A thesis submitted in partial fulfilment of the requirements for the degree of

Doctor of Philosophy

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CERTIFICATE OF ORIGINALITY

I hereby declare that this thesis is my own work and that, to the best of my knowledge and belief, it reproduces no material previously published or written, nor material that has been accepted for the award of any other degree or diploma, except where due acknowledgement has been made in the text.

	(Signed)
Jun Xu	(Name of student)

Abstract

The nonlocal self-similarity (NSS) prior of natural images has been extensively studied in many image restoration methods. In this thesis, we exploit the NSS property of external natural images, external guided internal NSS property, and internal NSS property for image denoising tasks.

Acknowledgement

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Introduction

"Mens cujusque is est Quisque" – "Mind Makes the Man"

— Samuel Pepys

Nowadays, cameras are becoming more and more widely used in many aspects of human lifes such as taking pictures, medical analysis, security monitoring and control, etc. The camera imaging pipelines are of particular importance since it is the key step of transforming the real scenes into the pictures or videos. However, during the imaging process, the noise is unavoidable to be generated due to many reasons.

1.1 The Camera Imaging Pipeline

The cameras capture the images and store as raw image formats. During the camera imaging pipeline, the photons are transformed into electronics by the photodiode in the camera sensor. The original sensor arrat (also called color filter array, or CFA) contains red, green, and blue channels, and these incomplete channels are transformed into the final RGB files via the raw converter. The camera imaging pipeline includes multiple stages such as reading raw image, black light subtraction, lens correction, demosaicing, noise reduction, white balancing, gamma curve, final color space conversion, etc [browneccv2016]. Basically, a camera imaging pipeline includes demosaicing, white balancing and color space transform, gamut mapping, tone mapping, and JPEG compression [crosschannel]. However, different cameras have varying structures and camera parameters, and hence resulting different imaging effects. Recently, there also exists learning based imaging pipelines which directly learn the natural image priors from the RGB and raw images pairs.

1

1.2 The Image Noise

During the imaging pipeline, the noise will be generated. The key reason of noise generation is unstable measurement from the discrete nature of light and the thermal agitation.

The major sources of noise generated during the imaging pipeline are the random noise, the spatial non-uniformity, and quantization noise. The random noise includes photon shot noise, dark current, and readout noise. The spatial non-uniformity noise includes the fixed pattern noise (PRNU, DCNU), CCD/CMOS specific noise.

A simplified model including various noise sources (for each pixel):

$$P = f((q_{cv}(C+D) + N_{reset})q_{out} + N_{out}) + Q.$$

$$(1.1)$$

Now the above equation is explained in details. P is the raw pixel value, C is the number of absorbed electrons (charges) transformed from the photons via the photon-diodes in the camera sensor, D is the number of absorbed electrons generated by dark current, g_{cv} is the equivalent capacitance (EC) of the photo-diode, N_{reset} is the thermal noise generated by the readout circuitry (or reset noise related to reset voltage), g_{out} is the gain factor during voltage to pixel value conversion (readout), N_{out} is the readout noise, f is the camera response function, usually a linear function before attaining a saturation threshold, Q is the quantization error happened during rounding to interger values. The quantization noise is normally negligible compared to the readout noise.

Though can be approximated as Gaussian or Poisson distribution, these noise sources will be largely changed to be more complex during the in-camera imaging pipeline, which has been analyzed in [crosschannel]. Hence, the real-world noise is much more complex than the traditional additive white Gaussian noise, and should be paid more attention.

1.3 The Proposed Methods

1.4 Thesis Structure

Chapter ??

Chapter ??

Chapter 5

Chapter 7

Chapter 8

Literature Review

"Mens cujusque is est Quisque" – "Mind Makes the Man"

— Samuel Pepys

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2.1 Synthetic Grayscale Image Denoising

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2.2 Realistic Color Image Denoising

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External Non-local Self-Similar ity Prior for Additive White Gaussian Noise

Innovation distinguishes between a leader and a follower.

— Steve Jobs
(CEO Apple Inc.)

3.1 Introduction



Fig. 3.1: Figure example: (*a*) example part one, (*c*) example part two; (*c*) example part three

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Fig. 3.2: Another Figure example: (*a*) example part one, (*c*) example part two; (*c*) example part three

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3.2 System Design

3.3 Demo System

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

3.4 Calibration

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3.5 Conclusion

External Prior Guided Internal Prior Learning for Real Noisy Image Denoising

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— Steve Jobs
(CEO Apple Inc.)

4.1 Learning External Nonlocal Self-Similarity Priors



Fig. 4.1: Figure example: (*a*) example part one, (*c*) example part two; (*c*) example part three

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4.5 Conclusion

Internal Nonlocal Self-Similarity Prior for Real Color Image Denoising: A Low Rank based Method

Users do not care about what is inside the box, as long as the box does what they need done.

— Jef Raskin about Human Computer Interfaces

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5.1 Introduction

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5.2 Related Work

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5.3 Method

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5.4 Experimental Results

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5.5 Summary

Internal Nonlocal Self-Similarity Prior for Real Color Image Denoising: A Sparse Coding based ethod

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6.1 Introduction

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6.2 Related Work

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6.3 Summary

A Large Real Noisy Image Dataset, with A Comprehensive Evaluation of State-of-the-arts

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7.1 Introduction

7.2 Related Work

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7.3 Summary

Conclusions

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8.1 Section 1

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8.2 Section 2

There is no need for special content, but the length of words should match the language.

8.3 Future Work