**ANALAYSIS OF RESULT**

**RESULT**

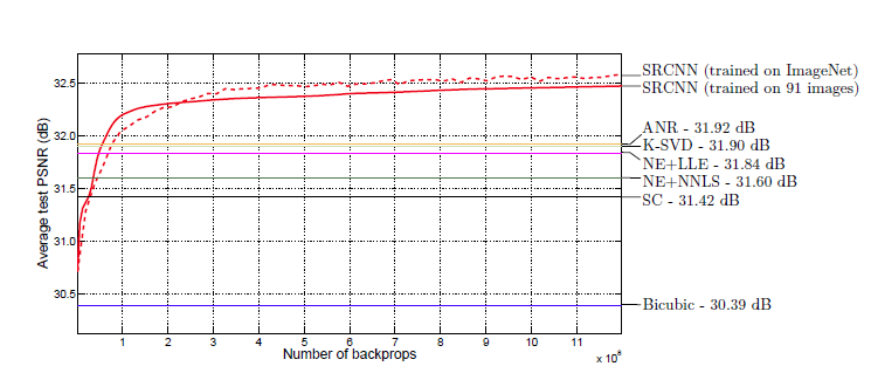
****

**DEGRADED IMAGE**

****

**SRCNN APPLIED IMAGE**

**COMPARISION WITH OTHER ALGORITHMS**

****

**COMPARISION WITH OTHER METHODS**

**CHAPTER 7**

**CONCLUSION AND FUTURE WORK**

**7.1. CONCLUSION**

This approach, SRCNN, learns an end to end mapping between low-resolution and high-resolution images, with little extra pre/post processing beyond the optimization. With a lightweight structure, the SRCNN achieves a superior performance than the state-of-the-art methods. Additional improvement in performance can be gained further by exploring more filters and different training strategies.

**7.2. FUTURE WORK**

FSRCNN has a relatively shallow network which makes us easier to learn about the effect of each component. It is even faster with better reconstructed image quality than the previous SRCNN. By comparing SRCNN and FSRCNN-s, FSRCNN-s (a small model size version of FSRCNN) has a better PSNR (image quality) and much shorter running time, in which 43.5 fps is obtained.

**7.3. REFERENCES**

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