



Image Super-Resolutions

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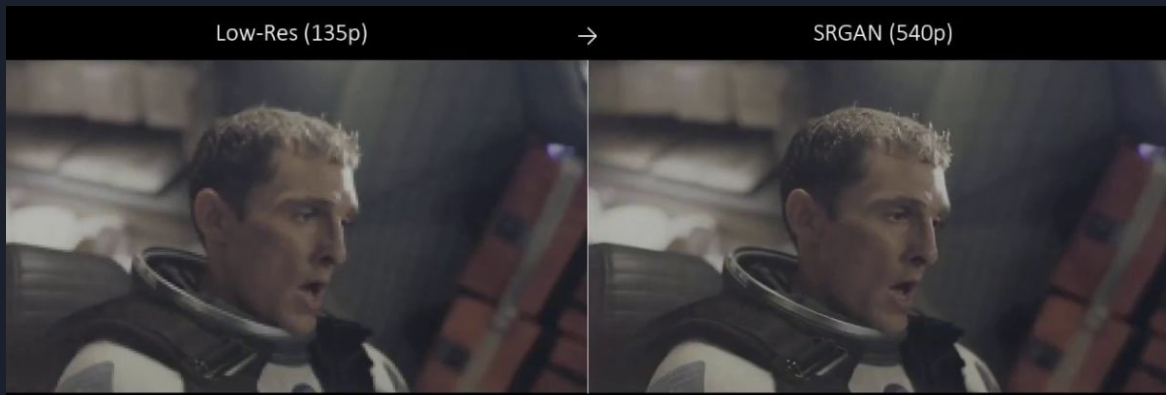


Index

1. Context of the project and objectives.
2. Dataset.
3. Architecture used.
4. Training performed.
5. Results obtained.
6. Experiments conducted.
7. Possible extensions of our project.
8. References.

Context and Objectives

- **Motivation:** It is common to have blurred or pixelated images, and it is usually difficult to get more optimal images. **Our objective** was to construct a model that can improve the resolution of any image by a factor of 4.



Milestones:

- Produce a Super Resolution x4 times the Low Resolution.
- Correct the use of MSELoss (instead of VGG Loss) with a more complex architecture.
- Construct a model that works for any test image.

Dataset

We started with BSD300.

- 200 variate Training images
- 100 variate Test images

We finally selected **DIV2K**

- 800 variate Training images
- 100 variate Test images

Center cropping of all the images:

- 64x64 for Low Resolution images
- 256x256 for High Resolution images

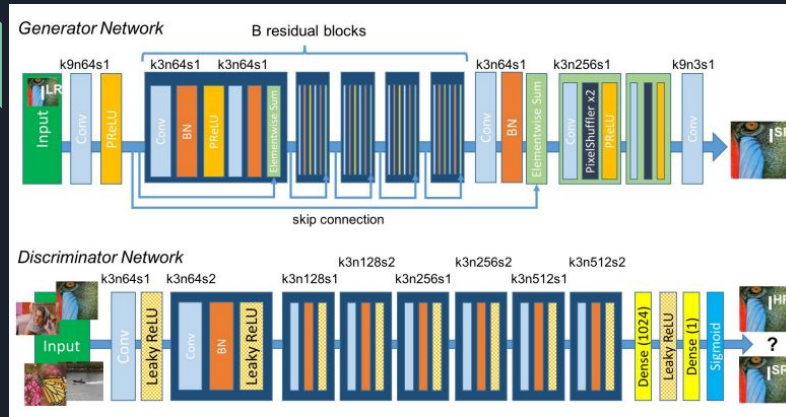


High Resolution



Low Resolution

Architecture

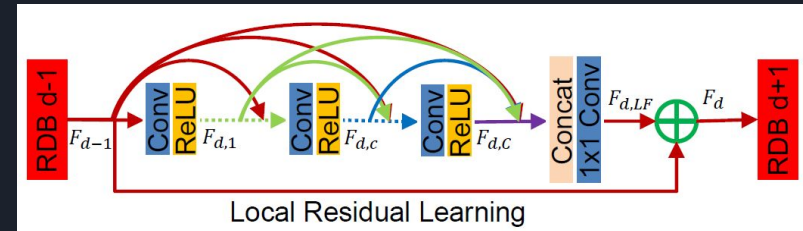


Basic SRGAN architecture:

- **Generator**
 - Convolutional+Parametric ReLU
 - 5 Residual Blocks
 - Batch Normalization
 - Upscaling Blocks with Sub-Pixel Convolutions
- **Discriminator**
 - Strided Convolutions
 - Fully Connected Layers

Improved with Densely Connected Convolutional Networks principle:

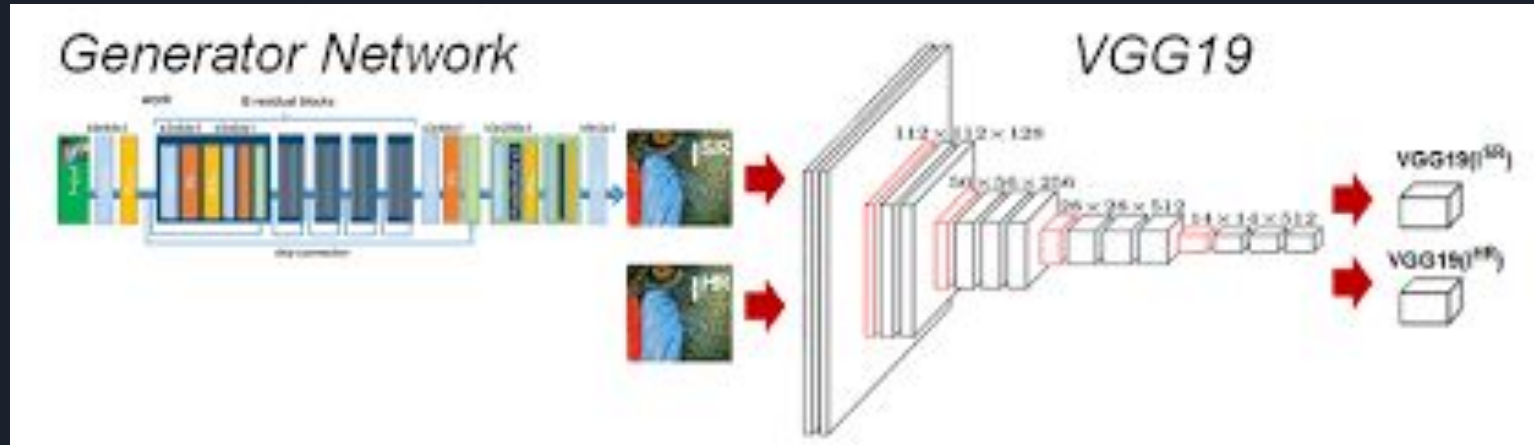
- Application of Densely Connected Residual Blocks
- Element-wise sum replaced with Weighted 'concatenation' of outputs



Use of VGG19 as Transfer learning for the discriminator:

Use a pre-trained VGG19:

- Input of the Discriminator
- Pre-processed VGG(HR)
- Less parameters



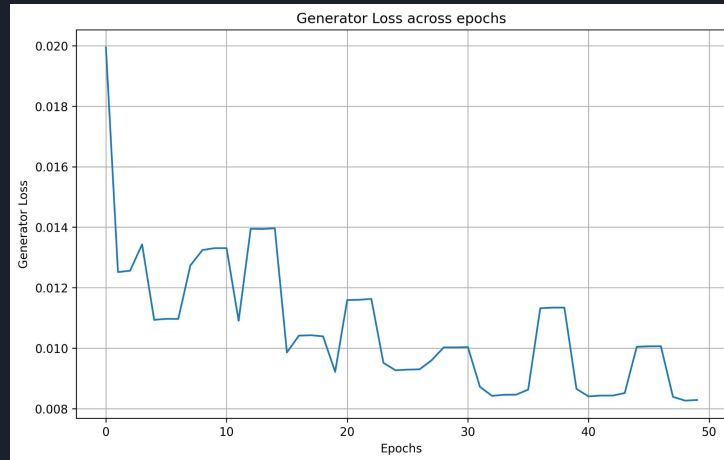
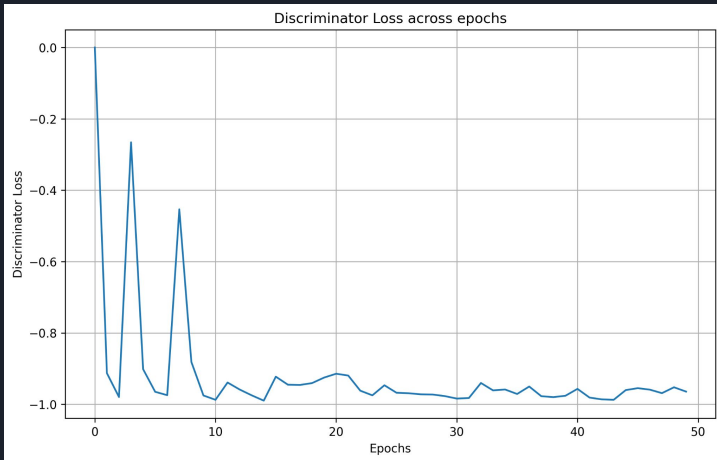


Training

- Losses:
 - Content Loss: Pixel-wise loss (MSE versus VGG).
 - Adversarial Loss: Discriminator loss (Wasserstein versus BCE).
 - Perceptual Loss: Generator loss taking into account Content Loss and Discriminator feedback.
- Hyperparameters:
 - Learning Rate: Unique or one for each piece of the network.
 - Epochs: Computational time and diminishing returns.
 - Adversarial training: Regulating the race between Generator and Discriminator.
 - Batch Size: Usage of Batch Normalization or Instance Normalization in our architecture.

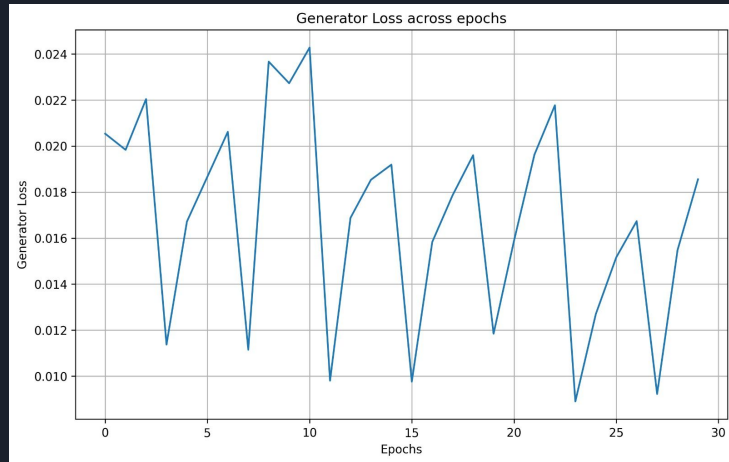
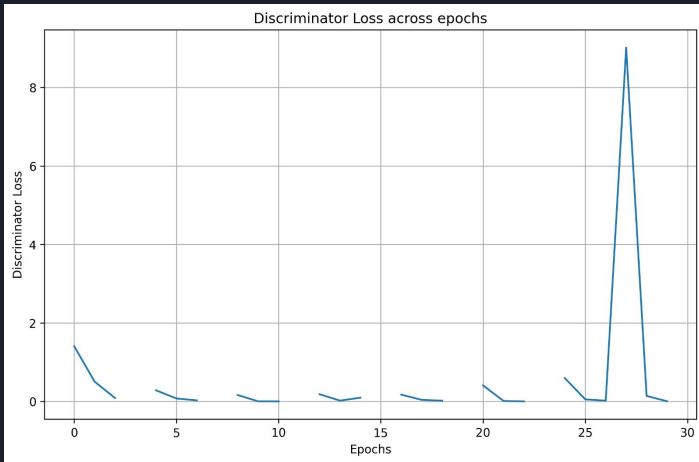
Results

Metrics: Peak Signal to Noise Ratio (PSNR) and structural similarity (SSIM).



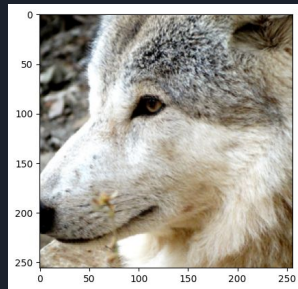
- Weighted Dense ResNet (WDRN) with VGG SRGAN 50 epochs:
 - PSNR = 29.23
 - SSIM = 0.739

More Results (Second best model)

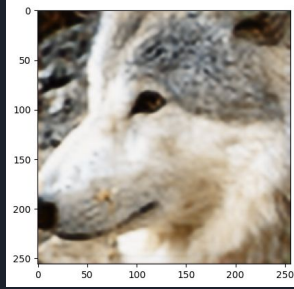


- Normal SRGAN 30 epochs:
 - PSNR = 29.21
 - SSIM = 0.731

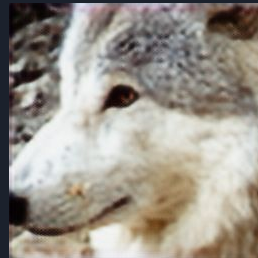
HR



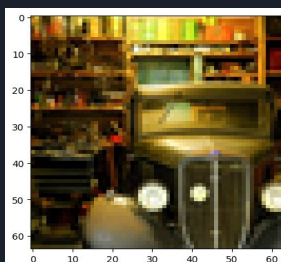
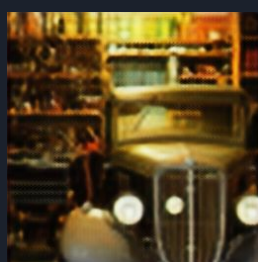
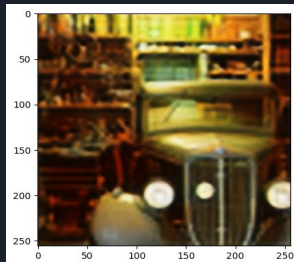
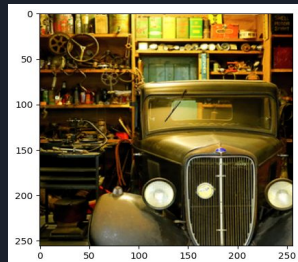
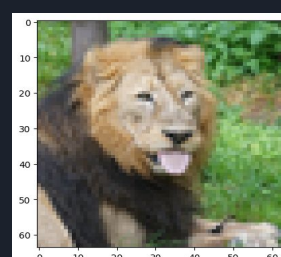
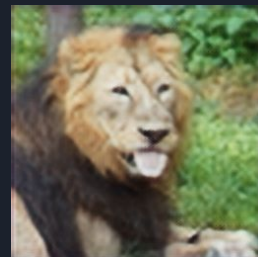
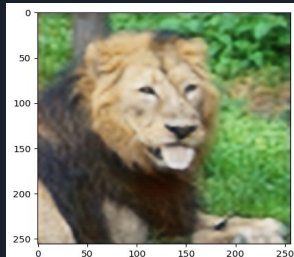
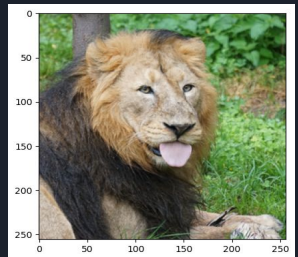
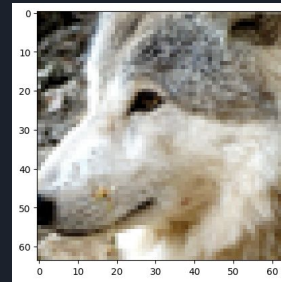
WDRN + VGG



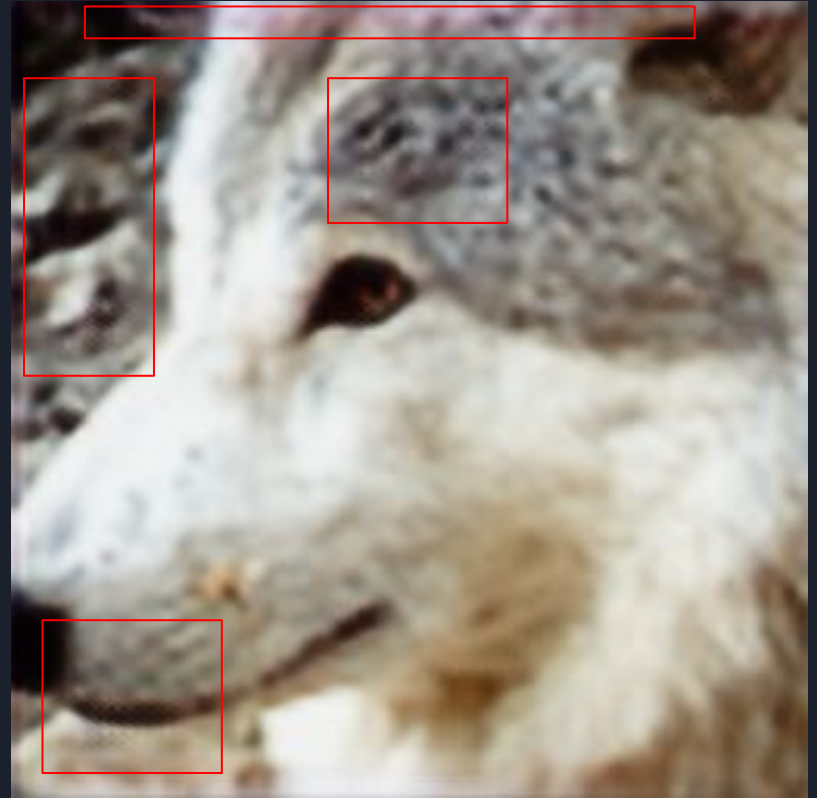
Normal



LR



COMPARISON BETWEEN WDRN AND THE ORIGINAL NETWORK



COMPARISON BETWEEN WDRN AND LOW RESOLUTION





Experiments

- Implementation of Densely Connected Blocks
 - Encouraging forward-pass nature of the model.
 - Experimentation with Weighted Dense Connections
- Wasserstein Loss
 - As discriminator loss
- VGG implementation
 - After the SR and HR images and before the Discriminator
 - Pre processed
- Dropout
 - To reduce overfitting
 - Different values
- Batch size
 - Problems
 - Instance Norm



Possible extensions

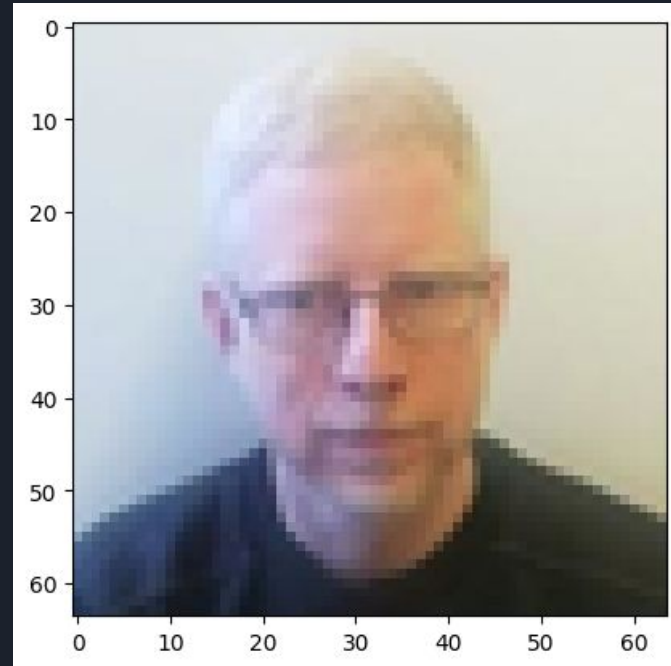
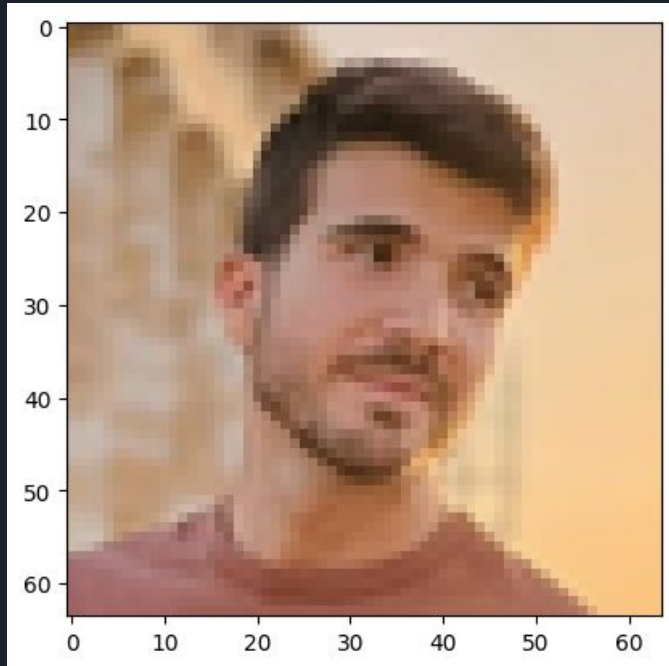
- Use a bigger dataset
- Use all possible crops of the same dataset (up to 10K)
- Adapt state of the art model with usage of hybrid attention blocks and transformers (HAT-L).
- Weighted dense Connections
 - Fine-tune the hyper-parameter “b”
 - Add modifications
- Expand the amount of layers of the Generator
- Change the content loss from MSE to VGG loss
- Modify the alternative training
- Experiment in a Cluster or local machine with more RAM (batch size, dataset size...)



References

- Densely Connected Convolutional Networks [DenseNets] ([1608.06993.pdf \(arxiv.org\)](#))
- Photo-Realistic Single Image Super-Resolution Using a Generative Adversarial Network [SRGAN] ([1609.04802.pdf \(arxiv.org\)](#))
- Hybrid Attention Transformers [HAT-L] ([2205.04437.pdf \(arxiv.org\)](#))
- Wasserstein GAN (<https://arxiv.org/pdf/1701.07875.pdf>)

Thank You for your attention



Thank You for your attention

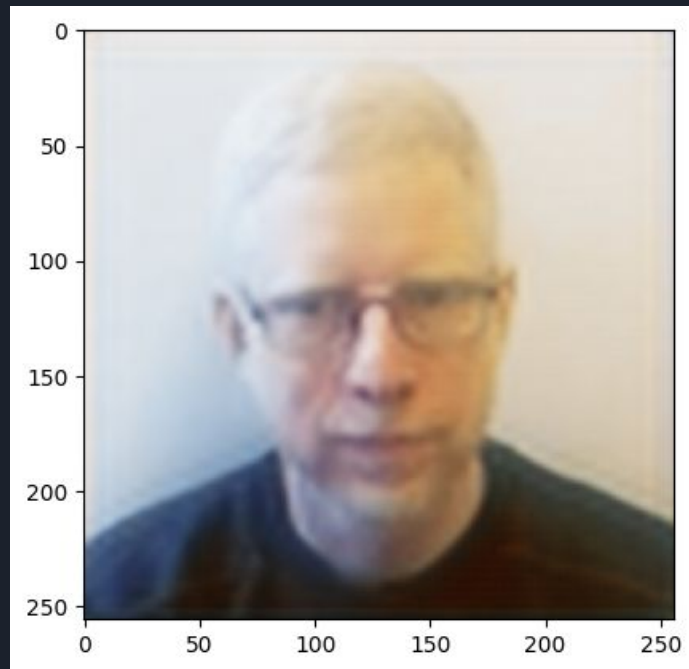
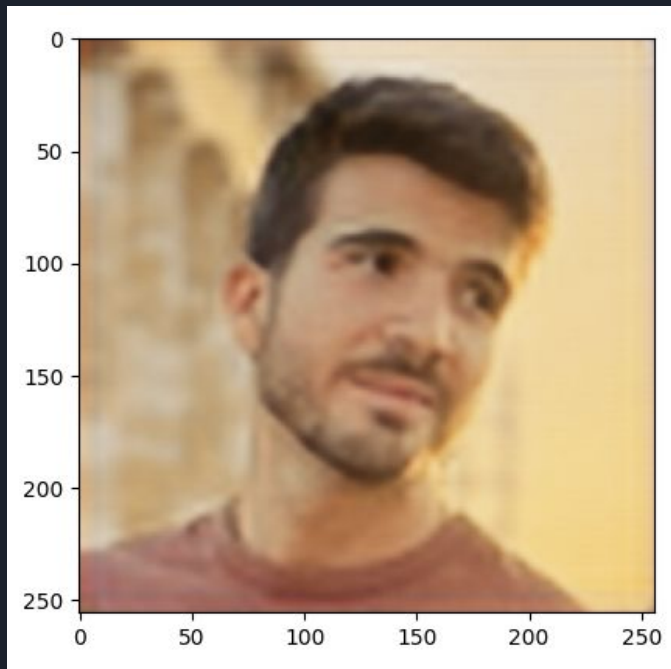




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