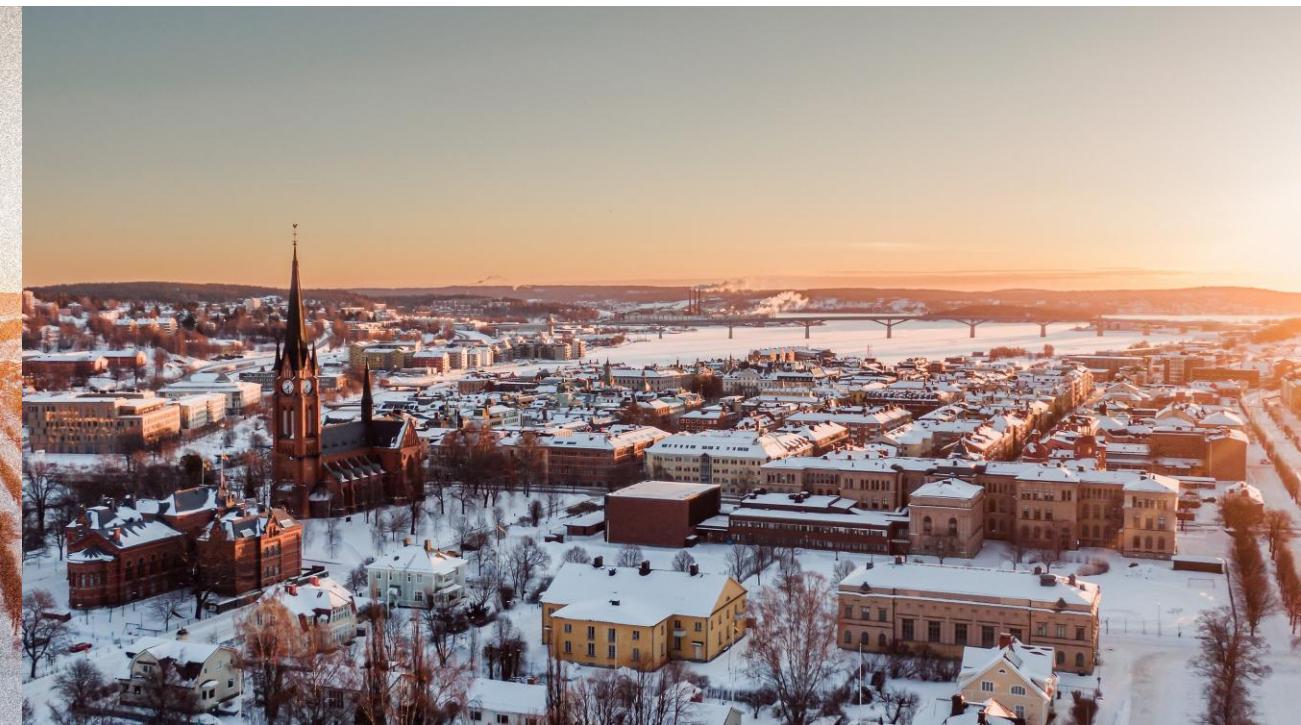
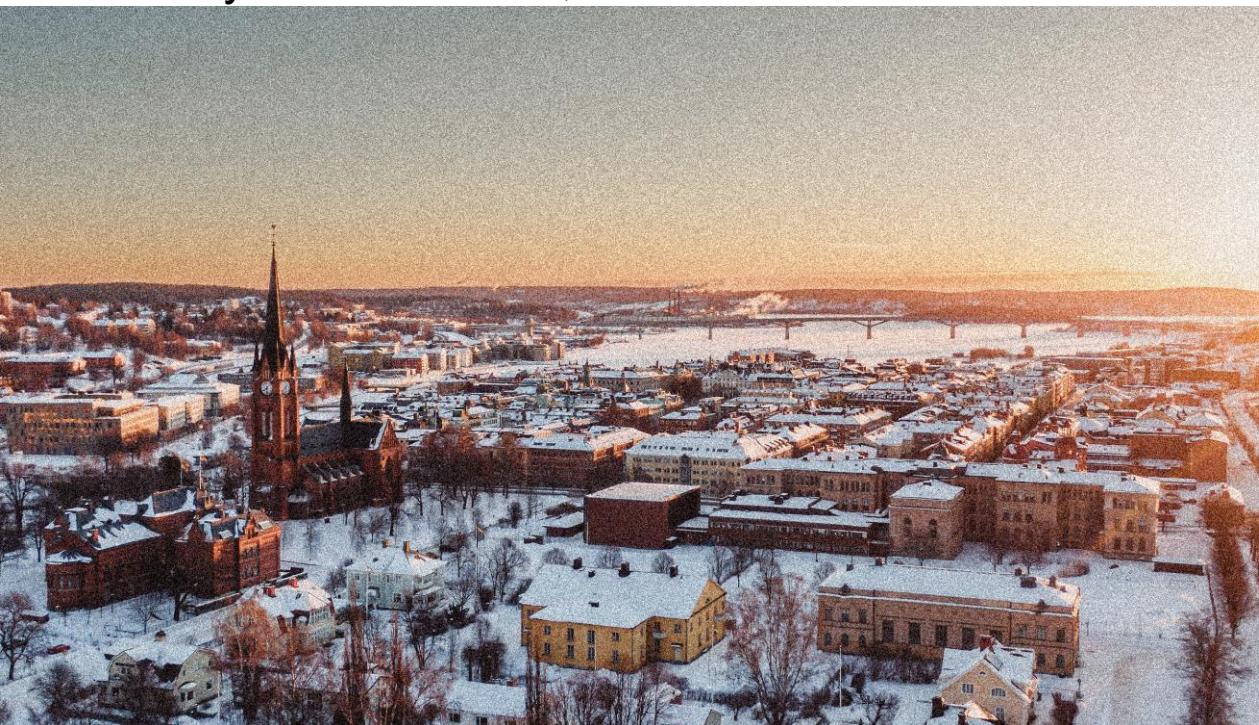


Effect of Noise Level and Brightness/Contrast on Image Denoising Performance: **Classical vs. Neural Network Denoisers**

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Andrea Faccioli



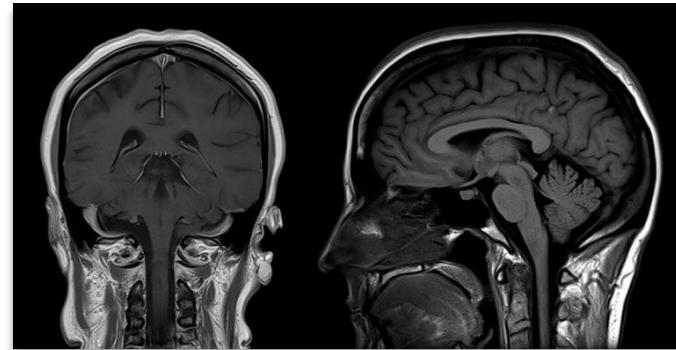
Introduction & Motivation

Background:

- Imaging devices are now everywhere: **phones, surveillance, medical imaging**
- Image quality is **critical** for accurate analysis and decision-making

Problem:

- Low-cost sensors provide **high noise** and low-quality images
- Real world scenarios present **illumination changes** and **contrast variations**



Research questions

How do noise level, brightness, and contrast affect the performance of classical and neural network–based image denoisers?

1. Are **neural network** denoisers more robust than **classical** ones under higher **noise levels**?
2. Do **brightness/contrast** changes significantly improve or degrade image denoising performance?
3. Do **brightness/contrast** changes interact with **noise type** and **level** to influence denoiser performance?

Expected results

1. Are **neural network** denoisers more robust than **classical** ones under higher **noise levels**?



- Classical methods: performance degrades at higher noise; visible artifacts.
- Neural networks: expected to maintain stronger performance.

2. Do **brightness/contrast** changes significantly improve or degrade image denoising performance?



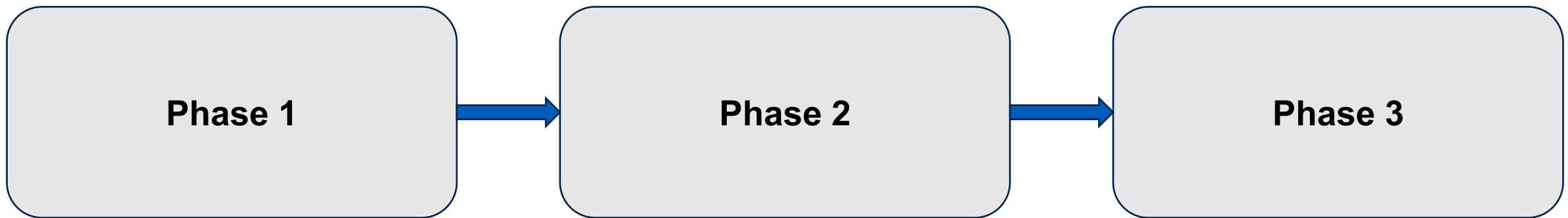
- Extreme brightness/contrast → likely to reduce quality.

3. Do **brightness/contrast** changes interact with **noise type** and **level** to influence denoiser performance?

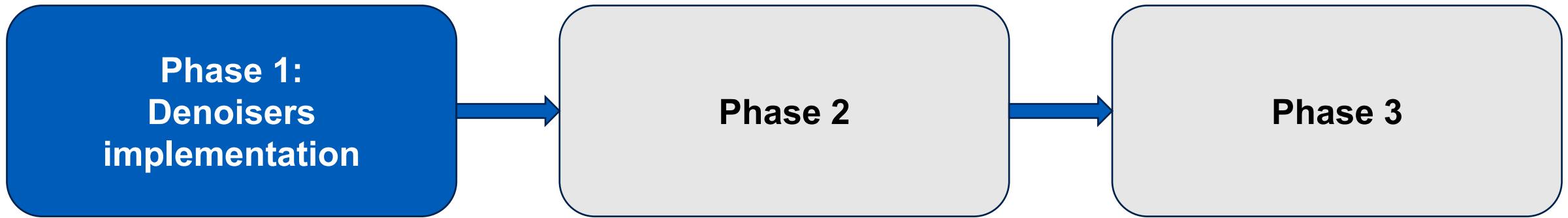


- Combined effects of factors (noise × brightness × contrast) still largely unexplored.

Research method



Research method



Phase 1: Denoisers Implementation

Development environment:

- **Jupyter Notebook** for modular, reproducible experimentation
- Language: **Python**



Classical denoiser: BM3D – Block Matching and 3D Filtering

- **bm3d** official python library [1]



Neural Network denoiser: DRUNet

- **DRUNet** implementation from original authors [2]

Validation and consistency check:

- Test both implemented denoisers on the original papers' **datasets** (BSD68, Set12).

[1] <https://pypi.org/project/bm3d/>

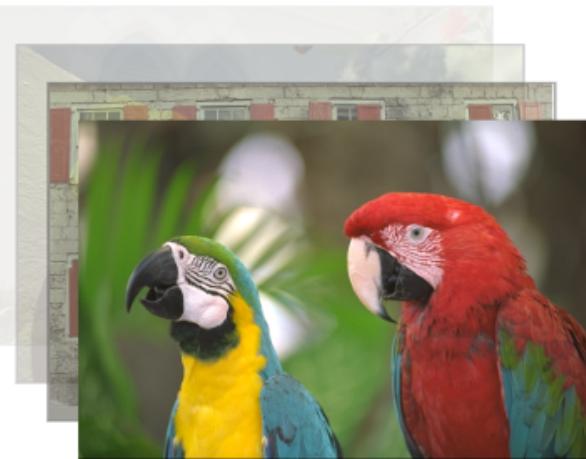
[2] <https://github.com/cszn/DPIR>

Research method

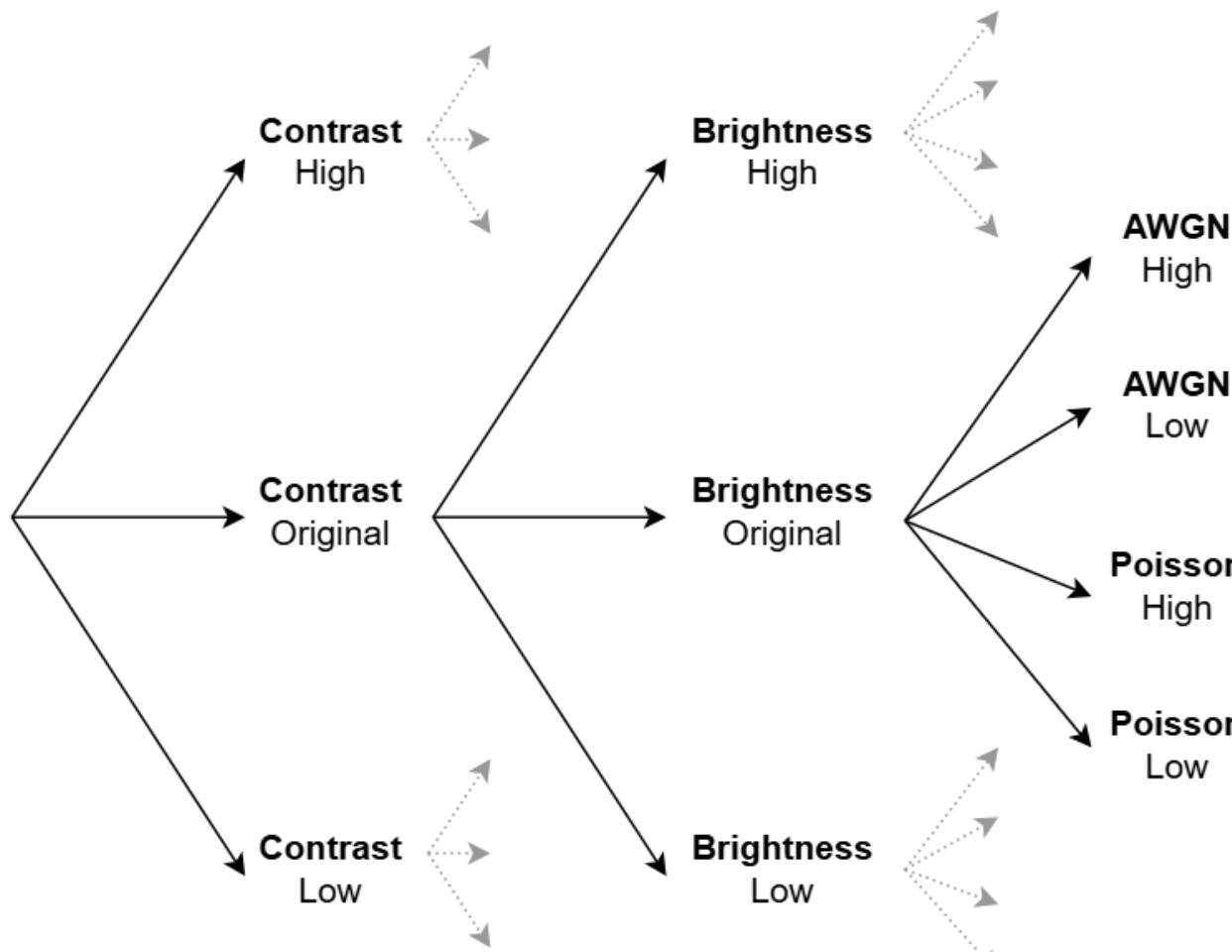


Phase 2: Image manipulation and denoising

Manipulation pipeline



Kodak24
24 color images 768x512



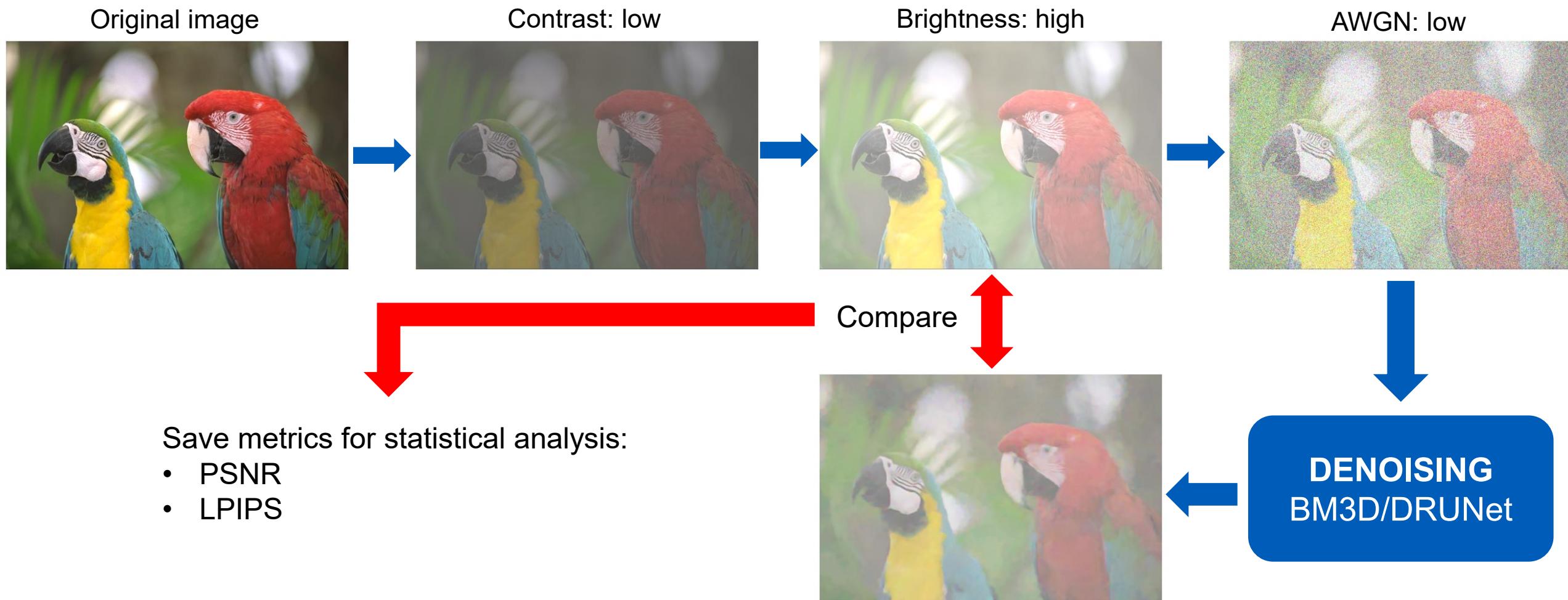
Denoising

BM3D

DRUNet

$$\text{Total images: } 24 \times 3 \times 3 \times 4 = 864 \times 2 = 1728$$

Phase 2: Image manipulation and denoising – cont.



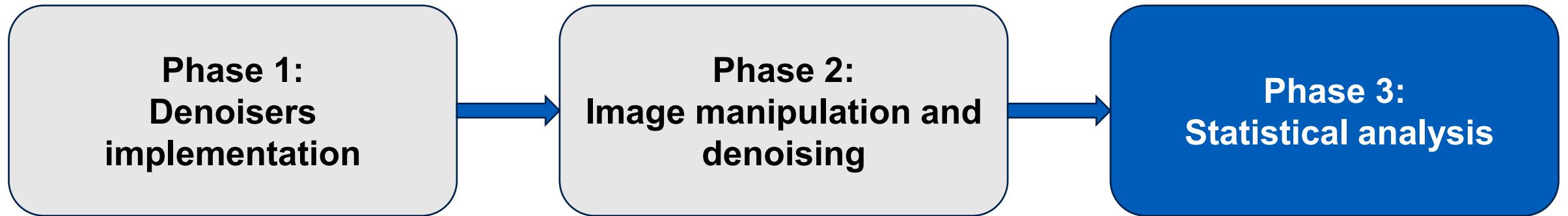
Phase 2: Image manipulation and denoising – cont.

Collected metrics:

- **PSNR** (Peak signal-to-noise ratio)
 - A **mathematical metric** used to objectively measure the quality of a processed image compared to its original, clean version
 - Higher PSNR = Better reconstruction fidelity (lower error)
- **LPIPS** (Learned Perceptual Image Patch Similarity) [1]
 - A **perceptual metric** that uses a deep neural network to measure the perceived similarity between two images
 - Lower LPIPS = Better perceptual quality (more similar to the original).

[1] Zhang et al. The unreasonable effectiveness of deep features as a perceptual metric. In 2018 IEEE/CVF Conference on Computer Vision and Pattern Recognition, pages 586–595, 2018.

Research method



Phase 3: Statistical analysis

LMM – Linear Mixed-effects Model

- Two separate LMMs will be fitted, one for each performance metric.

$\text{PSNR} \sim \text{Denoiser_Type} * \text{Noise_Type} * \text{Noise_Level} * \text{Brightness_Level} * \text{Contrast_Level} + (1 | \text{Image_ID})$

Fixed effects:

- Denoiser Type (BM3D vs. DRUNet)
- Noise Type (Gaussian vs. Poisson)
- Noise Level (High vs. Original vs. Low)
- Brightness Level (High vs. Original vs. Low)
- Contrast Level (High vs. Original vs. Low)
- All their interactions -> Research question 3)

Linear Mixed-Effects Models

Random effect:

- Image ID - to account for the inherent **variability between** different base images.

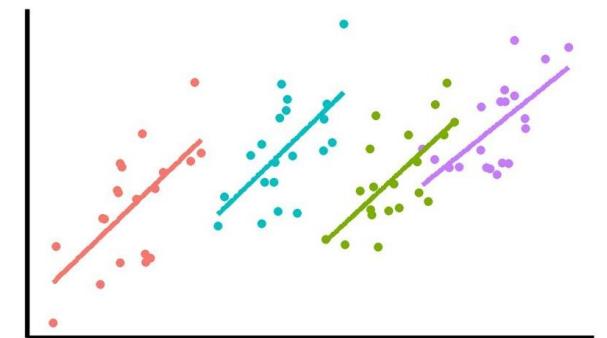


Table 1: Time plan for the Quantitative Research and Development project

Phase	Start Week	Start Day
Denoisers Implementation	42	13/10/2025
Image Manipulation and Denoising	44	27/10/2025
Statistical Analysis	46	10/11/2025
Writing and Reporting	48	24/11/2025



Thank you!